

Generic Royal Court Drama Jump
v1.0
by LJGV

Whether you're in Spain, Germany, Rome, or London, if you're looking to rub shoulders with the likes of Queen Elizabeth, King Francis, the Borgias, or Catherine of Aragon, this is the jump for you if you're determined to mix and mingle with nobles, peasants, and those who've tasted power and are now thirsty for it. This is going to be an exciting decade, and you're gonna need a healthy degree of luck to come out of it unscathed.

Take **1000 Intrigue Points** to fund your adventures.

Starting Location & Era

What era and what place you start in is up to you. This jump is designed with the squabbling courts in the age of exploration in mind, the likes of France, Spain, England, and Germany during the very late 1400s and the early to mid 1500s, but this will be written in such a way that it can be purposed for jumpers who want to visit royal courts in other time periods and locations.

Age and Gender

To determine your age either pay 50 IP or roll 2d20+7.
Your gender is up to you.

Alignment

There are two types of identities in play in this jump. One refers to alignment with regard to tradition vs progress, and the other refers to your social status as determined by the circumstances of your birth. In this section, choose between "Tradition & Honor" and "Progress & Change". This dictates your in-jump history (assuming you aren't a drop-in) with these ideas, and also conveys a discount to the selected perk and item trees.

Tradition & Honor
Those who select this origin are staunch supporters of the status quo in a world that, depending on the year a jumper begins their visit to this setting, is changing and growing literally every day. This is a popular position to hold, but over time it may grow unpopular, particularly among those suffering as a result of tradition.

Progress & Change
Advocating necessary social changes may stoke the ire of men and women who are beneficiaries of the status quo, but it will surely earn you many friends among the common folk. By selecting this origin you are affirming a passion in the plight of the downtrodden and for a more just society. This will undoubtedly anger those in power, depending on the height of your personal influence, but it will also be popularly received by many regular people.

Origin:

Everyone selects one of the following three origins: Clergy, Noble, Commoner. Commoner can be taken as a drop-in.

Clergy
Ah, a person of the cloth I see! Clergy are potent influences on noble courts throughout Europe and the Americas. As a member of the clergy you possess a powerful influence that can be used to legitimize progressive causes or squash any nascent dreams of modernization. Be careful how you wield this power, as the political games the Catholics,

and later on the Anglicans or the Protestants, play are all dangerous and even being sent from the Vatican or representing the King of England might not shield a foolish enough clergyperson from the wrath of earthly authorities.

Royalty
Ah, of course you're a prince or princess, I… I apologize, I didn't recognize you! As a young royal you possess an inordinate amount of influence in the place you hail from, and can get away with flaunting many minor rules, but if you leave your home nation you might want to be careful. Still, there is a lot of power that comes with being even a minor royal.

Commoner
Oh my… A commoner? This is an interesting choice, to be sure, but a clever commoner can quickly stand out and they will inherently lack the baggage that comes with being a royal or a member of the clergy. There is potential here, for someone willing to risk the ire of the church and the royals, especially in this chaotic age where kings and queens can rise and fall in a matter of months.

Perks

Origins get their 100IP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Convenience [Free]
With this handy perk, the little things that may make or break someone modern's experience in this era are squared away. You are immune to discomfort brought on by disgusting smells, and gory sights no longer negatively affect you.

Educated Linguist [100 IP]
Linguistics are an underappreciated aspect, and challenge, in this era. Educated men and women are known to be able to read Latin, and this perk confers that ability to those who take it but this perk also grants native-speaker-level fluency to two other languages aside from the language native to the region you started this jump in.

Drama Detector [100 IP]
You have survived in relative proximity to power long enough to have a decently honed sense for drama. This has evolved into a slight danger sense but one keyed to the politics of power. You can intuitively sense when ploys are underway in your general area, which allows you to know when it's time to get the heck out of dodge, unless you also have abilities that give you a deft hand at enduring the machinations of royals and clergy.

Spare Skill [200 IP]
Having a spare skill is always handy, particularly if you need to make a quick getaway and change your name. With this perk you have professional level skill in an era-appropriate skill of your choice, one that is no more violent than being an expert tracker. You could choose to be skilled in the bedroom, an expert cook, a masterful maid, or any other age-appropriate skill. With this, if you run away from your royal court and

disguise yourself you will have a useful skill independent of perceptions of your social status.

We're All Equals Here [400 IP]
Classism is a major, significant threat in a place like this. A king can easily order someone to be put to death for even a minor slight, depending on the disparity in social status. No more. With this, you possess protections that will ensure that you will not be treated unfairly (in a negative way) by those who are socially above you. You no longer have to fear the wrath of a king coming down on you for the offense of being beneath them in social status.

Tradition & Honor

Rote Memorization [100 IP]
It would not do for a traditionalist to not know tradition. This perk confers exceptional memory and a special talent for learning tradition, ensuring that you learn any traditions at a prodigious pace.

Honor [200 IP]
When you behave in honorable ways the impact of your actions are remembered. More than that, though, your actions are subtly magnified in the minds of those who remember them. If you go out of your way to help someone in a minor way it will be remembered, by them, as being more significant and noteworthy than it actually was.

Reputation [400 IP]
You have a well-earned reputation that leads people to treating you with significant amounts of respect. How exactly this manifests is largely dependent on your status and the status of the people who interact with you, but this serves as a handy protective armor that discourages people from attempting to cheat you or otherwise dishonor you and can also show people that they can trust you.

Progress & Change

Friend Of The Downtrodden [100 IP]
You have a special talent for befriending those who experience discrimination. Even as a king or as the pope themself, you have a unique talent at speaking to those who endure discrimination and getting them on your side.

Contagious Empathy [200 IP]
Not only are you naturally empathetic, but your empathy can spread to other people when you advocate on behalf of those who have endured unjust indignities. If you are demanding freedom for unjustly enslaved peoples, then those who hear your pleas will feel for those you are advocating for. If you are demanding equality, those who hear you will feel the sincerity of your position and those who would benefit will remember how you fought for them, even and especially if doing so was unpopular or risky.

Lingering Change [400 IP]
For some people, their charisma is shallow. They might be excellent orators, and good at getting people on their side, but that's not you. Your charisma is persistent, your arguments are compelling, and when people feel swayed by you your words are taken to heart. You can instill people with a burning desire to change things for the better, and they will remember you for a long time.

Clergy

A Different Kind Of Authority [100 IP]
Becoming a sufficiently high ranking man or woman of the cloth is a viable, if challenging method for even the lowliest born people gain a level of power all their own. By becoming a knowledgeable, charismatic priest or priestess you gain some level of protection from all but the most despotic nobles and royals provided you do not over offend them. This, of course, does not protect you from the power of religious officials of a higher rank than you. If you take this as a non-clergy people will come to respect you in a similar though not quite as official capacity. Perhaps you are a friend of the church on your way to sainthood.

A Brotherhood [100 IP]
The world you are in is divided up into different, sometimes warring, factions. The nobles and the royals, the clergy, and the commoners. In truth there are sub-factions within these grander groups, and more often than not they can spend time at each other's throats but for some curious reason no one wants to clash with you. You are everyone's friend, at least among your own factions. With this you are able to fully take advantage of the collective resources of your faction, and you can easily secure the full protections a member of your faction would be entitled to. Royals and commoners alike would hesitate to screw with you.

Spiritual Advisor [200 IP]
You are a master at the tricky art of sliding into the good graces of powerful people. There are subtle skills needed to consistently be able to earn the trust of nobles and royals, and you are a master of them. You know how to appear wise and how to confer genuinely good advice that will undoubtedly help those you advise, if they take it. You can also juggle different egos masterfully.

True Loyalty [400 IP]
Part of the danger of being a representative of the Vatican throughout Europe was perceptions of dual-loyalty. While normal priests of most ranks had to deal with this and carefully walk a fine line in order to be welcome in both Rome and other parts of Europe, you simply… don't. Whether it's your skills as an actor, or an innate sense of wholesomeness you radiate, or some other facet of your personality, people believe you are as loyal as you can be to causes, people, and factions that have earned your loyalty and you possess the charisma needed to lead others to believe you are equally loyal to things you may not actually be loyal too. No one will ever bother you about conflicts of interest ever again, barring something like a drawback.

Righteous Hand Of God [600 IP]
While others proclaim their holiness you can simply demonstrate yours. You actually have been blessed by God or by the supreme deity of whichever faith you are a member of. With this you are both naturally charismatic and sincerely capable of a range of miracles. You are not capable of doing things as dramatic as parting an ocean, but you can heal people and ask for divine intervention. If your request for divine intervention is obliged by your deity your other miracles will be reduced in effectiveness for a period

commensurate with the intensity of the intervention. Others will look at you and see you as a paragon of your faith. If you wish you can also be either the pope or a high ranking member of the church with this perk. In future settings gods will be fond of you.

Royalty

Diverse Education [100 IP]
As a royal you are expected to be fairly knowledgeable in a range of topics. Thankfully, you more than meet this expectation. You have become a walking library of knowledge related to a broad number of areas, such as history (particularly of your nation), diplomacy, high society, and various other areas. You are also a surprisingly effective educator.

Ambitious Friends [100 IP]
The thing about royals is that they tend to be surrounded by ambitious sorts. You happen to have a special sort of luck in that you attract a retinue of followers who are both ambitious AND competent, which is a significant factor in determining the success of their ambitions. These friends are also smart enough to have your best interests at heart, as they value you and proximity to power. You will quickly gather a following of skilled, driven friends. If you work with them, they will become loyal to you.

Royal Looks [200 IP]
It's not clear whether it's some genetic thing or some sign that you personally possess the divine mandate, heck it could even be your access to a healthy supply of food and cleaning materials, but you look like a dashing prince or a beautiful princess. You are a perfect 10/10 looks wise and if you want you can bestow those who carry your authority with a weaker version of this. Your children, if you have any, will also possess these looks. If you wish this can be retroactive for your existing children, including adopted children.

Inspirational [400 IP]
A smart royal understands the social implications of their role. They understand their status as symbols, as figures that to the public must be larger than life. You embody this understanding and are capable of inspiring the rank and file of your kingdom or empire. You possess an uncanny ability to motivate ordinary citizens and if you are active enough throughout your kingdom you can easily cause a new golden age. This perk also grants you immunity to sexist expectations, and allows you to not have to deal with chauvinism that'd get in your way if you were a princess but hell bent on doing things like leading your people from the front.

Firstborn [600 IP]
By default, in this jump even with this origin, you are not the heir-apparent to the throne. By taking this perk you change that. With this perk you become either the king or queen or the next-in-line to the throne, your choice. Beyond that, you gain the qualities needed to excite your people even if your parents/your predecessors were universally reviled or were merely accepted as monarchs. In future settings you can choose to be a logical equivalent to a prince, such as the son of a founder of a major company or the daughter of a local chieftain.

Commoner

Stubborn [100 IP]
You have a powerful ability to single-mindedly focus on what it takes to advance your station in life. If you were initiated this jump as a homeless commoner, with enough persistent and this perk you could surely find a way to find a stable job and housing such as being a guard or hunter and living in a log-cabin you yourself made, even if it wasn't elegant and you weren't a masterful guard or expert hunter. You will survive.

Outrage [100 IP]
Something about you inspires protectiveness. It's possible you're just too cute, or you remind people of their siblings, or any number of things, but one way or another the people who matter are inclined to favor you. This results in you receiving special commendations and protections, promotions and other potent boons. This also results in moments when you are the victim of nonsense provoking outrage and making people incensed on your behalf. This will be remembered by the common folk, and they have a deceptively long memory. When you need it the most, a common man or woman might well be the one to save your life and to help you rise up.

Community [200 IP]
You know that the secret tool to success as a commoner is that you have a thousand other people like you for every noble, royal, or person of the cloth. You are fantastically social and have an easy-going, likable attitude. People tend to flock to you.

Opportunity [400 IP]
You are truly phenomenal at sensing opportunities and taking a hold of them. One of the central ways that commoners can advance in a world like this is seeing opportunities and seizing them, whether it is by becoming a squire to a knight or by saving the life of a disguised noble or royal. You both attract opportunity and subconsciously recognize it, allowing you to get a subtle sense for opportunities to advance your lot in life and climb the social ladder.

The Great Equalizer [600 IP]
Something about you forces those above you, with regards to your social station, to consider the merits of your positions without consideration for your social status. You are capable of romancing royals and getting them to consider you objectively and not look at temporary, flexible things like your social status. Other immutable things, like your species (though as a jumper you have more flexibility than most here), may get in the way of someone's consideration of you as a potential partner (in a range of capacities), but if something is flexible and could feasibly change, then it won't be a factor when someone considers your positions or even you in a broad sense.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100IP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Royal Tithe [100 IP]
Any ruler or royal or other person in charge needs some funds to get things done. You now get a monthly stipend of about 10.000$ in your local currency. Any frugal household could live without any problems with that sum. However, since when are royals frugal?

A Fitting Armory [200 IP]
This item manifests in the form of an armory in your warehouse, personal reality, or equivalent. It contains a copy of every generic, mundane weapon someone might expect to see an army outfitted with. There is enough here to outfit a small militia, and these items are self-repairing. No one will question this, so long as you don't point out how odd it is.

A Special Steed [400 IP]
This item manifests in the form of a steed of some sort that you find very early in your time in this jump. This steed is a fantastic example of its species, and will immediately become immensely loyal to you, a loyalty which will only increase with time provided you don't mistreat it. This beast is faster than the fastest mundane member of its kind and is capable of a supernatural feat of your choice which relates to travel. It could have the ability to become incorporeal (and which would grant you temporary incorporeality so long as you are riding it and it is incorporeal), it could fly, it could teleport short distances, feats such as that. With this steed you could become a right terror on the battlefield. inclusive.

Tradition & Honor

Book Of Standards [100 IP | Discounted for Tradition & Honor]
This tome is attuned to any civilization of your choice and it contains every tradition that that civilization upholds. You can temporarily loan it out to someone and they can use it over the course of a night to become intimately familiar with the customs of any civilization.

Symbol Of Honor [200 IP | Discounted for Tradition & Honor]
This item, unique to you, is something that denotes your status as a trustworthy person and it can leave an impression of some sort on those you trust to handle your errands or tasks and they will be treated as though they are you, for the sake of perks like "Reputation". It can be a symbol you can weave into one's clothes, or give a small version of the item, that they can use to show people that they are acting on your behalf.

Progress & Change

A List Of Grievances [100 IP | Discounted for Progress & Change]
This nifty item is an ancient looking scroll that can be attuned to any social group. When that happens the contents of the scroll change and reveal moments when the group was wronged, on an institutional level. It is an impartial, correct item, and when those lists of grievances are read aloud in the presence of those who have the power to correct these injustices they will feel shame at their inaction or anger at the inaction of their predecessors if they succeeded the parties responsible.

A Symbol Of Protection [200 IP | Discounted for Progress & Change]
Even the most discriminatory fellows have bridges they might not cross. This item gives you a way to utilize that basic idea. This item takes the form of a symbol that has been mass produced and you can give it out to people who might otherwise suffer from some form of bigotry or discrimination and they will be protected by the weight of your reputation. If you are a well-known and well-respected (or feared) individual, those who'd make your friends or other people under your protection suffer will know better than to risk dealing with the fallout of victimizing one of your people.

Clergy

Holy Vestments [100 IP]
You receive a set of outfits that are appropriately holy looking and also suit your status. If you are nothing more than an altar boy then your outfit will be appropriately simple. If you are the right hand of the Pope himself you will receive a set of robes that convey the majesty and power of both your faith and your personal status. You can choose whether or not these clothes attract people or intimidate them, but either way they will be wowed by your presence. These outfits scale with you, and thus if you started as an altar boy but climbed the ranks to reach the top of the church hierarchy your outfits will reflect your true status. Once per jump you can attune these outfits to a new organization and they will change their nature to show your status relative to that new organization. Of course how powerful they really are depends on the power and scope of the organization they are attuned to, so if you are the head of a tiny cult they will still convey that, but if you are a high ranking member of a global religious order than their power compared to them if they attuned to a small cult will be vastly more potent.

Foody Miracle [200 IP]
You are a master of one special form of charity: feeding people. With this item you possess knowledge of a divine ritual which has a pair of effects on food. The primary effect it has on food is that it multiplies it, allowing you to have only a handful of fish and then, after the miracle, find that your handful is actually enough to fill a few buckets. The second effect is that it greatly amplifies the caloric value and nutrients of each bite (but only in positive ways). This miracle requires a bit of preparation, as this isn't an inborn trait but something more like a spell, but can be used to help preserve entire villages in times of famine.

Holy Relic [400 IP]
You are the true owner of a sacred artifact of some sort. This can be something historical, like the hood of a saint, or something fictionalized and thus up to your specification. This relic will become a symbol associated with you in time, and confers a supernatural effect of middling power such as a shield which attracts arrows and ranged weapons to it when wielded while neutralizing their destructive potential or a sword that only harms traitors.

A Triple Crown And A Worldwide Order [600 IP]
This item is the ultimate symbol of the world-wide influence of the Church. Those who behold it are affected in various ways depending on their thoughts on the church, and the figure who wields the crown. Those loyal to the church or the crown's owner will be calmed by the presence of the crown, or feel a burning rage towards the foes of the crown. Those who fear the owner of the item or the religion it represents will be cowed, and feel immense distress in its presence. This item can bring battles to an end or can be used to uncover conspiracies.

You can import the religion you are a part of into future jumps, and you can choose to be recognized as the head of the order by the rest of the setting.

Royalty

A Palatial Home [100 IP]
As befits royalty you were raised in a palace. This palace, which can be designed to reasonable (for the era) specifications, follows you along your chain.

A Royal Warehouse [200 IP]
Your warehouse gets a royal makeover in the style of the architecture of the nation(s) you are a royal of. Additionally your warehouse now has a small number of simple automata who function as adequately skilled cooks, maids, and other palace staff.

A Legendary Weapon [400 IP]
There is an ancient legend in your kingdom about a potent, mythic weapon. It is said that whosoever possesses it is the rightful monarch of the kingdom. Early on in your adolescence, mere days or months after your jump begins, you will acquire this weapon. This weapon has decently powerful properties, such as conferring a healing factor to anyone who wields its scabbard (or the equivalent) or the ability to create damaging waves of energy that deal as much damage as an actual stab by this sword would and can ignore armor. This weapon will soon become a symbol of yours, and be associated with you in the eyes of those who encounter you.

Your Kingdom [600 IP]
At the end of your time here your kingdom follows you for the rest of your chain. You will be recognized as a sovereign in future jumps, and can import your kingdom (though it is up to you to modernize it to sufficient degrees to whatever jump you wish to import it into).

Commoner

A Simple Business [100 IP]
You are slightly protected from the chaoticness of life in this setting by virtue of being a business owner. This business also comes with a simple, but well-furnished apartment above it that you and a small family can easily live in. Once per jump you can relocate this business and it will instantly reappear in the location you wish to move it too. It comes with a complete supply of whatever papers you need for it to be considered legal.

Speedy Travels [200 IP]
As befits the modicum of freedom that comes with being a commoner, you have some unusual means of unnaturally quick travel (at least relative to the era). It could be that you have a ship that is capable of some facsimile of steam-travel, or at least travel free of the constraints of relying on the wind or rowing, or it could be that you have a legion of horses at your beck and call that are capable of supernatural speeds and who possess similarly supernatural stamina, rendering them capable of transporting more than just yourself at high speeds such as materials to build a home..

No matter how you customize this, it is something that allows you to explore Europe, and possibly the rest of the world, at speeds that dwarf the capabilities of others.

A Debt Owed, Now Repaid [400 IP]
This curious item is not something physical but rather a memory that waits to be implanted. In a moment of sincere need, particularly in moments when you are in danger of facing a brutal punishment, this item will come into play on its own. It sparks a memory of a time that you or someone like you performed a great kindness for the figures who are about to brutalize you. They will be moved to mercy, and may even stop their violence or act of evil altogether.

This is not perfect, if you are the leader of a failed rebellion this may only result in you being summarily executed instead of being gruesomely beaten to death, but when it works it will soften whatever punishment you are about to face. Once used this item will need time to recharge, a time which could take the majority of a jump if it was used to mitigate something truly spectacular in scope. This is also subject to diminishing returns when used more than once on someone, unless you have actually personally performed a kindness for them.

The Beginning Of Something [600 IP]
Early on in your jump you will discover… something. This could be an island, a deep mine, an untamed region of land large enough for multiple cities, or some other similar collection of natural resources. You discover and claim it for yourself in a way that is thoroughly legally binding. This is an immense source of wealth, and potentially a vast font of influence, but it will take time to truly understand how valuable the resources here actually are. Either way this is something that will cement your legacy if managed thoughtfully and skillfully.

Companions

Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50IP each or eight for 200IP.

Canon Companion [100]
So you want to take any other existing character from this world. Well then this option is for you.

A Local Witch/Wizard [100]
This commoner is a skilled, well-versed magic user. Magic in this jump is not something that will transform a battlefield or a country, it is a more skilled, intimate, personal-scaled thing. A witch would not be able to step into a shadow and reappear somewhere else but she could give you an amulet that makes arrows noticeably less likely to hit you and deal you remarkably less harm, even when it hits you in an otherwise critical place. A wizard could create potions that would rapidly speed up the body's ability to recover from damage. This figure is fascinated by the supernatural and in any future jump will almost invariably attempt to suss out the supernatural even in mundane or sci-fi settings.

A Patronly Priest [100]
This priest, or nun (up to you when you purchase this), is a friendly, fatherly/motherly/parental sort who takes a shine to you immediately. They are more than happy to help you with anything requiring a spiritual touch and they are remarkably tolerant of both your own beliefs and the beliefs of other people. They have a unique connection to God and can invoke him to perform very minor supernatural feats, perhaps as strong as a D&D-style cantrip.

Scenarios

All scenarios must be chosen at the start of the jump, but none will result in a chain-fail if failed.

A Dire Vision

At the start of your jump here you will experience a powerful, prophetic vision of a catastrophe that will occur in the near-future. It is now up to you to either see to it that the vision comes true or does not come true, depending on your preferences and feelings about the vision. For example, if you see Queen Elizabeth's defeat of the Spanish Armada and you value and like Spain you must see to it that Spain is triumphant, and the reverse is true if you prefer England. Whatever the nature of your vision, it will be something that will occur during your time in this jump and it will be something that shapes the course of the future in significant, country-shaking ways, such as the death of a young monarch or a successful uprising which sends shockwaves throughout Europe. This scenario is considered complete when the event in your vision has been settled in some way or another.

Reward: Prophecies & Visions

By completing this scenario, the vision you received at the start of your jump is not a one-off. You now have some way of seeing into the future as it is currently written out, as well as knowledge that the future is mutable. You understand the ways that strong wills and singular actions can rewrite destiny. Your method of seeing into the future grows stronger with time, with you having visions quite routinely and you gaining knowledge of prophecies more rarely, perhaps a handful of times a jump, but this is a trainable ability and grows stronger with use.

Magic Is Real

During one's time in this jump they may notice an abundance of skeptics, at least as far as belief in the supernatural beyond the confines of their faith. This is a curious phenomenon but there is a reason for it. Magic and the supernatural have been relegated to increasingly small corners of society, badgered and brutalized to an impressive degree. That said, a small cadre of wizards, sorcerers, ritualists, and the like exist. Early on in your travels you will happen across one such person, and over the course of your initial interaction they will take a liking to you and invite you to their home. Over the course of your initial interactions they will grow closer and closer to you, until they ask if you would like to be their student. If you say yes you enter the most arduous phase of this scenario. To complete this scenario you must learn all they can teach you, a process which might well take a few months or years depending on your own skill in understanding the supernatural and comprehending the esoteric laws by which magic operates.

Reward: Ritualist

Upon successful completion of this scenario you are awarded with a perk that cements this form of magic into you. This means that you can continue to use this highly ritualized form of magic in future jumps. This is not fireball-hurling and teleportation magic, but magic that, usually subtly, alters fate and tugs the course of history in one way or another. You can create things like protection tokens and charms which shield their wielders from certain kinds of danger, or alter blades to be more effective against

one type of person and less effective against another. Do not underestimate this form of magic, provided you have the time and resources needed to make use of it.

Ghosts Of The Past

Late-Medieval and Early Age-Of-Discovery Asia and Europe, the two settings and eras one is most likely to enter this jump using, are not periods of peace. These are chaotic times and violence can occur suddenly and brutally, leading to loss of life. This means that the dead exist in great numbers here, and are more often than not the unquiet sort. You have an annoying tendency to attract such restless spirits and they often whisper to you. Others cannot perceive them, but you have a talent for persuading them of the truth of your gifts based on the whispers of the ghosts who speak to you.

With this scenario you learn that there exist other such spirit-speakers and that the more ghosts, or the more influential ghosts, they help the greater their skill at invoking such spirits becomes. You will quickly realize that if you help one hundred ghosts of commoners, or 50 ghosts of nobles, OR 20 royal ghosts gain peace and ascend or descend to lives and worlds beyond this one, a feat which occurs when ghosts have either had their wills shattered or have been brought great joy, you will gain greater skill at ghost-whispering, and can eventually do great things with this eerie ability.

Reward: Medium

You have a curious gift. This is a form of necromancy, though it could also be considered a form of divination, that allows you to commune with the dead and manipulate both the living and the dead through clever use of this gift. While the level of power this perk offers right away is mostly useful for figuring out hidden secrets and manipulating the living through a mixture of truths and lies, with time a medium can learn to empower ghosts to possess the living and can even find ways to sap the wills of the ghosts to turn them into puppets, as well as allow themselves to be possessed by ghosts to gain facsimiles of skills of the ghosts possessing them.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 IP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 IP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 IP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 IP]
For each purchase of this your time here is extended 10 years.

Fan Theories are Canon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

Ye Olde English [+100 IP]
You can only speak in an antiquated version of the languages you use. While this is usually somewhat a given, you feel compelled to describe some things in a roundabout way or to give some things and situations a flowery description.

How Plebeian [+100 IP]
You can barely go a sentence or two without using swear words. In most social circles it is seen as a faux pas, a social blunder of the highest grade.

Things Fall Apart [+100 IP]
This is annoying. Non-fiat-backed objects in your possession are remarkably brittle and shatter with nearly any meaningful use. People will quickly notice this and you will gain a reputation as a klutz as well as having to endure the annoying effects of this drawback on a practical level.

Define 'Empathy' [+200 IP]

You have forgotten the subtle art of 'reading the room'. You are now utterly incapable of recognizing how other people may feel. This might not be a problem if everyone loves you… not that you'd recognize it. You can still realize if the other person has an obvious disadvantage and you realize logical reasons why they'd disobey you, you just are incompetent at recognizing and taking said emotions into account.

War-Mongering Asshat [+200 IP]
There is a "Great" general in this world who, through sheer coincidence, always manages to target whatever city you're in. They will assault the cities you visit and force them to endure a siege, massively clamping down on the freedom you'd normally have as well as your access to certain things such as the ability to leave said cities freely. If you decide to go and kill the general, a feat which is certainly possible, they will inevitably be succeeded by someone who is just as skilled. Thankfully, the general is not actually enormously skilled but they are quite adept at laying siege to cities and at forcing the residents of said cities to endure constant combat and conflict.

Beware the Sharks [+200 IP]
I am talking about loan sharks. You have accumulated a debt of about 1 million pounds sterling that you need to pay back. These guys don't accept any out-of-Jump money and they also have a ridiculous 10% …

Intuitive Animals [+200 IP]
Animals can sense something… off about you. Any non-fiat-backed animals, such as pets or followers, will be unsettled in your presence and it is virtually impossible for you to tame or utilize such animals directly barring something like a full mind-control spell or technology. Animals are also remarkably aggressive towards you if compelled to fight you, and gain an eerie, almost supernatural competence when it comes to fighting you. This does not increase their strength or actually make them dangerous if you are a beyond-human being but it can certainly make working with animals a lot tricker, if not outright impossible.

Welcome to Mafia Town [+300 IP]
Crime is always a problem, isn't it? For your entire stay there will be quite a lot of crime in your capital, though mostly in the form of gangs and black markets that try to monopolize crime. This makes the streets quite unsafe.

Perceptions And Realities [+300 IP]
Any historian of the middle ages and the early age of discovery will sigh when they think of what the public knows and thinks of this somewhat nebulously defined period in European history. Much to your eventual frustration, you will find that in this version of history, the stereotypes that plague understandings of this point in history are accurate. Sexism and ignorance abound, genuine illiteracy is a real problem, and places actually do reek. Worse than those minor issues, however, is the fact that kings, queens, and popes, are not the oftentimes pragmatic and careful leaders they tended to be in history but are more akin to living embodiments of the worst hyperbolic stereotypes associated with their nations. Be cautious, jumper.

Unholy Crusade [+300 IP]

A significant religious movement will gain awareness of your supernatural abilities and will become remarkably, intensely hostile towards you. How this manifests depends on your origin and the precise nature of the era you are in, but it will invariably include subtle campaigns of either unpleasant truth telling or disinformation (depending on your nature), a subtle terror campaign against you, and more overt attempts to do harm to your territory and places you are known to frequent. Combatting this would require the near total defeat of the organization in question.

Bad Reception [+300 IP]
You have a really bad reputation. Perhaps people think that you are from a family of poisoners or that you are out to marry others solely to gain wealth and position and then murder them just after that. Regardless… Everyone will hear those rumors and they will judge you based on them. Only the truly desperate will make a deal with you while everyone else, they will be tempted to deal with you (permanently) if you step out of line.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-As usual, big thanks to Negative-Tangerine for the template. It makes basic structuring a lot easier.
-This jump is inspired by shows like Reign, The Spanish Princess, and Borgia.
-The purpose of "Convenience" is to make it easier for jumpers to visit and handle historical settings. My intention is to make such settings more appealing places to visit.
-"Spare Skill" is directly inspired from Prince Francis from Reign, as that version of the sickly prince was an aspiring blacksmith who wanted to have a marketable skill in case he ever needed to hide his identity.
-Congratulations to the first ever winner of one of my Patreon polls! This jump was the favorite for early/priority completion, on a public poll which ran from Sunday September 24th to Tuesday September 26th.

Change Log

v0.1 (09/23/23)
- Initial Jump Creation
- General perks & social alignment perks and items completed

v0.5 (09/26/23)
- Completed following perk trees:
  - Royalty
  - Clergy
  - Commoner
- Completed following item trees:
  - Royalty
  - Clergy
  - Commoner
- Added the following drawback:
  - Perceptions & Realities
- Approved the following drawbacks:
  - Define "Empathy"
  - Welcome to Mafia Town
- Approved the following item(s):
  - Royal Tithe

V1.0 (10/01/23)

- Completed the following sections:
  - General/Undiscounted Items
  - Scenarios
  - Companions
  - Drawbacks
- Added the following drawbacks:
  - Unholy Crusade
  - Things Fall Apart
  - Intuitive Animals
  - War Mongering Asshat
- Approved the following drawbacks:
  - Bad Reception
  - Ye Old English
  - How Plebian
  - Beware The Sharks