Alestorm Jumpchain

Version 1.0.1

Drink up, my hearties, because you are about to take a trip over the seas. Whether you are a pirate or not, you are entering a world of heavy metal pirates. The call of the waves is sounding out loud and clear, leading to Tortuga, Mexico, Brazil and more. It could lead you anywhere that the waves touch - and some places they don't - so find yourself some rum, ale, quests, and mead since those are the things a pirate needs, and set forth on a quest for treasure hunting the cursed crystal coconut wherever that dirty ape took it, seeking treasure and riches. Or maybe you'd rather set sail and conquer under blackened banners, using the force of your cannons and pistols to take what you want because all the best things in life are free, like other peoples' rum. Could be you're going to bite the hooked hand that feeds, hunt down pirates and make the seven seas safe for civilized shipping. Or maybe you're here to simply indulge in the wenches and mead, enjoying all the exotic brews that you might be able to find and acquire in a world of drink, rum, and mead from Hell.

That's not to say this is all fun and games. One could find themselves accosted by black sails at midnight, pirates raiding the port they call home without warning. It's even possible to find yourself cast back through time, and facing the British fleet during the sunset of the golden age. So lest you find no grave but the sea, perhaps you should stop by the shop and buy some things to make your time here a little bit easier on you. For that purpose why don't you take these and we'll see what we can do for you:

+1000 G(old) C(oins)

Age and Gender:

You are a pirate. Age and gender are superfluous information with that fact so you can choose whatever age and gender you desire.

Background:

You are a pirate. Or maybe a random person they pulled onto the boat after they found you floating in the water with no past in this world. But you'll find that they are quickly willing to accept you into their pirate crew. Thus you are a pirate, though you

may be a heavy metal pirate if you prefer. There are no backgrounds for perk and item discounts in this jump.

Location:

You may freely appear in any port town or city within the Golden Age of Piracy. If you would prefer to roll and add randomness to your journey you may do so adding some more fantastic options.

1. Tortuga - One of the most famous ports in the Caribbean. It's a good place to be if you want to sign on for a pirate adventure, meet Captain Yarface, or just enjoy some booze.
2. Nancy's Harbor Cafe - Perhaps the finest tavern in all the lands. This dockside tavern in Scotland provides a safe bed for the night, and some of the best ale in the 7 seas.
3. Mexico - It's unclear **where** in Mexico you are, but you have woken up somewhere in the kingdom of Mexico and not in the middle of a settlement. You'll find any boat you've got at the first shore you reach. Hopefully it's not a lake.
4. Magnetic North - Hopefully you packed some warm clothes and a means to get a boat out of the ice. You're at magnetic north, that is the magnetic north pole. What are you doing here? Maybe searching for redemption who knows.
5. Hungary - Ah, Hungary, where better to enjoy the pirate life than on the shores of Balaton. Enjoy Central Europe, maybe you can reach Constantinople and the sea.
6. Party Skull Island - This island boasts a large structure shaped like a skull. It is the site of many pirate parties. Even if you don't intend to form or become part of a pirate crew they've got good booze.
7. An apiary under the sea - Well I guess this is different. It would seem you're underwater. Thankfully some demonic enchantment keeps air in this part of the ocean, but you'll have to deal with the sorcerous bee keeper if you want to leave unless you've got some significant powers of your own. Still it's a place to get mead from Hell.
8. Inside of aeons of chaotic spires - You have arrived somewhere that's not quite inside normal time. A sea of frozen time lays all around you, and chaotic spires formed of the aeons themselves stand about you. Through this place you may travel to another time and space, but beware it can be hard to be precise and returning here again is harder still.

Perks:

No backgrounds, so instead you get 2 50% discount each for 100, 200, and 400 GC perks as well as a single discount for a 600 GC perk and one usable on any perk or item. You may use a discount for a higher price perk on a lower price perk (such as taking 2 100 GC perks at a discount instead of a 100 GC perk and a 400 GC perk), and a 100 GC (or 50 GC) perk that is discounted is instead free.

If a perk has + at the start of its name it is an upgrade to the perk before it, requiring the other perk to be purchased. If a perk has two prices you may discount whatever tier you buy it at (using a 200 GC discount on Now When I Speak It's Rather Absurd to get the 200 GC form for 100 GC). If a perk has an upgrade (such as +The Quest Is Never Ending to Over the Seas Our Quest Has Begun) you may use a single discount on the combined perk at its full price (an any GC discount in the above example), or may use discounts for each part (a 400 GC and a 200 GC discount), but may not use a discount for one part and a discount on the combined price (so no using your 400 GC discount on Over the Seas Our Quest Has Begun and then your any price discount on the combined perk to get it for a total of 200 GC).

You Are a Pirate (Free/100 GC): You possess the minimum necessary skills to be a pirate. You have functional sea legs, know your way around basic nautical terms, the basics of working a ship, as well as the basics of using a cutlass or flintlock pistol.

For 100 GC (discountable) you are a truly skilled pirate. You have great talent and skill in handling a ship, your balance on a ship is impeccable, you are highly skilled in using pirate weaponry, and you know how to swim well enough to sweep the olympics, and can hold your breath for several times longer than should be humanly possible.

Now When I Speak It's Rather Absurd (Free/200 GC): For free you now have a proper sailor's vocabulary. By which I mean you've got an extensive knowledge of swears, curse words, and those dirty words you can't say in a jump document in any language you can speak.

For 200 GC this vocabulary improves. You have an extensive knowledge of such words even in languages you do not (yet) speak, able to eloquently curse out strangers in their own native language the moment you have heard any word spoken within it. More importantly something about your skill with four letter words has reached the level that you can almost weaponize it. Those of faint constitutions, or who are overly used to proper civility can be made to faint just from the tirade of swear words and insults you

can produce, and even fellow pirates may be momentarily stunned by your weaponized curse words. Don't expect this to work on someone twice.

Cider Drinker (50 GC): You have all the skills necessary to run a 17th century family farm. You know the basics of agriculture and animal husbandry, as well as the basics of maintaining the tools and buildings of a farm. While not a fully proficient carpenter or blacksmith, you have a smattering of carpentry and the skills necessary to perform minor repairs and common maintenance to metal tools. You could survive as a subsistence farmer, assuming you had the land, and some help building the farm in the first place.

Weiber and Wine (50 GC): You speak all languages spoken on the Earth during the 18th century. You are equally fluent in all these languages, able to speak any of them as if they were your native tongue. This is the 18th century dialect for each language in question. And 1 word being said in the language isn't enough to count, it has to at least be spoken like ecclisiastic latin.

You Can be Sure You'll Have no Sons or Daughters (50 GC): You can. From now on you can toggle your fertility on and off at will, and people will even believe you when you say no children will result as long as you keep it off. As a bonus you're now immune to sexually transmitted diseases.

Drink (100 GC): You are immune to the negative effects of alcohol intoxication. No matter how much you drink you retain the ability to think and act normally should you need to. You can still feel the beneficial effects of alcohol intoxication - the social lubrication, easing of concerns, etc - but the moment that they become a hindrance to you they all fall away as if they were never there to begin with. In addition you will never get sick on your stomach due to alcohol, or suffer alcohol poisoning. Finally you can drink any amount of alcoholic beverage as fast as it can flow down your throat, seemingly a bottomless pit when it comes to alcohol, and unable to drown (or suffocate) while doing so; this only applies to alcoholic beverages though, so you can't drink the ocean.

Flower of Scotland (100 GC): What is this? A cover? Well whatever. No matter how silly or strange a place you find yourself in, you are able to remain serious and keep your eyes set on your goal (whatever it is). You will not be distracted by the strange and silly, but can keep a somber head about yourself even when everyone else around you has become some sort of joke. This does make you an excellent straight man.

Heavy Metal Pirates (100 GC/600 GC): For 100 GC you now have musical skill and talent to match any member of Alestorm's. You can write songs, come up with lyrics,

sing, or play a plethora of instruments, all at least well enough to sub in for a member of the band.

For 600 GC this has become something else entirely. Well you still have that skill, but now it has reached the level of heavy metal in heavy metal songs, a power that could give pirates the might to defeat ancient beings of long lost aeons. You may use heavy metal in place of most magical rituals, this won't make it any faster, and special conditions must still be obeyed, but if you want to whip out a guitar and riff your spells instead of wave your hands and utter words you can. You will also find that you, and your allies, are simply somewhat better when you are performing a metal song where they can hear it, that your music stirs them to be their very best. The longer you play, the more technical skill you display, and the more original the song the greater this bonus will become. This applies first and foremost to combat skills, with other skills gaining a reduced benefit. Finally you may even use metal as an almost universal language, conveying if not meaning then emotion purely through song, so that you can empathically demonstrate your desires to those who can hear you play.

Quest for Ships (100 GC): All pirates can sail, but you have something special to you. You have all the skills needed of a shipwright in this age, and all the skills needed to make any part of the ship that might be required. Given time you could build a ship with no outside help assuming you had access to the tools and raw materials needed. And you wouldn't take as much time as you would expect. When you are working to build a ship it goes at least twice as fast as it should.

Ride Into the Storm (100 GC): You find that storms and inclement weather has a reduced effect on your travels. This is at its peak when you are on a sailing ship where you will find that no matter the storm it will not slow you, and may even improve your travel time. For other naval vessels you will find that storms do not aid you, but only the very worst will slow you. On foot it's further reduced but you'd still be able to walk through even the worst storm. When flying it is weakened more but you will be able to fly through most storms. Even outer space 'weather' is affected if you are traveling through space, hyperspace storms, solar flares, and the like having a reduced effect on your travels.

Rum, Beer, Quests, and Mead (100 GC): They are the things a pirate needs, and with just those four things a pirate can live a full, long, and happy life. Now you too can take joy in a few simple things and find that it is enough for your life for years, decades, centuries, or eternities. As long as you have a few simple pleasures that you find joy in, you will never succumb to ennui, and you will always be able to find new joy and

pleasure in these simple things. They do not have to be rum, beer, quests, and mead but can be your own equivalents.

Scraping the Barrel (100 GC): Sometimes it seems that there are no more tales to be told, and that one day you've run out of lyrics for songs. Now it would appear that when you are pursuing an artistic pursuit, you can always find **some** inspiration in a barrel of ale. There's no guarantee it will be particularly **good**, but it will always be good enough to be marketable, even if the quality is not as great as you are usually capable of. With this you'll never be wholly out of artistic ideas, and while not all of them will be particularly good if you keep scraping the barrel long enough one idea is eventually bound to be great.

And For What? (200 GC): Yours is a rare gift: perspective. You are able to put your past actions into perspective, understanding just how much they cost others and how much they benefited you. You can tell if they were 'worth it' from any ethical perspective you choose to follow, and are also able to understand whether you would do these things again, and if you would, find peace with your decision. You can know your actions will be damning you to hell, and you will still be at peace as long as you consider the consequences worth the price.

> **+If I Could Go Back and Make my Amends (600 GC)**: But maybe you wouldn't make all those mistakes once again. Once per jump you can retroactively change one decision you made. From that point on the jump will play out again without you possessing any memories, skills, equipment, and so forth of the now defunct timeline, besides that your future self chose to change that action, and that this perk's 1/jump use has been expended. Note this is changing a decision you made, not an event you took part in; you can't just go 'what if I won that battle', though you might go 'what if I used this attack instead of that one' or 'what if I had aimed for the head' or even 'what if I had fled the battle'; it only applies to your choices and nothing else.

"As sure as hell's my final fate You'll all soon die, or worse" (200 GC): You are able to lay down powerful dying curses. This does require that you be actually dying, but whenever someone or a group of people kills you, you may utter a final dying curse upon them. They will (all) find that their curse goes badly south from this point onwards, your curse leading them to a fate of death of their own. Sufficiently powerful beings might resist - or even break - this curse, even mortals can survive for years before the ill-luck does them in, but barring some powerful supernatural aid they will have to live the rest of

their lives with horrible luck and being followed by an evil shadow which seems to try and lead their every action into misery and death.

Your being revived does not end this curse, but the death of the target will free them from it. You may curse all beings directly acting to cause your death. The more magically powerful you are, the more magic will be needed to break this curse.

Bassline Junkie (200 GC): As long as you are listening to a loud bassline you may gain the recreational effects of one of speed, heroine, cocaine, or ketomine. Once the music ends so too do all the drug-like effects. Thankfully this musical intoxication doesn't come with the various chemical dependencies or chemical effects beyond the recreational benefits. You may end this effect, or change which drug is simulated with a thought.

Black Sails at Midnight (200 GC): You are a master of night assaults. First your ability to act purely from non-visual senses is heightened, along with your low light vision to see better by moonlight. More you have a general awareness of how to use the concealment given from the night, and darkness to your advantage, as well as the best time to perform a midnight raid to catch your opponents with their proverbial pants down.

I Want More Wenches (200 GC): The requisite harem perk. The more wealth and glory you possess the more you will find that your significant others are willing to share your love and intentions with others, and the less jealousy will get between them. If you're dead broke or have no glory (that they are aware of) to your name, this will do nothing, but if you were the richest person in the world, and had saved the world a dozen times over expect them to be quite happy to be your 433rd wench, or maybe add a digit in there. This only makes them not mind you having others, it will not help you satisfy them all if you have more lovers than you can handle. That one is still on you.

Limb Replacement (200 GC): You are a fairly decent surgeon from taking this. More importantly, you know a small amount of mystical voodoo magic which allows you to stitch any freshly amputated limbs onto anyone else and have them remain viable and usable. Cut off an enemy's arms and sew them onto your own stumps to replace your arms they cut off years ago, or their legs. Replace your arms with an apes. This ensures the limbs will connect to the recipient's musculature without rejection and still be viable, but it doesn't ensure supernatural qualities carry over and this is limb replacement not addition, you can only attach limbs where they already had them with this perk.

No Grave But the Sea (200 GC): You are a master of naval warfare, at least when it comes to the scale of the age and single ship engagements. You know exactly how to sail a ship in combat, the perfect time to trim the sails or fire a broadside, and everything

there is to know about the tactics used in Age of Sail naval engagements; including boarding actions. In future settings this will update to relevant technological eras, but will remain mostly useful in single ship engagements, and not include knowledge of how to coordinate or act as a group.

P.A.R.T.Y. (200 GC): You are a master of parties. You know what makes them fun, you know the logistics behind them, and you have the skills and talents of a master party planner who could sell their services to the rich and famous. Beyond this rather mundane skill, when you plan a party for a certain demographic you may choose to have word of it spread, and to attract that demographic. The larger and more lavish the party the more news will spread, but this only works when you are not intending to do harm to your guests at the party. If you're planning an ambush or trap for any guest you're trying to attract to the party this effect will fail.

Set Sail and Conquer (200 GC): Where No Grave But the Sea makes you a master of naval engagements, this makes you a master of the land raid. You are adept at finding the weaknesses in a fortified location, and discovering how to bring down defenses, or circumvent them. You can quickly figure out how a pirate ship and crew might manage to breach the walls of a fortified town and overrun its defenses. You are also personally skilled in storming walls, climbing them quickly, and while carrying your fighting gear.

This Bastard Can't be Killed (200 GC): That's what your enemies might end up thinking about you. It's not true, but you will find that your strength is now peak human, and your toughness is something more. You're able to survive sword wounds that should be mortal, survive point blank shots from flintlocks, or even lose a limb to a cannonball and keep going at least for a time. You aren't actually immortal, damage to your brain or heart will kill you real quick, and even losing a limb will kill you if you don't get it treated, but you can keep going through wounds that would send a normal man into shock, and generally take more damage and battery before it affects you.

Blood of Blackbeard in Our Veins (400 GC): That's like being pirate royalty, or the pirate chosen one. And now it's in your veins. And because we're assuming you are a pirate this means that you now count as the chosen one any time it matters. Whenever there is a destined chosen one you can stand in. Weapon can only be drawn from the stone, or to be more metal from the pool of lava, by the hands of the destined true king? Doesn't matter if you don't have the hereditary blood of the previous king, you can draw it forth. Only the destined savior can kill a certain monster? You can do it. This doesn't give you any abilities of the chosen one, just that whenever there is an effect which would normally only work for the chosen one it will accept you as it as well.

Call of the Waves (400 GC): *How many times have they said that you're living a meaningless lie How many times have they told you to give up your dreams and to simply just lay down and die Well my friend don't despair we will show you the way Your battle for freedom is starting today Cast off your chains, no longer you'll live as a slave*. You have an infinite wellspring of hope inside of you, able to always remember that there can be better days and never wholly giving in to despair. You are immune to ennui, or the crushing weight of life. Perhaps importantly you find that your mind is your own. Magic or supernatural powers might change it, but the weight of society and its daily pressures to conform has no power to shape your thoughts, your hopes, or your dreams and neither will sweet words from a charismatic being. You can choose to follow it, but it will always be your conscious and wilful choice; you will never be pressured by intent or simple apathy into anything, and you will always be able to find the will to rise up and answer the call of the waves, to go for your dreams and keep going until the end of all time.

> **+Your Fate's Not Been Cast (200 GC)**: It would seem that social pressure and influence is not the only thing you are immune to. Your future is undecided, precognition cannot bind you, predestination has no hold on you, and if someone is protected only because they are fated not to die except in a certain way they may die by your hand. Your fate has not been cast. There's no force in the world holding you back. Make of it what you will.

Crawled from the Womb with a Drinking Horn (400 GC): You were a rather spectacular child, getting drunk before you could walk. And now you carry this with you. You will find that no matter how young (or old) you are, your mind retains the benefits of maturity as well as the increased neural plasticity of youth allowing for better learning of languages and other skills; this also applies to your ability to grow facial hair. Beyond this you will find that your youth is no longer a factor for you in whether you are socially allowed to do certain things; drink as a toddler, run for president as an elementary schooler, when it comes to you people never seem to think you're too young for something. Also you're now immortal as far as age is concerned.

Do What You Want Because a Pirate is Free (400 GC): People are strangely accepting of your actions, appearance, and nature. As long as you are not hurting someone with your actions people will accept you without discrimination for your actions or appearance or even monstrous species. Once you start eating people as a monster they'll treat you as one, but until then you're just a strange creature. You could be known as a pirate and accepted in high society as long as you didn't go around starting fights. A pirate is free, and so are you.

I Put My Faith in Cannons and Whores (400 GC): And it seems to have paid off. Any gunpowder propelled weapon you wield seem to mimic the qualities of holy or sacred weapons. They will in general do more harm to undead or unholy creatures, or those who are metaphysically linked to evil, as well as to a lesser extent those who have strongly held religious beliefs which differ from your own. In addition any sexual relations you have which involve one side paying the other for sex do not count as either side breaking any (non-drawback) holy, sacred, or magical vows or oaths related to chastity or celibacy.

Man the Pumps (400 GC): When you man the helm, or serve at the pumps or other emergency damage control position, of a ship or other vehicle it simply seems to be unwilling to stop functioning. As long as you work to directly steer the ship or in emergency damage control you will find that your vehicle almost ignores damage. It will still accumulate, but you could lose the mast or rudder and continue to function as if you hadn't, and you could have holes all across the ship and while you'd take water you'd not sink; or in a spaceship you could have dozens of holes across your hole and not lose atmosphere. However this continued function of your ship comes at a cost, as it feeds off of your life force to continue functioning. The more damage the ship takes the more of your own life force will be drained, and the longer you maintain its immortal status the more this drain will build. A short trip and light damage might only see you left tired, but a long trip or heavy damage could easily kill a normal man, and keeping a spaceship going as just a bridge unconnected to anything else for a week of hit and run combat might see even one who could not die worked into a coma. This also requires there to still be enough of a ship for you to man the helm, the pumps, or a similar position, if the ship is literally destroyed so that you're floating in the sea, air, or space without it you're no longer on it to keep it going.

It's Time to Spin the Wheel (400 GC): What's the point of being a pirate without adventure? Well with this perk you can be assured that you will live in interesting times. Adventures, plot hooks, and more all seem to just come your way. Usually these will involve quests to faraway lands in search of treasure, but at your discretion they may also include those that better fit your current setting. Either way you will find these adventures if followed through have a tendency to reward you monetarily, discovering lost treasures and wealth on your voyages.

> +**The Quest is Never Ending (200 GC)**: Or maybe there is something you want more than gold and treasure. These adventures, and quests will now tend to lead you towards what might be called your destiny. When you are wronged and your heart turned to vengeance you will find that the adventures aid you in your quest to reclaim what you have lost, or to overthrow the one who has harmed you.

+Oceans of Treasures Wait for Me (200 GC): This does not require the previous upgrade, both may be purchased separately. With this upgrade you will find that the treasure you find in these quests is significantly increased. While they already had a tendency to reward you monetarily now they will reward you disproportionately to the dangers and difficulty involved. Any adventure you go on will provide you with a sizable booty, and even outside of adventures you seem to be a magnet for treasure and wealth of all sorts. You could gather enough plunder as a pirate to change the course of nations.

Redemption Lies at Magnetic North (400 GC): You have a quest, or you'll find yourself with one. Once per jump when you have made some great mistake or allowed some evil to come to pass, you will be able to find a quest where you can redeem yourself. This may not always undo the mistake you made in the past, but it will always be something that helps you find redemption for it in your own eyes and those of the world around you, and in some way balances out the mistake (you failed to protect someone, it might be you protecting someone new against the same people who killed them or it could be resurrecting them). The difficulty of the quest scales with the magnitude of the mistake.

If it was less of a mistake and more of a 'willfully did something horrible', you can still use this ability to generate a quest, but you will find that it is less effective on yourself. While it will redeem you in the eyes of the world, and in some way mitigate or counteract the effects of your misdeed, you will still know you chose to perform that action and have to live with that fact.

+I Know That it Will Take Me to Another Golden Age (400 GC) : Or maybe you want something a bit more than mere redemption. The prerequisite perk is improved so that when you use it you can obtain a quest to bring back any one thing lost. The scale of the quest will match

Stole a Ship and Killed Its Crew (400): You are now an excellent operator of any vehicle you come across. Even if you normally shouldn't meet the requirements (for example its DNA coded to an alien species, requires you to be the direct descendent of King Arthur, or something else) you can figure out how to operate any vehicle you come across in a short time. You won't necessarily become an instant expert, but you will become competent in minutes at most.

You are almost as gifted when it comes to stealing them, easily able to figure out how to get them out without being caught, how to disable security measures to prevent people

from stealing them, and how to get around guards and patrols. This is nothing supernatural, but you will find your creativity and cleverness massively increased when it comes to figuring out how to steal vehicles.

Finally you are impossibly skilled at operating them with less than a full crew. No matter how complex or large a vehicle is you are *somehow* able to get it to operate even if you are crewing it alone. It may not operate at full functionality, but you can always at least get it to move. The less crew it'd normally need the closer to full functionality you can get it to function at all alone, and if it would normally require only 5 or less people you can pilot it alone even if it would normally require some sort of psychic link between pilots; it will not however get any power boosts that could be gained from say compatible pilots or their emotions harmonizing.

We Sail to the Halls of Doom With the Black Flag Raised to the Sky (400): You are not fearless, that would indicate you could not feel fear, but you have the courage to feel fear, recognize it, and dismiss it without allowing it to influence your behavior. You are in effect immune to fear, and even against supernatural terror you will find yourself extremely resistant to the point that it is effectively immunity. But any hero can resist fear that's hardly worth noting. A pirate captain must make his crew resist it as well, and as such those who follow you find they share in a portion of your courage. While it's not as absolute as your own, if your followers believe that it's worth their lives they can follow you into the jaws of certain death without flinching or hesitating in the least.

Chronicles of Vengeance (600): When you act in the name of vengeance you find your abilities, and those of your subordinates, bolstered based on the act you are taking vengeance upon. This even includes your luck, as destiny seems to help guide you to find your foe and bring them low. A minor social slight would see you only having a minor boost to your abilities, if someone killed your parents you might find your powers and abilities increasing several times over as you hunt them down and bring death to them, if someone betrayed your pirate band you might find the ability needed to track them to the very ends of the Earth and then leave them broken and battered in single combat before leaving them with the black spot in their hand marking them as a traitor, if something sank your ship, killing the majority of your crew and blood-sworn brothers you might find your capabilities increased by an order of magnitude as you track down the bastard and ram a great harpoon down its throat. The less directly involved in the act the target(s) of your vengeance is the less effective this perk will be; swearing a crusade of vengeance against all criminals for your parents' death will be far less effective than against the man who did it, deciding to hunt all traitors will be less effective than the man who betrayed

you and yours, or deciding to exterminate all squids will see your power boosted much less than hunting the terrorsquid which slaughtered your blood brothers.

Forty Years I Have Lied In This Grave (600): Death is no longer the end for you jumper. That is it'll still kill you, this *isn't* a one-up, but dying or being dead will no longer end your chain. Jumpchan getting bored might so you might not want to rely on this too much, but even if you end a jump dead, or spend more than half of it dead, dying is no longer the end for you. In addition 1/jump you may choose to have your jump time pause when you die, no longer passing while you are dead. You still need some other means to be resurrected, but feel free to extend your jumps through death.

To the End of Eternity We'll Stand Against the Law (600): It is the piratic way to stand as a force of chaos, and now you more than any other seem to have been chosen by the destiny of piracy to hold this element. Your presence, words, and actions seem better suited to stirring ideals of freedom, liberty, and rebellion in others, stirring up the flames of resentment against the current order to create change and chaos. More than merely inspiring others, you are empowered to stand against the law. When you find yourself opposed to those who represent established law and order, you find that your abilities are enhanced; you strike such individuals harder, their blows weakened upon you, your plans are cleverer, and you find it easier to hide yourself should there be need.

We Stand as One 'Til the Battle's Done (600): You are an expert at coordinating others and their actions, able to easily lead others in battle. More those who fight under you seem to simply fight better, their skills and competence improving while working under your guidance and following your orders; once they're on their own though they're back to their normal state of capability. Finally these benefits are increased by the nobility of your cause. While they'll still be noticeable if you're just trying to rob some ships, or trying to kill for the thrill, they will be massive if you are trying to stop the apocalypse itself and save the world, every man under you suddenly seeming to be an action hero capable of feats that should be superhuman and making the right decision at the right time.

Kill for the Thrill (800): People are surprisingly alright with you performing illegal, immoral, or just sort of dickish deeds. Kill a bartender who has been serving them drinks, and declare an open bar and the bar full of patrons will cheer you. In general unless someone is directly harmed by your actions, or someone very close to them (like direct family close) is harmed by your actions, the majority of people will simply not care about your illegal, immoral, or dickish actions. Most people will not report your actions to the authorities, or take action to stop you, unless your action directly affects them or those

they care about intensely negatively. This won't affect those who are strongly dedicated to good, law, order, or heroism, and those who work in law enforcement will still do their job, though they may be a little less motivated to do so.

The Sun Will Set Forever Never to Rise Again (800): You are able to bring the sunset upon beings, organizations, and ages. Whatever you end will never rise again. If you kill someone they will never be revived even if strange aeons may pass. If you destroy an organization, attempts to rebuild it will fail. If you bring an end to a golden age of exploration, there will never be an age of exploration to equal it again in that world, if you bring an end to the golden age of piracy it will never rise again. Even memories of what you destroyed will fade quicker than they normally would should you desire it. You bring with you the final end, things may fight to the bitter end, but when you bring an end it is **the** end.

Witch Doctor (800): You are a witch doctor. You are able to: curse others to have filthy vocabularies unable to resist the need to randomly curse people out; create zombies; calm or anger the seas; curse people with bad luck; curse people with irresistible rage and need to cause pain and suffering in others; talk to the spirits of the dead; create spells so that when the pirate in question dies they linger as a ghost; and really you can perform a variety of sea based or curse based magic. In theory you can help remove curses as well, though it will be harder and require more power, and really who removes curses? In general if a stereotypical pirate story witch doctor could do it, you have a decent chance to succeed at it. The more impressive feats of magic, like binding a great sea beast to your will, or raising a ghost ship, may need additional time and resources however.

Your Viking Gods Won't Save You Now (800): You are a godless heathen, who puts your faith in cannons and whores. Normally this would not be a good thing in a world with gods, but for you strangely it works out. The gods cannot sway the fate or destiny of any event you are directly involved in, and you find that you are immune to their direct meddling. A god's divine powers cannot touch you, smite you, or change you in anyway. Even their divine perception cannot affect you. This doesn't protect you from powers they may possess not derived from their divinity, or from their raw brute strength if they come in person (Thor couldn't shoot you with lightning, but he could hit you with his hammer), and it only protects you from beings that are actually divine such as gods or angels, beings that are merely mistaken by humans as such are unaffected.

Zombie King of Hell (800 GC): It seems you found an exceptionally potent voodoo queen to help you, Jumper. A dark spell has been laid upon you such that now 1/jump when you die you rise again as a demonic zombie. While this new undead form brings

with it the normal infernal weakness to holy power and objects, and the normal downsides of being a zombie, you will find that your strength increases significantly (at least 50%, several times over if you're merely humanly strong), you become extremely resilient and hard to kill seeing a similar increase to durability and with only your head becoming truly necessary for survival, and even if you lost able to swim 7 times around a pirate ship before finally dying, and any unholy powers you possess are heightened by a significant amount. If you'd rather not be a hellish demonic zombie, you can instead rise again as a pirate ghost. As a ghost you will be intangible, your body unable to physically affect things or be affected by purely physical effects though you may still manifest psychic or magical powers as long as they do not require a physical body; though such powers can also still potentially affect your ghostly form. You choose whether you desire to be a demonic zombie or a pirate ghost when you take this perk and the choice cannot be changed. If you'd like you may take this perk twice however (2nd purchase is not discounted) to get both forms becoming a demonic zombie the first time they activate and a pirate ghost the second.

Items:

No backgrounds, so instead you get 2 50% discounts each for 100, 200, and 400 GC items, and one for a 600 GC item. You may use a discount for a higher price item on a lower price item (such as taking 2 100 GC items at a discount instead of a 100 GC item and a 400 GC item), and a 100 GC item that is discounted is instead free. When discounting an item with optional upgrades you may either apply a discount for the full item at its final price (for example the Lamborghini with both upgrades would be 300 GC so a 400 GC or 600 GC discount could be applied to it to reduce it to 150 GC) or you may apply one or more discounts to each portion of the time (for example the Lamborghini could have a discount applied to the base item to make it free, a second to its boat upgrade to make it free, and a third to its Formula 1 upgrade to make it free). You may not mix these and discount the entire price then discount an upgrade, or discount an upgrade and then discount the full price.

You may import items into like items. You may buy any item more than once, but if you want to discount the item more than once it will cost you a second one of your discounts.

An Empty Cup (50 GC): Despite its name this cup is rarely empty unless you want it to be. When you hold this cup and want something to drink, it will instantly fill with any mundane alcoholic beverage sold for mass consumption, or an alcoholic version of any beverage you can mass produce or have fiat backed replenishing supply. This cup only fills when you honestly want to drink the contents yourself, it will not fill when you try and give the drink to someone else, or want something to use to wash off an object or something like that.

Applejuice looks a bit like P (50 GC): This bottle of applejuice refills itself at the rate of 1 glassful per half-hour. Strangely it looks exactly like urine. In fact should you wish it when you pour it it will taste, smell, and in all ways be indistinguishable from urine.

Chicken on a Raft (50 GC): Each morning you receive 9 pieces of toast with a fried egg on each of them. Each additional time you buy this item the number of daily pieces of toast with eggs double, so if you bought it twice you'd get 18 pieces of toast with eggs on them, and if you bought it three times you'd get 36 pieces of toast and four times you'd get 72.

Little Ship (50 GC): Your very own small boat. Really more of a rowboat or a lifeboat. But it's yours. It always seems to be on any ship, or at any port or shore, when you need it, though, which is a pretty useful power for this little ship.

Jumper's Pirate Outfit (50 GC): Anyone can acquire the clothes of a pirate, but you might have a little difficulty using them due to your special nature. Jumpers can be strange things, and now you have the perfect pirate outfit for a jumper. This pirate outfit, whether a tricorn hat and a suit that could almost pass for an officer in Her Majesty's Navy, or something involving bandannas, eyepatches, vests, and pants as long as it fits the image of a pirate's outfit in the Age of Sail, adapts to your body. Should you change form it will change form to fit you still, even if this means being a costume for a dog. Your own powers and abilities will not harm it, and while it won't provide you any more protection than before if an attack wouldn't harm you it will survive it completely unscathed. If it is damaged or destroyed it will be restored as good as new within 24 hours.

Map to Treasures Untold (50/100/200/400/600/800 GC): This is a map to that most pirate of goals: treasure. At the beginning of each jump you will find this map in your possession, showing a path through adventure and hardship to treasure.

For 50 GC this is merely a little starting treasure and a minor adventure that could be expected to take you at most days (or mere minutes if you're powerful enough), merely wealth enough to cover basic living expenses for 9 people to live for half a year.

For 100 GC the quest will be harder, more exciting, and the treasure will be significantly greater, enough to cover such expenses for a full 5 years.

For 200 GC the quest will be yet harder, more exciting, and the treasure will be enough for 9 people to live in comfort for a decade.

For 400 GC the quest begins to grant more exciting rewards. It will provide you some form of rare and valuable goods native to the world. Nothing unique, or excessively rare, but something that, at least within the standards of the world, would be hard to obtain and useful to those within it.

For 600 GC the quest will grow to push you to use your wits and powers each time, though it will never be more than you can handle if you use them well, growing more time consuming and difficult, but the treasure will be something unique and arguably priceless, a copy of some magic item of the world, or a similarly potent tool. Nothing that is absolutely powerful within the Jump in question, but something that would be nigh impossible to obtain otherwise at least without disrupting canon heavily; such treasures will continue to function in future worlds as if GC backed (even though it will not get auto-repair/restoration).

For 800 GC the treasure can either be the same as the 600 GC level, or some macguffin that will allow you to solve one problem within the current jump. If you choose the latter, however, the quest's difficulty will scale with the problem's, never as hard as solving it without it, but it will be truly dangerous to you and no longer is guaranteed to be within your capabilities.

What Lies Beneath (50 GC): This shark is now your loyal pet, strangely obedient, loyal, and intelligent like a well trained dog.

Wooden Leg (50 GC): Despite being made of wood, you will find that this wooden prosthetic leg will work in all ways as well as a creature's natural leg if put in the place of their leg, though it will still be made of wood it will benefit from any supernatural resilience, strength, or abilities they possess. This includes adapting to their powers, or even shapeshifting with them - although it will always remain cosmetically wooden.

Alternatively you may purchase a wooden prosthetic for another appendage such as a wooden arm, or a wooden head. These function similarly, with the wooden head even able to replicate their memories and cognitive abilities, though it will be up to you to find a way to keep them alive long enough to put the wooden head on in its place, or to revive them once you have.

You'd be better off watching Star Trek (50 GC): You now possess a collection of every episode, and movie, of Star Trek. This includes every series, and a Pirate Universe version of each series in which the Enterprise is a ship of space pirates. So you don't need to go questing upon the poop deck.

Lamborghini (100 GC): Your very own luxury sports car. It never needs fuel or regular maintenance and will repair itself if damaged or destroyed within 24 hours. May be another type of luxury sports car if desired.

> For an additional 100 GC (undiscounted, but a discount may be used on it) this car, while outwardly unchanged, is now capable of working as a motorboat if you drive it into the water.
>
> For an additional 100 GC (undiscounted, but a discount may be used on it) this car, while outwardly unchanged, now is capable of reaching speeds normally restricted for Formula 1 race cars. These upgrades may be bought separately or together.

Party Skeletons (100 GC): This group of 5 skeletons seem able to appear whenever you need extra guests for a party or a band. They are skilled musicians (as if they had the 100

GC version of **Heavy Metal Pirate**), and always down for a good time, but they disappear if pushed into a situation that is not either enjoying a party or playing music. Count as followers. If one is destroyed (pirate parties can get rowdy) they'll be replaced 24 hours later.

Rum (100 GC): This is a supply of rum enough to supply roughly 50 pirates for 1 week. It restocks weekly. You may purchase this item multiple times, each time the amount of rum provided increases by an order of magnitude (2nd purchase is 500 pirates' worth, 3rd purchase is 5,000, 4th purchase is 50,000 etc). In case you want to get a whole country (or world) drunk.

The Sunk'n Norwegian (100 GC): You are now the proud owner of a seaside tavern. This is to put simply a dive, but it comes with a barkeep (a bastard) and a barmaid (a whore) to run it, and its stocks will replenish monthly, always enough for a normal dive to function. Barring your interference it barely makes more than enough to pay the salary for the workers, and any taxes and the like on it, but as the owner you can stay here for free and all your drinks are on the house, and while it doesn't bring you much income, you need to do absolutely nothing to keep it functioning.

Tequila (100 GC): This is a supply of tequila enough to supply roughly 50 pirates for 1 week. It restocks weekly. You may purchase this item multiple times, each time the amount of tequila provided increases by an order of magnitude (2nd purchase is 500 pirates' worth, 3rd purchase is 5,000, 4th purchase is 50,000 etc). In case you want to get a whole country (or world) drunk.

Wenches and Mead (100 GC): What you have here is 9 comely and willing wenches, and enough mead for 18 men for a week. The mead restocks each week, and the wenches will be replaced in 1 week should they ever get too old or be killed.

You may purchase this item multiple times, each time after the first doubles the number of wenches and the amount of mead you gain so that 2 purchases would give you 18/enough for 36 men, 3 purchases would give you 36/enough for 72, 4 purchases would give you 72/enough for 144, and so forth.

A Fucking Cannon (200 GC): You possess a cannon. This is a rather normal cannon one would see on a ship of the 16th-17th century. Except that you are able to store it and pull it out of a sort of cannon-holding space with a touch. Which can also store up to 100 cannon balls and powder enough to launch them. This cannon will automatically load itself from this store at the same speed as a well trained crew. All you've got to do is aim and fire.

Billy o' Tea (200 GC): This ship isn't yours. But that doesn't mean it's not useful to you. Taking the shape and form of a whaling vessel it will visit your location once every 2 weeks, even if it has to sail on the air to reach you, assuming you are not trapped in an indoor space too small for it to arrive in. This ship carries various supplies from the current setting, nothing particularly rare but it can contain rather specialized wares if you need them.

Buckfast Powersmash (200 GC): You have a barrel of Buckfast Powersmash, and it will refill weekly. It's unclear what's in it, except for caffeine and that it can get you drunk. Whatever it is it seems to work as both an intoxicant and almost paradoxically a stimulant, leading those who drink it into a buzzed and inebriated state where their judgment is impared, while also driving them to heightened states of activity and slightly improved physical ability as if their adrenaline was surging.

Chomp Chomp (200 GC): Your very own pet, giant crocodile. This crocodile is massive, about 40-ft long, and as powerful as you'd imagine; not even Russel Crow with a giant crossbow ain't got a snowball's chance in hell against this crocodile. To make things better it's smart, obedient, and loyal to you as any (well trained) dog.

Dendrophagic Horde (200 GC): This group of 20 zombies have been magically bound to obey your orders. Stronger than a human, if slower, and resilient to most damage as long as their head is intact, if any of these zombies is destroyed it will be replaced 1 month later. They crave the taste of wooden structures and human brains, but cannot disobey your commands. They are not exactly intelligent, and will go down to headshots, but you can probably find some way to use 20 zombies that can eat wood.

Letter of Marque (200 GC): You have a letter of marque from one country's government in this jump. This serves as a guarantee that as long as your crimes are against their political enemies, or even just against those who are not their active allies, that the country in question will never provide aid in pursuing justice against you for these crimes. If you commit a crime against their current ally or the country itself this letter provides no protection. At the start of each jump you may change what country this letter of marque is from, shifting what country serves as your port safe from repercussions for your criminal marauding.

Pegleg Potion (200 GC): While **Buckfast Powersmash** above might be better for energy, and the **Famous Ol' Spiced** definitely tastes better, this toxic brew is perhaps the most intoxicating beverage you'll find. It looks kind of like gravy, and tastes like Captain Crunch, but it gets you drunk. Even if you'd normally be immune to intoxication this

drink can intoxicate you like vodka could intoxicate a normal person, and if you're not… well you'll be drunk that much quicker. You get 1 bottle which refills monthly, still more than enough to knock out an elephant.

Pirate's Aesthetic (200 GC): Not enough to dress like a pirate, eh? This button - in your warehouse by default or a property or pocket dimension if you lack a warehouse - if pressed will instantly re-skin any or all CP (or jumpdoc specific term for it) backed items or properties to better fit the aesthetic of the Golden Age of Piracy. This is purely aesthetic and cosmetic and will not meaningfully change their function, but your Star Destroyer will have its appearance changed to be more similar to a ship of the line, its turbolasers looking more like massive cannons, your knightly armor will take on design aesthetics that might make it resemble the lines of a British officer's uniform as much as it can while still being a full body suit of steel, your German luger will take on the looks - but not functionality - of a flintlock pistol, and your Egyptian kingdom will have the architectural designs and aesthetics of the 17th century Caribbean. By hitting the button again you may toggle these items back to their original appearances if you happen to be a boring poseur, or change more to fit your pirate lifestyle. Only affects CP backed items, vehicles, and property. Does not change living creatures.

Wolves of the Sea (200 GC): You're not a pirate. You're a pirate captain. At least this ship and its crew of experienced pirates seem to believe so. This pirate ship has a full, experienced, veteran crew of eager adventurers and pirates - though how much piracy they do compared to adventure is up to how you lead them - who are extremely loyal to you. They gain a fractional version of any perk you bought in this jump, the lower its cost the closer to full power their copy is. This will be your stereotypical 16th-17th century pirate ship, with a full crew.

> +**Vikings (Free, Optional)**: Why would you want this when pirates are so obviously superior? Fine, instead of an age of sail pirate ship with a full pirate crew, you possess 3 fully manned viking longships. The crew will still gain a fractional version of any perk you bought in this jump.
>
> +**Big Ship (200 GC)**: Did I say a stereotypical pirate ship? Your ship is big. Like as large as a big, modern, cruise ship. And it is armed for its size, with a full crew for its increased size. This is the kind of ship that could rule the seas, or need a fleet to put down.
>
> +**Battleship of Cosmic Steel (400 GC)**: Your ship, while no larger or smaller than before, is able to sail the sky as it would the ocean. The ship seems to simply

ignore gravity as it does so, though you can turn this anti-gravity effect off should you wish to come crashing down at terminal velocity onto something. Should you ascend into the higher atmosphere you will find that by battening the hatches it can become air tight, and if it sails into space it will begin to accelerate constantly in defiance of the Law of Relativity as long as you go in a single direction until after a week it has entered FTL speeds from which it will continue to accelerate until you begin to decelerate to reach your destination. This ship can be controlled from a set of controls inside of it, allowing for modifications to the sails and rudder direction and full control of the ship while it is sealed. Also your ship is now made of some advanced cosmic steel, able to easily resist blows that would destroy most ships of this day and age.

Famous Ol' Spiced (400 GC): Through methods long hidden we carefully craft a beverage to rival the Huntmaster's draught. The mere smell of which, the gods would entice and them that know call it that Famous Ol' Spiced. And now you have a jug of this near mythical brew. Besides being a drink worthy of the gods themselves, and able to intoxicate even divine beings as if they were mortal, it is a true rival to the Huntmaster's draught. Any who drinks from this jug finds their powers and abilities increased based on how much they drank. If you were to drink the whole jug no matter how powerful you were already all your powers and abilities would double, and if you were a mere normal man they would likely increase by an order of magnitude. If shared out, a single slug of this drink could double an ordinary man's power and be noticeable (>1% increase) no matter how great you've grown. This jug refills weekly.

Tortuga (400 GC): Your own copy of the 17th century island of Tortuga. You are recognized as the legitimate and legal ruler of this island, and while not everyone on the island will be loyal to you, the populace will - as a whole - accept your overlordship if you do not act in any way that is overly tyrannical or puts too much of a damper on their behavior. The population is made up largely of pirates, who are willing to act as privateers in your service should you have need, and have had a noticeable increase in skill and capability over their historical counterparts. This island follows you between jumps either inserting into the jump in a (relatively) empty region, replacing the region that it represents in the jump, or in your own pocket world accessible through your warehouse where reality fades to nothing within a few miles of leaving the border but weather (including the sun and moon) are maintained. You may choose which each jump. This copy of Tortuga retains all changes made to it, and should there be a situation where you find that you need to reset changes, you can reset this copy of Tortuga to its original factory defaults at the start of any jump.

If you'd prefer another historical pirate port over Tortuga, or an original one of your own design, you may take it instead as long as it is roughly equivalent to Tortuga in size and resources.

Treasure Island (400 GC): This island doesn't necessarily have treasure. Oh I know that surprises you, but it might not. You'll have to put it there yourself. What this island has is two traits. First, its location is always obscured. People can find it, but they will always have to search for it first, and its location seems to change over time meaning that the path that reached it before will require a new path in the future. It's not impossible to find, in fact there will always be clues and hints to help find it, but it will never be easy. Second, is that rumors about it spread with an unnatural swiftness and the greedy or power hungry find these rumors far more believable than they normally would. All you need is to whisper to a few people that it has some legendary treasure, and a month later you might have all the greediest people from across the entire planet hunting for it and its treasure. Spread the word that it has some macguffin on it, and those who aren't certain of the macguffin's location but desire it will begin to believe quite fervently that it **is** on this island.

Undersea Apiary (400 GC): This apiary, worked by a man named Fred, and protected by magic spells to ward others from entering, is full of underwater bees which produce extremely potent mead. Its alcoholic proof is through the roof, it includes psychotropic weeds, and it has a very real chance of intoxicating something supernatural. Of course you could get better with the **Famous Ol' Spiced**, but the advantage here is in the amount the bees produce, that it can be stockpiled, and that if you provide the bees with supernatural plants from other settings they will continue to make honey for this mead from those plants, creating potentially new magical brews.

Great Harpoon (600 GC): This is a weapon that in the hands of a mortal man could slay the terrorsquid where 32 lb guns had failed. In the hands of one such as you this legendary weapon could be something far more. It is a vehicle mounted harpoon gun, too large to be mounted on a car or small tank, and when fired it will take on the powers of the one firing it, using them to increase its own force and power; if you had super strength it would strike super hard, super speed would see it flying super fast, pyrokinesis would see it wreathed in flame and so forth.

As a final benefit when used against an entity of myth and legend such as a terrorsquid, a god, the flying dutchman, or some other creature or ship which has spawned myths and legends, it will always be - before taking on its wielder's powers - the strongest weapon on the vehicle it's mounted upon by a noticeable margin.

Jolly Roger Guns (600 GC): Said to be the legendary guns of Blackbeard himself, these 7 single-shot pistols will automatically load themselves (generating ammo to do so) at the same speed as a skilled pirate could load them. That is of course of little note with GC backed firearms. More important is the fact that when someone wields these guns they will find that the strength of their infamy, legend, or reputation in the current jump empowers them. The more renowned the wielder the more powerful these guns become.

Magyarország (600 GC): You are now the proud owner of the kingdom of Hungary. The people do not - yet - recognize you as their absolute ruler (that's still the Hapsburgs for now), or your dominion over them, but this copy of the Kingdom of Hungary, circa the 17th century and including inhabitants, follows you between jumps either inserting into the jump in a (relatively) empty region, replacing the region that it represents in the jump, or in your own pocket world accessible through your warehouse where reality fades to nothing within a few miles of leaving the border but weather (including the sun and moon) are maintained. You may choose which each jump. This copy of the Kingdom of Hungary retains all changes made to it, and should there be a situation where you find that you need to reset changes, you can reset this copy of the Kingdom of Hungary to its original factory defaults at the start of any jump. Eventually they're sure to realize that they're being dragged helplessly behind you on a journey through reality.

Nancy's Harbor Cafe (600 GC): This den of debauchery, violence, and sin is a seaside tavern providing service to all those who come through its doors. And you're wondering why it's worth 600 GC. Well the company is true and the wenches are pretty, but I'm betting you want something more from it.

First off the drinks are among the best you'll find anywhere in the multiverse, and if you find one better it'll be added to the tavern's stocks. This only guarantees flavor, however, and will not copy any supernatural qualities or things like supersoldier serums. While not infinite they self-replenish, and as a special patron all your drinks are free.

Second, if you go looking for allies in a quest or undertaking you will always be able to find loyal men (and women) here to serve your purposes. They might not be the most moral sorts, but they will be loyal as long as you're paying them properly for their services. They aren't guaranteed to have any traits truly unique in the setting, but you'll always be able to find at least a few who are highly skilled and talented in anything that people in the local setting can do without some unique chosen one style status. This can include named characters from the setting if they're the type to work as mercenaries and visit seaside dives. You won't find Lancelot in an Arthurian setting, but you'd probably

be able to find 2 or 3 knights who could beat the lesser knights of the round 1 on 1, and put up a good fight against one of Arthur's nephews.

Finally if you're bored and go looking you can always find some old man who possesses information on an adventure or quest. This isn't guaranteed to end up being a profitable venture, but it will always be an adventure, something you can do to entertain yourself and hopefully Jumpchan.

Time Cube (600 GC): This is a mystical cube of great power. Once per month it can unfold into a field that alters time in a region; from as small as 1 km radius to as much as 16,000 miles in radius. This field either increases the rate of time within the area by x4 or decreases the flow of time in this area to 1/4th. This field lasts for 6 hours, and while activated the time cube cannot be moved, save by moving the entire region of the field (such as how the Earth's movement moves everything on it).

Brazil (800 GC): You are now the proud owner of the country of Brazil. The people do not - yet - recognize you as their absolute ruler, or your dominion over them, but this copy of Brazil, circa the 17th century and including inhabitants, follows you between jumps either inserting into the jump in a (relatively) empty region, replacing the region that it represents in the jump, or in your own pocket world accessible through your warehouse where reality fades to nothing within a few miles of leaving the border but weather (including the sun and moon) are maintained. You may choose which each jump. This copy of Brazil retains all changes made to it, and should there be a situation where you find that you need to reset changes, you can reset this copy of Brazil to its original factory defaults at the start of any jump. Eventually they're sure to realize that they're being dragged helplessly behind you on a journey through reality.

Cartagena Fleet (800 GC): Are you sure you're a pirate and not a major country? You now possess a fleet of 30,000 men, along with 29 ships of the line, 22 frigates, 71 sloops-of-war, 2 hospital ships, 80 troop ships, and 50 merchant ships. This fleet does not exist in a jump until you summon it forth, sailing to your location - or the nearest coast - over the course of a week. At that point they will remain in the jump, and it will be your task to keep them supplied until you dismiss them. Once you dismiss them you cannot summon them again for 1 year, but they will reappear fully resupplied for a campaign, all men and ships that were lost replaced. These ships - and their men - remain at an 18th century level of training and technology each time you summon them and any additions must be applied again by yourself. Still during the period of this jump this is might enough to rule the seas. These men and ships are absolutely loyal to you, willing to serve in any way necessary.

Leviathan (800 GC): Legends tell of a beast 300 miles from tip to tail. Of course it seems small enough that cannons and swords can be expected to harm it so this is *probably* an exaggeration. Either way the legendary leviathan is now yours. A loyal pet eager for your love and affection, while it may or may not be 300 miles, this great sea serpent is easily larger than an entire pirate fleet, and powerful enough to sink any ship that it comes across. While cannons and swords can be reasonably expected to possibly work on this beast, it is very durable, and no single ship would be likely to do any noticeable harm with them. In fact should it use hit and run tactics it could defeat the **Cartagena Fleet** above, though if it attempted to stand and fight the entire fleet at once it would probably lose. Finally, as the great sea dragon it is, it is able to breathe terrible balls of fire from its mouth, sufficient to blow apart even the greatest ships of this age. And while it's not 300 miles long *yet* it's still growing and will never cease to. Given long enough journeys it might grow 300 miles, or more to the size of Jormungandr itself or beyond.

Mexico (800 GC): You are now the proud owner of the country of Mexico. The people do not - yet - recognize you as their absolute ruler, or your dominion over them, but this copy of Mexico, circa the 17th century and including inhabitants, follows you between jumps either inserting into the jump in a (relatively) empty region, replacing the region that it represents in the jump, or in your own pocket world accessible through your warehouse where reality fades to nothing within a few miles of leaving the border but weather (including the sun and moon) are maintained. You may choose which each jump. This copy of Mexico retains all changes made to it, and should there be a situation where you find that you need to reset changes, you can reset this copy of Mexico to its original factory defaults at the start of any jump. Eventually they're sure to realize that they're being dragged helplessly behind you on a journey through reality.

Pirate Scepter (800 GC): This scepter marks you as chosen by the forces of chaos, and piracy, wielding power of the protoplasmic slime. By lifting this scepter up you can summon a host of pirates formed from this protoplasmic slime giving them enhanced ability to survive wounds and regenerate. The more pirate-y and spiritually powerful you are the greater this horde. Even as a mortal man were you to be as archetypically pirate as Blackbeard you might have enough men, each supernaturally durable, to man a small fleet, and if you could reach the levels of the Huntsmaster or Fannybaws even empires like Britain and Spain would have to consider you if not a peer then a potential threat. You may choose to instead of increasing the numbers of this horde increase their power (or mix both), but even if you are a quintessential pirate you will find the horde's

combined power rarely equalling your own once they've begun having to scale above their baseline.

The End of All Days (800 GC): This portal appearing in your warehouse, or perhaps another property of your choice, leads to an afterlife similar to Valhalla. It is a place of pirates and warriors, and you may meet any dead adventurers or warriors from your journeys - in this jump or any other - here. While here one cannot be slain barring conceptual erasure or something that damages the fabric of the pocket universe, it's already the afterlife after all, and all injuries inflicted here will heal at 'dawn'. Those here are not guaranteed to be friendly or well-inclined to you, but at least there is always wenches and mead in this Pirate's Valhalla.

Valhalla (800 GC): Oh, you'd prefer the non-pirate version? Well fine. This portal portal appearing in your warehouse, or perhaps another property of your choice, leads to a copy of Valhalla. It is a place of vikings and warriors, and you may meet any dead followers of the Norse gods from your journeys - in this jump or any other - here. There will also be a composite version of all Thors, and a composite version of all Odins from the worlds you have traveled to which is unable to leave this Valhalla or materially affect it in any way. While here one cannot be slain barring conceptual erasure or something that damages the fabric of the pocket universe, it's already the afterlife after all, and all injuries inflicted here will heal at 'dawn'. Those here are not guaranteed to be friendly or well-inclined to you, but at least there is always battles and mead. If bought with The End of All Days there may be portals connecting the two afterlives, though that may lead to pirate-viking wars in them.

Companions:

Jumper's Drinking Crew (50 GC+): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio.

Alestorm (100 GC): The band will join you on your journeys, either as themselves, or hard-drinking pirate versions of themselves. Either way they will maintain their musical skills and sense of humor.

Shaun the Rubber Duck (100 GC): This animated rubber duck is a pirate at heart. They possess the **You Are a Pirate** (upgraded), **Heavy Metal Pirates** (upgraded), **The Quest for Ships**, **Drink**, **Scraping the Barrel Once Again**, **Ride Into the Storm**, **Weiber and Wine**, **P.A.R.T.Y.**, & **The Blood of Blackbeard Flows in our Veins**.

Ninja Pirate Zombie Robot… Viking (200 GC): Did this actually show up in any song? No… But ninjas, zombies, time travel to the future, and vikings did. And now you have this man (or woman). A pirate to sail with the best of them, he learned ninjutsu by observing that used by his enemies as he slew them mastering their ninja arts. Later he found himself cast back in time and forced to crew with a band of vikings where he learned their ways. Escaping the past he found himself in an apocalyptic future ruled by undead space squids where his body was destroyed and he was rebuilt piece by piece as a robot until even his brain was replaced with a computerized one. Returning to his time he found the fuel source of the future which powered his robot body was no longer available, but that ale would serve as a superior fuel far more efficient and powerful. However he was overwhelmed by a zombie horde and reanimate as a zombie (robot) by a witch doctor. Somehow in your arrival you have slain the witch doctor and freed him from their control, and thus won his eternal loyalty.

He retains all his skills as a pirate, including his ability to reliably and quickly pick up even esoteric techniques from his opponents as long as he is capable of using them. He also still knows the ninja arts he learned fighting ninja giving him great skill in disappearing, attacking unseen, and disguises, as well as working with poisons and exotic weapons. As a viking he learned a limited amount of runic magic, allowing him to

conjure storms and calm the sea, as well as (mildly) influence the course of battles. His body is that of a robot, making his skin tough as metal (because it is), and giving him superhuman strength; his senses are also improved increasing his vision and hearing in distance, acuity, and frequency range, while also allowing him to transmit and receive radio broadcasts. Finally his new zombified state allows him to continue to function regardless of damage to his robotic body as long as his head is intact, and even control his individual parts via radiocontact as long as they are as large as his hand. Also as a zombie he can substitute human brains for his alcohol based fuel.

Fannybaws (200 GC): The Greatest Man who ever sailed the seas. Fae Scotland's bonnie shores Fannybaws has chosen to join you on your journeys with his good ship Scum and his legendary crew (who act as his followers). He is a masterful pirate, who slew the terrorsquid, went to war - and won - against the vikings, and is in general a fearsome pirate. In addition to his skills and abilities as the greatest man who ever sailed the sea, he has the (upgraded) **You Are a Pirate**, **Drink**, **Rum Beer Quests and Mead**, **Black Sails at Midnight, No Grave But the Sea, Set Sail and Conquer, We Sail to the Halls of Doom with Black Flag Raised to the Sky**, **We Stand as One 'Til the Battle's Done**, and **Chronicles of Vengeance** perks.

Drawbacks:

In case 1000 GC wasn't enough for you, you may take some additional complications to make your journey more difficult in exchange for additional GC. All drawbacks fade at the end of the jump.

*You may gain up to **+1200 GC** from drawbacks.*

Back Through Time (+0 GC): Normally this jump would be set during the age of piracy, now it is instead set in the height of the Viking Age. Vikings sail the seas, and terrorsquids lurk beneath the waves.

Treasure Chest Party Quest (+0 GC): Normally this jump would be set during the age of piracy, now it is instead set in a version of - roughly speaking - the modern era where highway piracy has become common, with track-suited pirates in cars pulling over and hijacking drivers.

A One Legged Pirate Looks a Bit Like the Letter P (+100 GC): You are missing all but 1 of your legs. You cannot regenerate or regrow this limb, though you may replace it with a prosthetic. However you will find that any prosthetic is uncomfortable enough to make it try your patience and mental fortitude to wear it for long periods at a time.

And They Searched and They Searched and They Searched (+100 GC): Monetary wealth will forever elude you during this jump. Any outside wealth you possess is unavailable, and any wealth you obtain beyond the minimum needed to sustain your existence will be soon lost to you, stolen or drunk away in a single night. And you will rarely find wealth in any great quantity; you will not be finding any great lost treasures in this jump. But maybe the real treasure was the crewmates you made along the way.

Hangover (+100 GC): You are an alcoholic. You will find that whenever you are sober you possess a severe hangover that can only be cured by getting buzzed, and that whenever you are not at least buzzed you will be feeling a deep longing and painful need for alcohol. For the duration of this jump, you'll only be truly happy when you're half-way to black out drunk.

I Was Born to Sail the Seas (+100 GC): You will never be comfortable or happy while you are on land. Whenever you are on land you will feel a constant sense of unease and desire to go away back to the sea. You can probably push through this, but it will mean that you'll always feel ill-at-ease, and like your life circumstances are pretty shitty

making you feel dead whenever you have to be on land for some reason. This also applies when flying over land, unless in some sort of air-boat or space-boat.

Keelhauled (+100): At least once a month events will conspire to see you thrown overboard and dragged beneath the keel of the ship, forced to experience the sensation of drowning, and having your back scraped against the wood and metal of the ship. Sometimes sharks will approach and bite you during this event. You will always feel this pain as an ordinary human would, but strangely these events will never kill you, or even produce harm that you cannot heal from within (at most) 24 hours; this is meant as a drawback that inflicts pain and trauma, not which actually threatens you after all.

Alternatively instead of events conspiring for this, your Benefactor might just keelhaul you once a month themselves.

Midget Saw (+100 GC): You are very short jumper. You've been reduced to approximately ½ your normal scale in this and every alt-form you might possess. You will find any abilities you have to grow are also cut off. You will remain a midget for this entire jump. Also don't murder any monkeys, or your crew might perform horrible vengeance against you in its name.

My Vocabulary Was Stunted At Birth (+100 GC): It really was. You have a vocabulary which only contains the cruder and less sophisticated words; in English we're talking about those with Germanic roots and not those fancy French derived words the nobility use. Worse it seems that you can't go a sentence without including some expletive, swear, curse word, or just dropping fucking in there somewhere at random. Even something as simple as "I am a pirate" you'll be compelled to include some swear word. In the longer sentences you'll find about 1 word in 4 - at minimum - is something that should never be said in polite company or in front of children.

No Lyrics (+100 GC): You cannot talk or make any other vocalizations; you are completely mute. You can still make noise with movements, or objects, and still communicate by non-vocal means, but you cannot talk or make any other vocalizations (such as screams for help).

Rage of Pentahook (+100 GC): Many legends have been told Of evil men from days of old But none of them compare to what he's done Sadistic psycho through and through There's nothing nasty he won't do. And now he's after you. Pentahook, a psychopath with a hand which has been replaced with 5 rusty hooks, has decided that you need to die. He will come for you with the relentlessness of a slasher villain, the strength of a slasher villain, and the general durability of a slasher villain. And the worst part? He can't be

killed. If you think you have, even if you completely destroyed his body, and erased his soul, he'll be back within a year to hunt you once more.

Rumpelkombo! (+100 GC): You have chosen a most horrible fate. By taking this drawback you have become a total stick in the mud with no sense of humor, fun, or adventure. You can still find enjoyment in things, but they will be prim and proper things, not well suited to this world at all.

Shipwrecked (+100 GC): You know that free choice of start location? Well now you start on a deserted island. You have no ship, and any abilities or items which would simply allow you to leave the island are sealed away. At some point within the next 6 months, and again within 6 months of it and so forth, a ship will pass by the island. You will have to draw their attention, and convince them to allow you onboard. This is incompatible with a rolled start location.

> **+Your Destiny (+100 GC)**: Oh, apparently you're going to end up spending a lot of time on deserted islands. Within 6 months of escaping you will somehow be marooned or wrecked alone on a deserted island again and once more you will have to survive there until a new ship arrives, with all powers and items that would allow you to leave under your own power simply sealed away. This will repeat again, and again, so that you spend roughly half your time in this jump stranded on desert islands.

Swashbuckled (+100 GC): You will die during this jump in an embarrassing way. One-ups still function as usual, but you are guaranteed to suffer a lethal fate at least once during this jump. It's advised not to take this unless you have some way to prevent dying once from ending your chain.

Three Brothers (+100 GC): You have two elder siblings (they don't have to be brothers if you don't want), and you feel obliged to maintain them in comfort and style. You will find that you will give 2/3rds of any wealth you possess or obtain to these siblings, and that you will be obligated to provide them with enough to support themselves and their families, compelled to go to criminal lengths to see to it that you gain enough wealth to provide for them. You don't have to go robbing on the salt sea if you have another sufficient source of wealth, but you do have to maintain them and their families so that they never have to work.

Walk the Plank (+100 GC): You know that free choice of location? Well you instead find yourself separated from your companions, followers, and other allies, on a pirate ship with no land in sight. Specifically you are on the plank, your arms tied behind your

back, and the pirates of the ship are intent on making you walk the plank as a traitor to the crew. They're no more capable of doing so than they would be otherwise, and you retain all your powers and abilities, though you have no gear with you beyond mundane clothing. It's up to you to escape this situation on your own. This is incompatible with a rolled start location.

We Are Here to Drink Your Beer (+100 GC): Any alcoholic beverage you possess is immediately stolen by a group of rowdy pirates who drink it down. Even normally infinite sources will be drunk dry by these pirates. Hopefully you can still be a pirate with just water to drink.

Wellerman (+100 GC): You are a whaler it would seem. At least whenever you encounter a whale you will find yourself compelled to chase it down and hunt it no matter the difficulties or the time it requires. And the good news is you'll be encountering them no matter where you go, even if you go to land you'll find whales swimming through the soil within a few months, or if you go to space you'll encounter space whales.

Zombies Ate My Pirate Ship (+100 GC): Centuries ago The prophecy was written So the story goes The grimmest and the true frostbitten Druids made a pact That zombie hordes would roam In search of stolen wood The forest shall reclaim its own. And now these zombies are after you. During your time here you will often find hordes of dendrophagic zombies eager to eat your ship, house, or if you have no wooden structures nearby (or they get their hands on you) your brains.

Alone I Sail the Endless Seas (+200 GC): For reasons lost to time you now lack any you would call friend or crewmate. Your companions, followers, self-aware creations, and pets will not join you in this jump (even if from this jump), and you will find that you are incapable of making any deep, lasting emotional connections with those who dwell in this world. You might call them ally, but they will never be your friends, at best having a mutually beneficial arrangement of aid.

From the Deep There's a Terror Rising (+200 GC): A great kraken, large enough to be called a leviathan, has turned its attention towards you. Known as the Terrorsquid, this great beast is large enough to easily sink even the greatest ships of the age (regardless of what age you start in), and is feared by all those who sail the seas. And it is hunting you relentlessly. Should you attempt to hide on land for any prolonged period it will learn to swim through dirt and the ground just to pursue you. The beast can be killed, even with merely the powers and technology of this world a sufficiently skilled and brave crew could do so, but a new terrorsquid will rise a year later to pursue you.

I Don't Mind Knocking but I Ain't Going In (+200 GC): Everyone you meet in this world will be an angry drunk. And given this is a world of comically alcoholic pirates, everyone in this world will be an alcoholic as well. This affects your followers but not you or your companions. Expect most of the world to be in a bad mood most of the time.

Lust for Gold and the Power of Steel (+200 GC): You are greedy, willing to go to great lengths for the allure of treasure, and finding that your good sense leaves you when treasure is involved, causing you to be rather reckless and short sighted when you have a hint of gold in your future. Compounding this you're much more prone to violence and brute force solutions than you were before. This doesn't make you incapable of planning, but you'll find that you'll likely rush in without thinking first and plan only if you've been forced to retreat.

Rumahoy (+200 GC): Captain Yarrface and his crew have heard of you, and they want your treasure. They will hunt you across the sea or the land, never stopping in their pursuit for long. Even if you kill them, lock them away, or otherwise deal with them, you will find it's never permanent, Yarrface and his crew returning to menace you within 3 months. Their treasure cannon is dangerous, and they are skilled pirates… but they do not scale to you.

Shitboat (+200 GC): Yours is, and so is your crew. You will find that any ship or boat that you begin to use becomes substantially **worse** as soon as it begins to serve your use. It will begin to spring leaks, become smaller than it was before, have cannons break down or disappear, and so forth. Its weapon ranges are especially reduced, even the finest cannons having trouble firing 20 ft. The crew, as well as any servants, followers, companions, minions, pets, or creations you possess, as well becomes substantially worse, taking a sudden nosedive in their competence. Should you not have a ship, this applies to any vehicles you possess as well as any homes and properties you possess.

Terror on the High Seas (+200 GC): You have horrible luck. Wherever you go, you will find yourself attacked by bloodthirsty - and gold hungry - pirates. Should you be traveling somewhere other than the high seas these will be air pirates or space pirates of some sort. And somehow their ship is always completely destroyed (or self-destructs) if you defeat them.

The Pirate Life is Dumb (+200 GC): You hate all things pirate, heck all things naval. Sailing makes you seasick. The ocean air offends your nose. Ale, rum, and spirits disgust you. You don't even enjoy wenches. Now this might not be too bad… except you find that circumstances arrange themselves so that you spend at least 3 days a month, and at

least 1 entire month out of each year, engaged closely in the pirate life, either as a pirate or a privateer, or somehow closely interacting with such and you will **hate** every second of it. Is it worth it?

There's a War In the Seven Seas (+200 GC): Battle has come to this world. While it is mostly a naval war, you will find that it influences every aspect of life, and elements of it will manage to reach you no matter where you go. This will in general serve to make the world more dangerous due to excessive warfare as well as all the spies and diplomatic double dealing that comes with it, and reduce the quality of life. You might be able to put an end to the war, but expect another one just as rabid to start soon after. Even killing off the entire world population will find you stuck in the middle of an alien war.

We Don't Give a Fuck We Think You All Suck (+200 GC): You have become something of a misanthrope. You will find that you have a low opinion of others, and a general belligerence to the world. This won't make you do anything like go on a killing spree, but you will be less than inclined to be nice to anyone, and will generally treat anyone who is not already a close friend with disdain and mild abuse. This won't make you many friends.

+I Got a Thirst for Murder and Revenge (+100 GC): Remember that won't make you do anything like go on a killing spree? Well now you seem to have an incurable voodoo curse or something, because you have an insatiable desire to cause pain and suffering. Your companions are exempt, but towards everyone else you will possess nothing more friendly than murderous rage. Is it worth it?

Are No Use When You're Dead (+300 GC): You're immortal or some such aren't you? Don't lie jumper. Well you aren't now. You will find that your durability, healing, and ability to survive death are no greater than a normal human's now. Any 1 ups or immortality - including that from items you possess - is disabled for the jump. In fact if you die people will find it impossible to revive you. And before you get the smart idea of uploading your mind into clones or computers, you're no harder to kill than a human… so if any of you dies all the copies will too.

Captain Morgan's Revenge (+300): You - and your companions - were involved in a mutiny which killed your captain, but unfortunately he curse you - and your companions - with his dying breath. The only way to break this curse is with your permanent deaths. Until then you will find that any plot armor or luck you possess has been negated and you have a constant string of horrible luck as if fate and happenstance were conspiring to bring about your death. This isn't unavoidable death, if you can survive with fate and

happenstance actively conspiring to kill you, but be careful you don't get hit by any meteors if you prove too resistant.

Death Before the Mast (+300): You are being hunted by the crown, or some other authority. You will find they are far too securely entrenched to take down through political means or subversion of their own ranks, and that attempting to destroy them directly will result in battling forces several times more powerful than yourself, and certainly able to bring your death. Thankfully they are only sending a small portion of their resources to track you down and destroy you. Enough that they will find you at least a few times during this jump, and be hard to escape from, but that you can run and hide. Should you fight these forces you will always find that they are powerful enough to threaten your destruction and that a direct fight is an uphill battle whatever weapons, or crew you may bring to bear. Yes, this is in effect a European country as a scaling enemy.

His Sins are Far Too Grave to Tell (+300): You have done something utterly unspeakable, Jumper. You have no friends or allies in this jump, and should anyone learn who you are they will consider you a traitor to everything that anyone could hold dear. You will be treated as if you had done the worst crimes and sins imaginable, and have given every indication you intend to do more, by everyone in this jump. Even your companions, followers, as well as sapient pets and creation, normally so loyal, will refuse to talk or work with you or work towards your goals, though they will not be joining the lynch mobs or working against you. This does not give people magical knowledge of who you are, but should you regularly use any disguise or false persona the effects will spread to it as well. They say no man is an island, let's see you prove them wrong.

In the Navy (+300 GC): You AREN'T a pirate. Not even a privateer. You are a member of either the British or Spanish navy and you will **loyally** serve the crown to the best of your ability. You will not set up someone under your control, one of your followers, companions, or creations on the throne, and you will obey the orders of your superior officers and the crown in both spirit and the letter wherever possible.

Scenarios:

Select up to one (1) Scenario. You may undertake the others, but you'll only receive rewards for the one selected.

Huntmaster

Normally while there'd be magical elements in this setting, there'd not be this much… well look it's like the Biblical apocalypse or something out here now. The seas - and the land if you try to flee to it - are ruled now by demonic dukes and princes from Hell itself, and their infernal armies awake upon the seas. Hell has come to the seas, Jumper, and there is no where its rule does not extend.

To make things worse they have banned ale, and all alcoholic drinks, from the world. Unless you bring it with you, there's not a single drop of alcohol to drink in the entire world. And if you do bring it with you, expect the demons to be able to sense it from a hundred miles away, and come to bring infernal judgment upon you.

Normally the Huntmaster would rise to the occasion, but he seems to be rather absent. Now it is up to you to become the Huntmaster yourself. Unlike the legendary Huntmaster you do not yet possess the true power of ale, nor do you yet know his secrets, but you must drive back the demonic forces from this world. If you can defeat one of the lords of Hell that are on the Earth they will be banished back to the infernal realms along with their personal legions of demons, and if you can defeat them all 72 plus the Beast, this scenario will be completed and Earth will be freed from this demonic threat.

As a reward for your deeds you will become the **Huntmaster** gaining the special perk below.

Huntmaster (Reward): You have been given guardianship over secrets unique to you. Among these are many anti-demonic arts - not that you need them much - allowing you access to magical techniques to banish, ward off, or harm demons. You may also bless equipment against them, and turn any alcohol into a potent weapon against them - like holy water on steroids - simply by performing a gesture over it. But you have already defeated the legions of Hell so this has little meaning to you.

You also now possess the power of ale. The more alcohol you drink the more powerful you become in all ways. This is only a temporary increase in power, so you must always be drinking to maintain it. Given how powerful you must be to have succeeded this will require a fair bit of alcohol (may want the **Drink** perk to avoid dying of alcohol

poisoning), but theoretically there is no limit to how powerful you can become through this method besides the quantity of alcohol you possess and the speed at which you can drink it.

If you'd prefer you may take **+300 GC** to use in this document instead of becoming the Huntmaster and obtaining the Power of Ale. Regardless of the choice you make you will find that the legend of the huntmaster is recorded in other worlds you visit, telling of how a brave pirate brought back beer to the lands of the free during the dominion of demons.

Surf Squid Warfare

By selecting this scenario you will find you, and your crew and pirate ship, somehow drawn into the future at some point during your stay. In this future you will find humanity on the brink of extinction due to the attacks of undead squids from space. These creatures have destroyed humanity's space fleets, and most of their cities, somehow rendering the land save for coastal regions an inhospitable radioactive wasteland where nothing can live.

Humanity clings to life on the coast and small islands primarily those in the Caribbean. It is up to you to save the world from these undead space squids. However you will find that the production of alcohol was lost in this future, and that the squids are immune to all but the weapons of the age of sail, requiring the likes flintlock pistols or old fashioned cannons to harm them and resisting entirely modern firearms, and missiles, as well as futuristic technology. In addition they cannot be killed permanently except by mashing their brains mixed with alcohol, for alcohol is a deadly poison to these undead space squids.

Your mission with this scenario is to turn back the horde of undead squids, hunting them down and killing them until they are all dead or fled from the Earth never to return. Should you succeed you will receive the special Perk, **Space Squid Slayer**, below or if you'd prefer **+200 GC**.

Space Squid Slayer (Reward): When wielding weapons traditionally associated with pirates in the Golden Age of Piracy, or weaponized alcohol, you find them abnormally effective against technological defenses. Your cutlass could cut through a space-age superalloy like cutting through wood, even though normal steel or iron would stop it as well as it ever did. Your flintlock pistol will shoot through high tech armor like it was merely a gambeson, or pass through scientific energy fields as if they were not there. And yes this applies to molotov cocktails and other flames started from alcohol. In general the more advanced beyond the 18th century the technology is the more its effectiveness is reduced; modern tech will be noticeably more damaged by your Age of Sail weapons and means, while realistic futuristic tech will be substantially more, and clarketech will be cut through with a strange ease. Even your pirate ships, as long as they remain technologically those of the Age of Sail/Golden Age of Piracy, will be similarly resistant to high tech means of destruction, somehow resisting modern missiles as if they were merely a cannon from another age of sail ship, or surviving powerful ship-based plasma weapons from orbit completely unharmed. In general the more technologically advanced something is the more its damage will be reduced against your ship; real world modern

technology will be meaningfully cut back, plausible futuristic tech will be noticeably more, and total clarketech will be unable to directly harm an age of sail ship you ride. Show the future the power of ale!

A Pirate's Scorn

Long ago your ancestor Quint Skurvy had a legendary crystal coconut. But it was stolen by an ape. He swore a revenge that he was never able to successfully take, promising that he would retake his coconut and make the ape pay for its theft. While Quint Skurvy failed to take his vengeance, the family duty remains and it has fallen upon you.

By taking this scenario you have elected to seek out the mysterious ape island where the crystal coconut now resides. You will find that its power has somehow caused the apes to obtain human-like intelligence, and even barrel based technology more fitting of the 20th century than the Age of Sail. These apes will recognize all humans as their enemies, and have a slave race of highly powerful crocodile men who will fight to stop you should you arrive on the island.

Worst of all is the royal family of the apes who keep the coconut for themselves. They have bathed in its power for the longest. They are extremely cunning, extremely skilled, and possess superhuman strength and speed. And they keep the coconut in the middle of their great ape-city where the priests and royal family will fight tooth and nail to protect it. If you expect things to be easy because they are unarmed apes, realize that they wield guns that shoot (non-crystal) coconuts at speeds comparable to small cannons launching their cannon balls, more than enough to remove a human's limb or kill a man with a glancing shot. They also have the help of various giant animals which protect the main temple complex.

There is a pirate captain among the crocodilians who has begun a small rebellion against ape rule, perhaps you two could make allies of convenience. However he's not exactly the most competent. Still he and his pirate krew should be more than willing to help if you intend to overthrow the apes or even just if you intend to steal their sacred symbol of power.

Should you succeed in stealing the Crystal Coconut and keeping it till the end of the jump you will find it has imbued you with the last of its power providing you with either **+100 GC** to use as you desire in this jump or the power of Jumpman, giving you the special perk below:

Jumpman (Reward): You are a master of jumping and acrobatics. You can jump more than twice as high as you could before, such that a normal human might jump twice their height from standing; and if you are already more than a normal human this will increase further as well. You can also easily do forward or backflips, walk on your hands while

doing a handstand, and spring up from a handstand to the same height you can jump. You will also find that when you land on top of a creature from one of these jumps it hurts it far more than it normally would.

Magellan's Expedition:

3 days ago Ferdinand Magellan and his ships set off in the service of the Castillian throne to be the first to circumnavigate the globe. Today one of their rivals has hired you to beat him to the punch and circumnavigate it first.

The rub? Well it would seem that either Magellan and his fleet scale to you and your equivalent to a fleet and crew's capabilities and will have done so 3 days ago, or you'll find yourself (and your companions/followers) reduced to merely those abilities a human is capable of plus any you bought here, along with only those items, technology, and resources which fit a non-magical 15th (or earlier) century along with those you bought here. And of course Magellan and his crew are not their historical counterparts but a pirate metal version, which any pirate - even Fannybaws - would be proud to call crewmate. Got to make this a sporting event.

Of course this is still a world of supernatural, pirate metal adventure where giants and leviathans lurk off the edge of the mapped lands. You can expect to encounter more than mundane threats and challenges in your adventure, and you'll need to keep sharp wits about you and your faithful cannons as well. You'll find storms, magical and otherwise, witch doctors, zombies, and more on your journey. Your journey will be every bit as dangerous as Magellan's, and even made a pirate metal version of himself and his crew, Magellan will only manage to survive with 30 men and 1 ship without your interference; though should he scale to your capabilities and resources he may .

Your goal, though, is to beat Ferdinand around the globe with the equalizers in place. This might be hard if you happen to be able to complete it in under 3 days given his headstart. Oh and you must find a **naval** route around the world, no fair flying or requiring submersibles, it needs to be a route that a sailing ship under someone else's command **could** feasibly take. But should you succeed you will get a special reward.

Should you have retained your full powers you will either gain **+200 GC** or the special perk **Age of Exploration**.

Age of Exploration (Reward): Whenever you enter a jump you may choose to activate this perk. If you do an almost feverish mania for exploration will overtake the people of the jump in question. People will turn their eyes and minds to the uncharted shores of their world, or space if they've fully explored their world. This won't ensure they have the technology to do so, but you will find governments and the wealthy turning their resources towards its development as the mania for exploration overtakes them, or

funding expeditions if they have the resources. The age of sail may end, but there is always a new sunset to pursue.

Should you have accepted being reduced to mortal (plus whatever you got in this jump) you gain the above reward (**+200 GC** or **Age of Exploration**) as well as another **+100 GC** or the special perk **To the Furthest Shore**.

To the Furthest Shore (Reward): It'd be a shame for an explorer to run out of things to explore. So you won't. Ever. There will always remain some undiscovered island, some lost cave, some undiscovered people deep in the jungle, some lost mesa, inner earth, or further star which remains undiscovered by whatever culture and society you are part of. It won't be easy to find, even if you should be entirely omniscient, but you can always find somewhere **new** if you go looking.

To Rule the Waves

Selecting his scenario sets your start date to the early 1930s. The Golden Age of Piracy has ended and Britain and Spain clash for control of the seas. You must choose whether to side with Britain, Spain, try to revive the age of piracy, or banish all others from the seas save yourself.

If you seek to revive the age of piracy you may find an ally in Fannybaws the last great pirate captain. Still you must bring piracy to heights that Britain, Spain, and even the rest of Europe working together dare not oppose them but pay for the right to use the sea.

If you join the historical victors, the British, you will find that Fannybaws and the remaining pirates have joined the Spanish and the Spanish fleet is much larger than in history. Defeat Spain and the pirates and see that Britain rules the waves.

If you join the Spanish you need simply ensure the Golden Age of Piracy does not return and that the British are defeated.

If you decide to rule the seas alone you must make it so that no one sails upon it (or flies over it) without paying homage and tribute to you. No one, British, Spanish, Fannybaws, or otherwise.

- If you succeed you gain either +100 GC or the **The Sands of Time Will Remember Our Names** special perk. You also gain an additional reward based on the side you chose.
    - **The Sands of Time Will Remember Our Names (Reward)**: Your deeds have become historic and this is unlikely to be the last or the first time. When you perform deeds worthy of memory in history you will find that they are extremely resistant to disappearing. While they may be reduced in significance, stories of your deeds will never wholly disappear barring the destruction of the civilization which produced them and all
- If you renewed the Golden Age of Piracy you may choose one of +200 GC, **Fannybaws** as a free companion along with a free purchase of **Wolves of the Sea**, or the **The Hidden Way** special perk.
    - **The Hidden Way (Reward)**: Whenever you jump into a new setting you are able to apply a pirate aesthetic and sensibility to the setting, introducing elements of romanticized piracy into the world. Applied to a setting like Star Wars you would see space pirates fighting against the Empire, to a setting like Naruto you might find the Elemental Nations are now an

archipelago of islands with ninja-pirates who fight their battles for them, or to a real world setting you might simply find that piracy is alive and well in the modern day and people still dress like it's the turn of the 18th century.

- If you saw Britain victorious you may choose either +200 GC or the **Lord Admiral** special perk.
    - **Lord Admiral (Reward)**: It'd be wrong to strip you of your rank and command just because you moved to another world. You will now find that your military rank and position from a jump carries over with one military organization in the next jump; though you need not make this choice at the beginning of the jump unless you want the position to be woven into your background in the jump, otherwise should you join a military organization and pass their background checks you may immediately claim your last previously held position 1/jump. You may choose not to import your military rank in a new jump, in which case it remains paused until you import it once more, and should you be dishonorably discharged you will have to begin from the bottom once more (if you retire you may resume your position at the level you retired from at the start of the next jump). Also should you be induced to switch sides in a conflict you will be assured that your new side will offer you at least an equivalent military rank to that you're leaving.
- If you saw Spain victorious you may choose either +200 GC or the **Spanish Gold** special item.
    - **Spanish Gold (Reward)**: You receive a chest filled with 1 ton in gold, either 24 karat gold bars, or golden Aztec relics of lower purity but worked and shaped into works of art. You receive another ton of gold each year… in perpetuity.
- If you decided to rule the seas alone as your personal domain, you may choose either +200 GC or the **Omen of Dread** special perk.
    - **Omen of Dread (Reward)**: You are a being to be feared. Whenever you lay claim to a territory others will instinctively feel it and know in their hearts how much they should fear your wrath for entering it. The more powerful - and likely to take revenge upon them for their trespass - the more they will feel this fear. Beyond that you will find that it's easy for you to gain a reputation of terror and infamy should you apply yourself to it, stories of your vengeance spreading like wildfire. If you wanted such a reputation you'd need but put a single ship to the sword for them resisting

you before every ship on the seas knew you'd slaughter them to a man if they didn't surrender.

Seventh Rum of a Seventh Rum

Across the world are seven bottles of ancient rum, said to be the very spirits in which the Huntsmaster sealed away the demonic hordes in days long past. These bottles are sealed with ancient and powerful seals, but now these seals are coming undone. When they do that is the end; Heaven and Hell will have their final battle and all will fall quiet for the Earth afterwards.

Your mission is to prevent this. Six of the seven seals are already undone. You must beat the agents of both Heaven and Hell - who are numerous and will have support from both governments and the more occult/piratical forces - to finding the seventh seal or they will undo it as well. Even once you have the bottle, the agents of Heaven and Hell will pursue you to take it. This is probably no problem for a jumper, but they may also use any of the other six opened bottles to break the seal from afar.

To prevent this you must find and acquire the bottles already held by Heaven and Hell and take them; protect them as well, but if kept within a dozen miles of each other they will resonate, weakening and eventually breaking the last seal. Don't let that happen.

Or maybe you want to see the end of all things. Well you can break the seal yourself. If you do then it will be time to make a choice.

You can join the Heavenly Host. This is the easy option, they are the likely winners after all. Serve as a commander in the Heavenly Host and survive till the final curtain and you will succeed.

But maybe you like the underdog, or prefer rampant evil to overweening order. Joining the Hellish Horde will not be as easy. You will have to significantly change the course of things and eventually God will send a personally empowered champion to stop you. This champion will be vastly more powerful than anything else in this world. Win and you succeed in this scenario.

A final option lies before you: rebellion. Should you choose this route you will find that Heaven and Hell will sense it and agree you are the more important threat. They will join forces and grow even more powerful by hybridizing their capabilities. This includes God's Champion and the Dragon of Revelations merging together into an even more powerful form when they are both defeated. But while you may then call this scenario over, that is not necessarily the end. For a bonus challenge you may face God personally; a nigh-omnipotent being, capable of creating everything else in this world or destroying it with equal ease. Defeat God (who can easily revive the forces of both

Heaven and Hell should He desire) and you will find that the world will lose ontological inertia, beginning to break apart into non-existence. You must stop it, keeping the world whole and intact. Once you have secured the existence of the world and a functional breeding population of humanity you will have succeeded in the scenario.

For succeeding in the scenario you receive a reward based on how you succeeded.

- If you kept the seal intact for the full decade you gain either +300 GC or the **Guardians of a Chosen Few** special perk.
    - **Guardians of a Chosen Few (Reward)**: You are the guardian of the world's prosperity. Whenever an apocalyptic event would fall upon the society/world/reality you are a part of you will find that clues and warnings fall into your path ensuring that you always have enough information early enough that if you're clever ad able to put together the pieces you will know how it will happen with enough time to do something about it. In addition you will find that there is always some way **you** can prevent the apocalyptic event from happening. It might not be easy, you may be at great risk to do it, or it may require actions you do not like, but there will always be something **you** can do to stop the apocalypse.
- If you side with Heaven you gain either +100 GC or the **Privateer of Heaven** special perk.
    - **Privateer of Heaven (Reward)**: You find that your actions no matter how heinous do not tarnish your morality in the eyes of moral arbiters so long as they furthered the cause of "Good". Kill villains without trial, lie, cheat,and steal from them, or mind-control them into your personal servants and as long as they were the "bad guys" no one will think these acts are immoral. This does not protect you from legal consequences, however, even if people see you as one of the good guys they may still arrest you for mass murder of "villains".
- If you instead sided with Hell you gain either +400 GC or the **Armada of Hell** special item.
    - **Armada of Hell (Reward)**: This fleet, twice as large as the Cartagena Fleet above, is comprised of supernaturally powerful demons, each of its ships a lesser sea monster able to submerge beneath the water for long periods while still having cannons, and propel themselves without need for sails or oars. The smaller ships can even jump out of the water to glide for a good hundred feet or so. Also as demons only blessed weapons do lasting harm

to these demon pirates or their ships and they can perform various acts of black magic.

- If you defeated the combined armies of Heaven and Hell you gain either +400 GC or the **Voice of Chaos** special perk.
    - **Voice of Chaos (Reward)**: You are not merely immune to fate, you are anathema to it. If something is "fated" or "destined" to happen, or will happen primarily due to narrative necessity/the plot you are not only unaffected by that date/destiny/narrative force you will find yourself empowered to stop it. The more powerful the force of "destiny" in question the more powerful, intelligent, and yes lucky you become in the cause of averting it.
- If you instead went beyond and killed God and maintained the universe in his absence you can gain **one of**: all 4 of the rewards above (trading any or all for GC); the **Demiurge** special perk; or you can choose to use God's last essence to ignite your **spark** using this as an endjump.
    - **Demiurge (Reward)**: You have taken upon yourself the mantle of God, or at least the Creator. You may 1/jump or 1/1000 years whichever comes first create an entirely new universe over the course of 6 days. This process leaves you exhausted, requiring a day of rest afterwards. You gain no special authority or powers over the universe after it is completed, but you may define its laws of reality when you are creating it, capable of incorporating any physical laws, magical rules, or other elements of reality (not specific individuals) from any past jump and weaving them together in your new design. These universes become part of the local multiverse and do not follow you into new jumps.

Sailing Through Time:

Time travel happens a fair few times in these albums, and now it will happen to you. During your time here you will find yourself in seven time periods in an order outside of your control. These are:

1. 5000 years ago during the time of the dinosaurs when the Voice of Chaos called up a horde of pirates from the protoplasmic slime to fight against order.
2. The age of the Huntsmaster when there was not alcohol and demons ruled the Earth.
3. The time of the vikings, when raiders worshiping Odin and Thor sailed the seas seeking plunder.
4. The Golden Age of Piracy.
5. The Modern Era where land pirates drive on the highways seeking plunder.
6. The future when undead space squid descended upon the world in an extraterrestrial invasion.
7. The end of days when the seventh seal on the seventh rum is broken and the apocalypse happens.

You will find yourself inexorably drawn into events in each era, engaging in them, but beyond involvement you do not need to sway the conflicts of the era one way or another or change history in some major way. You simply need to survive.

Do that and you will gain your choice of +200 GC or the **Sailor In Time** special perk.

- **Sailor in Time (Reward)**: Your experience sailing through time has taught you to alter the time of your insertion into new realities. You are no longer bound by starting dates, and may choose to start at any era which exists within the jump either future or past. This is an imprecise science, starting you at a major era or time period, at best you could aim for a decade (so not ‘start 1 week early) but if you wanted to start during the previous generation, or visit the next this could allow it.

If you want a harder challenge, however, you may instead find yourself required to participate in the greatest challenges of the day, and will only have a bit over 17 months in each time period to complete them. During the time of the dinosaurs you must pick a side and lead that side to victory, during the time of the Huntsmaster you must perform

the Huntsmaster scenario (above), during the age of the vikings you must hunt the terrorsquid and slay it while pursued by an army of vikings, during the Golden Age of Piracy you you instead arrive soon after it and must complete To Rule the Waves with only 18 months to complete your wide reaching changes, in the future you must complete the Surf Squid Warfare scenario, and in the end of days you must complete the Seventh Rum of a Seventh Rum scenario; during the modern era you may relax besides some encounters with land piracy.

Complete all these challenges and you may take the Rewards from any 2 scenarios - even ones not included in this challenge. One of these rewards may be that of the base form of this challenge if you choose. In the case of Magellan's Expedition you may choose the reward as if you had reduced yourself to mortal, and for To Rule the Waves you may choose any reward even if it is not the one you undertook, however you may only select the **Armada of Hell** if you fought against the forces of Heaven (whether as a part of the forces of Hell or against the combined forces) in The Seventh Rum of the Seventh Rum, may only take **Voice of Chaos** if you fought the combined forces, and you may only choose the special rewards for having fought and killed God if you did so; though if you did you may choose 2 of those rewards (meaning you can get **Demiurge** and a **Spark** this way if you wanted).

Outro:

So your time in this world has come to an end meaning it's time for you to make the standard, final decision in each jump.

The Sun is Set, Now Night is Falling: You're done. You want to go home. And that is an option for you. Sailing one last time past aeons of chaotic spires and a shell of frozen time, you return home, back to your old life without a moment having passed, but your days of jumping over with.

Wooden Leg Part IV: You've found a home in this world of pirates and metal. Perhaps it's the exotic liquors, like the mead from hell and the famous old spiced, perhaps it's the adventures, or the pirate parties. Either way your journeys will not take you beyond this world, but instead end on this one.

The endless quest is calling us another time: This world may have ale, wenches, and mead… but any world will eventually run out of quests. So you cannot stay. Set forth to conquer foreign soil once again… and go to the next jump.

Notes:

Jump by Fafnir's Foe.

So this was sort of an experiment trying to make a jump based on a discography without a solid and consistent story. I decided each song would get at least one perk/item/drawback/scenario. In the end I found myself scraping the bottom of the barrel again and again and going too meta/stretching too far/just making too much stuff up and decided it was a failure, but decided to wait for the new album and finish anyway since would still be usable and someone might enjoy it (I might myself failure or not). If someone wants to try and make a better Alestorm jump more power to them.

Drawback limit is mostly because I didn't want to have to actually balance drawbacks and it let me throw in ones which could be relatively easy without much thought.

The endjump option was… look stopping a Biblical based apocalypse felt fitting.

Changelog:

Version 1.0.0: Posted.

Version 1.0.1: Realized it was missing a Companion Import option, added it and fixed a few typos/grammar errors.