Asterix

THE GAUL



Jumpchain CYOA

V1.0

By blackshadow111

Intro

Welcome to Europe, circa 50 BC. Caesar is supreme in Rome, and Rome is supreme in the world. Her armies have trampled all resistance, vanquished all enemies, and stand tall and mighty bestride the continent. Nowhere is this more evident than in the provinces of Gallia. Ever since the last Great Chief of the Gauls threw his weapons (literally) at the feet of Caesar, greatly hurting the general in the process, there has been little resistance. All Gaul is conquered.

Well, no.

One village, a tiny place of a couple of hundred people on the Armorican coast, still resists the invaders, standing tall and proud against the legions. Surrounded by four roman camps that live in terror of the villagers, it is home to many adventures and a lot of very fun people, one of which happens to to the eponymous Asterix, his best friend and Menhir maker and salesman Obelix, and his dog, Dogmatix.

This is a fun place with a lot of thumping and a lot of plotting but not much blood. This, as you must by now realize, is also where you are going. Have a nice time!

You start just before the events of *Asterix the Gaul*, with 1000 CP to your name.

Roll 1d8+10 for your age, or choose freely for 50 CP. Your gender remains the same, or you may choose to change it for 50 CP.

Origins

Drop-in: Oh, where did you come from? Are you an Indian *Fakir*, an Egyptian architect, a Gaulish soothsayer, or a Roman bar-owner? No matter, you'll be right at home here!

Warrior: You are a highly capable, clever warrior for your side! Whether boosted with a mysterious magic potion or supported with the vast machinery of empire, you are very good at your job!

Wise Man: But beyond the warriors and the slightly better warriors who tell them where to go and who to thump, there are the people who make the magic potions or the collapsible chariots or whatnot. In the end, it's always your breed that ends up having the greatest influence over the world.

Leader: Warriors need people to guide them in doing their jobs, don't they? They need a leader to tell them what and who to thump and who not to. Even Mystics and Engineers need to be told what's required at the time and who to badger for parts. A Gaul tribal leader or a roman Centurion, leading men is leading men, and it's your job!

Factions

Gaul: You're a Gaul, born and bred. Not for you the petty politics and backstabbing of city life, you're happy as long as you have someone strong to fight and something nice to eat. You start in the village itself.

Roman: Strong and untiring as they might be, the savages *will* one day fall to the might of Rome. In the meantime, you stay here to make sure they are...well, as contained as they can be. And to try and avoid their regular beat-up of you and your friends. Those fists hurt! Pick one of the camps from Aquarium, Totorum, Laudanum and Compendium.

Perks

The 100 CP perk for both the Origin and Faction is free. Others are discounted to 50%.

Drop-in

100 A Friendly Face: You're very good at getting strangers to help you. Even just turning up out of nowhere and asking for help, you tend to know just how to present things and just what to include in your request that people end up interested in helping you out with the matter, as long as it's not completely against their interests, and/or suicidal. This isn't a 'protect and help you lifelong' sort of deal either. They will only help you if they know they can come back sooner or later, and they very much prefer sooner rather than later. The absolute longest you can take anyone away is six, eight months.

200 Survivalist: You are a survivor, jumper. And you are one through the many, many skills you have. This perk gives you an exceedingly broad range of skills, all connected around one goal; keeping you alive. You don't know enough about sailing to be a Captain, but you know enough that you won't end up dead if you somehow wake up on a deck halfway through the mediterranean. You don't know enough about jungle survival to lead an expedition, but you won't die puking your guts out having eaten the wrong mushrooms. This extends into just about every field of skill you may care to name, but only the barest basics.

400 Tongue of the Soothsayer: The people, no matter where they go, all have their own weaknesses. Some have superstitions, others have greed, yet others have strange tastes. What you have is an incredible nose for such weaknesses, and a masterful abilities to play upon them. You know just the right words and just the right actions to trigger whatever reaction you want in people. Whether a single individual or a whole village or even a nation, you talk and people *listen.* You're equally adept at convincing a village of smelly barbarians that you're a genuine soothsayer who they should keep in style as you are at turning a conference of Rome's greatest dignitaries into a riot.

600 Cultural Differences: This is a setting full of many clashing and mixing cultures, and it's not always possible to easily pass among them. Well, for others. For you it's the simplest things you could ever do. Whenever you enter a new culture, you receive a complete change in your appearance and mannerisms, ensuring that you are completely indistinguishable from anyone else, at least at first glance. Your appearance changes, as do your mannerisms, and as does your name and also the names and appearances of your belongings.

These can be either completely new names or modifications on the existing names, but either way everything about you is just...generic, completely unremarkable to the average person. Or at least, as close as possible. You also receive a smattering of the appropriate language or languages. A few relevant phrases, some curses, some exclamations, not enough to become fluent by any means, but enough that you don't get caught the moment you open your mouth.

Take note that completely OOC things will still remain OOC. If you unveil the Death Star in ancient Mexico, you will have a properly Aztec name for it, it will even *look* Aztec, but it will still be a Planet-busting weapon of war that you will have to come up with an explanation for.

Warrior

100 Paths and Landmarks- The work of a Warrior-Adventurer, or a Roman legionary for that matter, is not by any means sedentary. It seems every other day that strangers show up asking for help, or the chief or the druid needs something done far away, or orders arrive from the Senate ordering you to the other side of the world. It's good, then, that you have an incredible head for getting about just about anywhere, be it Mediterranean deserts, the wide ocean, Hispanic forests or metropolises like Lutetia or Rome.

200 The Requisite Skills- What is a warrior that cannot fight? A corpse. But not you, by any means. You are en extremely capable fighter in both single combat and working with a group, capable of thumping people for hours on end before your start tiring, and are a dream to work with in a team, almost instinctively capable of facilitating teamwork.

400 Brains over Brawn- Fighting is all well and good, but sometimes you end up needing just a bit more than that. You are no mindless lunk, jumper. You have a head for schemes and strategy, being excellent at both spotting when someone is pulling a scheme on you and pulling ones of your own. Mind you, these are not byzantine, years lasting 'circles within circles' schemes, although you can certainly spot those, but rather clever tricks to get you into or out of places, acquire some help, run a clever con sort of stuff.

600 Fresh Wild Boar Everywhere: Food is about the most important thing a man can need in his life, wouldn't you agree? You are incredibly talented when it comes to hunting and foraging any and all animals. No matter where they might hide, no matter how few of them there may be in however large an area, such are your skills as a tracker and hunter that you can find anything as long as it's there in the first place. It will take you longer, and you will need to face the difficulties of the hunt, but you simply don't loose the trail once you have it. As long as the creature you're hunting is not sapient, you can find it. And related to this, you can also consume any such creatures without any downsides, deriving the full nutritional value you should have from the mass you consume, no matter the actual state of the creature. The only requirement is that it must have been hunted by you and killed by your hand.

Wise Man

100 Neutrality: Let the fighting types have their fun, let them beat each other black and blue or get thumped into the ground. In the end whoever win will certainly need your services, won't they? People around you seem to realize this quite effectively, meaning that as long as you don't prove yourself *too* much of a pain, enemies of whatever group you're a part of will do their best to leave you unharmed in any fight or scheme. This does in fact still work if you're actively supporting your side, but even then you'll be a target for capture rather than elimination.

Careful, though. If you end up proving for once and for all that you're no use to them alive, all bets are off.

200 True Value Neutrality is good, but a man can hardly live off it, can he? It can be tricky, getting arrogant city dwellers to acknowledge the power of magic, or to impress upon your average smelly barbarian the worth of indoor plumbing. But not for you. You will find that as long as whatever you're presenting really does have worth, you will have an incredibly easy time getting your points across, and people will be extraordinarily open-minded, implementing even the wildest, most unorthodox ideas as long as they work. Can't sell bullshit, though, so keep that in mind.

400 Teacher: It is not enough for you alone to have your great skills, is it? No, a good expert is one who can pass their art and science to others, and do so quickly, effectively and thoroughly. You definitely are so. Anything you know, mundane knowledge or specialised skills, you can pass to your students at a truly rapid pace, to the extent that you could turn a complete neophyte into a master in a matter of months if not weeks, and that is for the absolute most complicated and difficult subjects. This does not grant them any special traits or abilities they need to properly use those skills, being a purely mental affair, but in that it is practically unlimited. While the speed slows down the more people you try to teach at once, if you spend even one hour a day with someone the latest it might take you to make them into one of the best experts in the world on the matter would be a couple of years.

600 Discovery: You have a lot of skills, Jumper. But a man can never have enough, be they skills of potion-making, engineering or architecture. And you understand this better than most. You may choose a single profession every jump, from among those that exist in the setting, and your ability at acquiring skills related to that profession becomes nothing short of extraordinary. You learn what takes others years in months if not weeks, soaking up knowledge and skill like a sponge.

This includes any changes to your body that are required for the more physical arts, but most categorically does **not** provide any 'secret bloodlines' or special abilities that may be needed. Indeed, you must have those to begin with, before you can pick the related profession. Barring those limitations, if you happen to become the very best, and that is the absolute, incomparable best at something before the jump is over, you may then pick another profession and start

acquiring skills for that one. Skills acquired thus are not lost under any circumstances barring drawbacks or gauntlets.

Leader

100 The Little Things: Leadership is more than just grand gestures and bold charges, you know. There are nuances, subtleties to running everything from a tiny barbarian tribe to a vast empire. A lot of people miss these, but they are what make the difference between someone who's just trying and a real 'people person'. You're the latter. You can read the little hints about how people are feeling, what values they attribute to the casual drink, the peaceful meal. It might be slow, it might be long, but you know what to do to sneak your way into the hearts of people.

200 Glory and War: Of course, there's more to it than the subtle stuff. Speeches and bold measures have their own place. The right words, at the right time, can make or break empires, fill a people's hearts with fire, or sink them into crushing despair. Words can make grown men cry and little girls shatter worlds. And more than words, there are gestures and measures. You have an incredible grasp of propaganda, now. Rumors spread through wine halls, stories and songs spread through bards, great mausoleums and, statues and gardens...all of that adds up to a lot, and you're among the very, absolute best at all that.

400 Rules of Succession: Leadership is a tricky thing. Even if you do everything right, even if you guide and lead your people to victory after victory, and build a glorious nation, there is no guarantee your successors won't fuck it all up. Well, you have *some* guarantee now. Using this perk, you may freely set the rules of succession for any position you happen to gain, be it military, political, social or even religious, and barring something going really, badly wrong, these rules will be followed without question. And yes, you may set *any* rules you want, from the straightforward 'I nominate my successor' to 'this piece of stone is the new chief''. You may change these rules wherever you want.

600 Worth Following: Ah, yes. When all's said and done, being a leader depends on the ability to lead men. Something you are very, *very* good at. You're a dab hand at organizing and leading anything from a barbarian horde to the legions of Rome, and utilizing them to their fullest potential. Your plans are unbelievable, and you have a sixth sense for what the enemy is thinking. When it comes to war, you're Alexander and Sun Tzu rolled in one. And you have the charisma to match. What happened to Alexander can never happen to you. As long as you continue delivering what they want, that is, victory, blood and plunder, your people will follow you right into hell.

Gaul

100 Indomitable: That's you, jumper. You are truly the embodiment of this concept, jumper. No matter the size of the enemy you face, no matter the power disparity, no matter what you've already suffered and it seem likely to suffer in the future for your stand, you will. not. give. Up. If you end up having to stand against a whole continent-spanning empire with just a village's worth of fighters around you, you still fight. If you face a world's worth of legionaries lining up to kill you and destroy all you've built, no matter. You fight on.

200 Single-Handed: You are a true warrior of the Gauls, jumper. And you have a unique ability that reflects this. You have the power to render any difference in numbers almost completely irrelevant. As long as it's even slightly more convenient for them to do so, such as when you are at the very front, all enemies will focus on fighting and eliminating you and you alone, to the exclusion of everyone else in your army.

You may fight off entire legions like this, staying at the front and fighting man after man, and none of them will think of going around you. They *will* try to drown you in numbers, but they will, for all intents and purposes, regard you as the personification of your whole army for some reason. Mind you, while this effect won't break under light attacks from your supporting army, serious damage done by them *will* make the attackers shift their focus back to them.

400 Resources and Substances: Gaul is big, Gaul is rich, and Gaul is *yours*. The foreigners may try, but they will never *really* tame these lands, not be able to fully tap the vast resources that exists in it. But that doesn't apply to you. Indeed, you have a preternatural skill at acquiring any and all resources you need, be they ordinary things like wood, or food or water or whatever, or rare, magical herbs. You're very, very good at recognizing the signs that point to the presence of the natural resources of the land, and such signs just seem to keep coming up around you over and over. This works best in forests and countrysides, but you will be able to scrounge up just about enough to get by even in cities.

600 As a baby: Ah, magic. It's a spectacular force multiplier, allowing a tiny village to hold out against the combined might of Rome, letting a couple of warriors trounce entire legions on a regular basis, and a host of other wonders. If only it wasn't so...temporary.

Well, it isn't, for you. Using this perk, you may choose any one piece of magic you're capable of that only works temporarily, and make it last any duration you want. Even keeping something that's supposed to last for less than a second active for years is in your power. You may switch this piece of magic to any other once a jump, and it can be anything, a spell, a potion, ritual, whatever you want.

Roman

100 Conquest: Rome was many things, but one things few ever matched them on, was their mastery of the art and science of conquest. Taming a subjugated enemy, bringing them to their knees and turning their resources to Rome's cause, it was something they excelled at, and you do to. As soon as you defeat someone or something, be it an individual, a small group of people or a whole nation, you find that you have very, very little difficulty in utilizing the resources that were wielded against you such a short time ago. As long as your victory was legitimate, you find that the defeated acclimatize and surrender to your will almost too easily. You may reshape the rules structures they operate by, reallocate or even simply take all their money and stuff, and as long as you don't make things *utterly* intolerable for your newly defeated people, you will find they will acquiesce almost entirely without demur.

200 Jumper the Legionary: You are a true legionary, Jumper. A real, proper team worker, your mere presence inspires courage among who identify as being your compatriots or followers, seemingly drawing at your own willpower to boost themselves. As long as your will endures, so does your whole army's. As long as you can stand, so can your friends, and as long as you can fight, so can your fellows. As long as their bodies don't give out, at least. This perk does not make them any stronger or more durable, so careful.

400 Networks and Contacts: Civilizations are built from cities, and cities are run by people. And you know people, Jumper. You know them oh so very well. Wherever you go, you have an extraordinary knack at building up contacts and connections, acquiring influence and power through favors and blackmail. You tend to find people in need of someone with your skills, and once you do things for them they will always remember it and be ready to repay the favor. Similarly, you have an incredible memory for names and faces and likes, allowing you to be the consummate influence peddler. The high, the low, the middle...you have friends in all the places.

600 Strength in numbers: Rome was built on her Legions, on the many being greater than the sum of their parts, and none exemplify this better than you. In battle you are the life of any attacking army, jumper, being able to suffuse your compatriots and fellows with your own strength and powers so that they may use them just as well as you. This includes magical powers and technology and what have you, as long as you choose to share it. While the details of how you split these powers is up to you, by default everything you deem 'shareable' is evenly split. So careful. And there *is* a limit, which is the point at which your remaining abilities wouldn't be enough to keep you functioning. You may revoke these granted abilities at will.

Items

Same rules apply as the perks section. Each of the Origin capstones is boosted by and boosts the faction capstones. Check the notes for details.

Drop-in

100 Chest of Sestertii: A chest full of silver coins, enough to live on for about ten years in absolute comfort. After this world...well, it's still a chest full of silver coins. Refills every month.

200 Maps: It helps to know where you're going, doesn't it? Have this. It's a packet of maps, including just about any type you may need. Political maps, physical maps, navigational charts, it holds the whole lot. In future worlds, this will similarly update to the local realms you go to, and if you want you may have them in the form of an app that will be perfectly compatible with every single OS you ever come across. Finally, you can now convert any of your relevant knowledge flawlessly into a map to share around, simply by willing it.

400 Mead Hall: A good, highly successful Tavern and Inn is now yours. Run by an NPC staff, it yields you a pretty penny every month after expenses, but its real merit lies in the clientele it tends to attract. Roman officers sit and drink next to gaulish chiefs, travelers and merchants from far away tend to find this to be the best place to make a rest stop, all in all it's an excellent place to pick up the latests news and gossip, given you keep your ears open.

600 Transportation: Getting from place to place isn't exactly a piece of cake in these times, you know. Fortunately, you have this! What exactly 'this' is remains up to you, but it's a highly effective means of transportation regardless. Your choices are two, either a chariot or a ship, in any style you like. Whatever it is, it is without any doubt the fastest of its kind in this world, capable of covering the ground almost faster than the wind. More than that, it can carry virtually any amount of weight. As long as the things you load on are things that are supposed to be moved, such as men, or food or materials and not, say, a house or a mountain, there is no limit to what this can carry without suffering even the slightest in terms of speed. Finally, it can go through any and all conditions, as long as they're even remotely possible to go through. Your chariot won't care whether its wheels are touching swamps or mountains or deserts, but try to cross the pacific in it, well... Seriously, don't get your ship stuck on a hilltop.

Warrior

100 Documentation: Even the greatest warriors need to work in cities, every now and then. And with cities, come their bureaucracies. Strange, labyrinthine, and always dedicated to frustrate you, it seems. No more! This is a set of perfect documentation, designed to slip past even the worst of hurdles and uncoil any and all red tape. Simply by filling it out and submitting it, you find that every single document, form or stone tablet that you would normally be required to fill is also dealt with now. Your signatures are in place, the right documents have been submitted in triplicate, and whatever your request was, as long as it was feasible and legal, is on its way to being fulfilled.

200 Weapon: A Gallic sword or a Roman Pilum, it's an excellently forged weapon, extremely strong and sharp. You can get it simply by reaching behind you or from your pocket, even if that pocket should be far too small to hold it. Not magical, but very highly receptive to beneficial enchantments.

400 Sprig of Leaves: This is a simple sprig of leaves, about a handful. They can be any type of leaves you want, that doesn't matter. What matters is that by simply boiling these leaves in plain water, you create a powerful potion that provides anyone who drinks it an indomitable will and confidence, encouraging them to charge ahead in face of seemingly impossible odds. Furthermore, anyone who drinks this will be made just a bit stronger, faster and most of all, luckier. It's no huge increase, indeed, it's barely even detectable. The person is boosted by, say, a tenth of their attributes. But it's there, and it makes quite a bit of difference. You get a new one every week

600 Gourd of Potion: Guard this carefully, Jumper. This is a gourd full of magic potion, enough to increase your strength, speed and endurance to ridiculous levels, to the point that you could physically pull ships full of stone by running along the coast, take on entire legions single-handedly or swim across the Atlantic if you wanted to. One dose lasts around 6-8 hours, and the gourd holds about twenty. Refills every week.

Wise Man

100 Suitable Garb: A full set of druidic robes or roman augur togas, along with all the associated accessories. This lends you an air of ancient wisdom, and makes people much more likely to listen when you tell them something important.

200 Golden Sickle: This is a sickle made of solid gold, perfect for harvesting materials with magical properties. So perfect, that it has properties of its own. Firstly, any materials harvested

using this sickle will never go bad. Food doesn't rot, meat, if you somehow used it on that, doesn't go rancid, magical herbs don't lose their powers. Secondly, it tends to have the exact magical properties you need to harvest any and all magical substances, without too much of a fuss. In essence, you can replace any and all growing and harvesting requirements for an ingredient, like 'needs to see the moon twenty times', or 'dance naked under at twilight carrying a pitcher of water that you then sprinkle' with 'cut using this sickle'. Doesn't apply on the super rare, absolutely one-of-a-kind stuff, mind you. It must be at least *somewhat* common.

400 Roman Manuals and Gallic Recipes: These are a collection of every potion seen in the series, and also every single artefact, such as the collapsing chariots for one, ever used by a roman. Thrown in are all the mundane materials such as Gallic food and medicine recipes, wine-making tricks...if it counts as a recipe used by the Gallic people at this point of time or any time previously, it's in this collections, just as every single item that could be considered a Roman manual, including the details for their roads, their galleys, their military doctrine, all are collated into the manuals.

600 Lab Space: Be a Roman engineer or a Gaulish druid, both need a space that's completely theirs, so that they can work in peace. This is the one for you. Filled with the absolute latest in instruments and tools, and with a truly staggering variety of parts and materials, it's basically the perfect workshop. You even find your mind working sharper here, allowing you to innovate at a slightly increased speed than normal. In every following jump, this updates with the absolute cutting edge of all the tools, materials and substances required for the pursuit of both science and magic, enough for you to come up with true wonders no matter where you end up. Again, this doesn't stock one of a kind materials that you would normally require a month long quest to get. Rather, if it's available in a shop anywhere in the world, a *mortal* shop, you will find it here

Leader

100 Tablets: Communication is important for leadership, don't you know? This is a set of stone tablets, resupplying itself indefinitely. Anything you write on this will encrypt itself perfectly, being utterly incomprehensible to anyone it's not meant for, no matter how advanced their techniques might be. Meanwhile those it *is* meant for will invariably be able to tell that it's from you. Changes to updated forms of communication in future jumps.

200 Armor: A set of full-body, top quality armor in the roman style, it protects you from every non-magical weapon, and of course, any bare-handed tricks, at least from people who aren't super strong. In addition, the special property of this armor is that it can change itself immensely, being able to become any type of armor you want, or even just plain clothes, should you choose that. All without losing any of its effectiveness. Finally, it takes to being decorated very well, adapting to display any coats-of-arms, medals or insignias that belong to you, all without appearing gaudy.

400 Arena: A small arena, a proper fighting ring complete with ropes where you can show off your combat skills. This arena has a special property, in that you may set any rules for a fight, and wager anything you want, from gold to land and properties to esoteric and supernatural concepts, and as long as both fighters agree to the terms before stepping into the arena, the rules and the wagers will be enforced perfectly. Meaning that as long as both combatants agreed to a wager of, say, the loyalties of their respective villages, the winner *will* walk out as the leader of the loser's village. Everyone accepts the results of these fights as right and proper, and there are no future consequences apart from the loser or someone else challenging the winner again.

600 Symbol of Authority: A great Leader such as you needs something to remind the people of his greatness and power, and this is exactly what you need. What exactly it is depends on you, but in any case simply displaying it is a great indication of your glory. Warriors flock to your banner in the thousands, rivals are cowed, and it it magnified your natural charisma manyfold. Gauls may choose a chieftain‘s shield, which comes with NPC bearers, or a winged helmet, or any other suitable item. Similarly, Romans may choose an Aquila, or a laurel wreath, or whatever else they want. The only requirement is that it must be an item suitable according to the culture.

Gaul

100 Glorious Facial Hair: People in this setting have spectacular beards and facial hair everywhere, and now you have the most glorious of them all! Your Beards and Moustache morphs to every form you take, and remains just as impressive and intimidating, while never getting in the way or inconveniencing you in the slightest.

200 Shop: Even Gaulish warriors grow old, seek to have a family and a steady trade. You do, now. This is a shop. Just a shop, not much special or particular about it. It might be a tailor's' shop, or a blacksmith, or a shop selling fish. Point is, it's perfect for you to disappear behind in a big city, being just one more shopkeeper in a city or village with many of them. As longs as you don't deliberately attract attention, people will leave you to your own tools, just running a shop in peace.

400 Prisoners: Magic requires sacrifice, potions need to be tested, work needs to be done. These prisoners captured from rival tribes are perfect for all of these tasks.They're generic individuals of no real personality, just there for you to perfect your arts on, so that you may develop ever greater magic and stronger potions.

600 Barbarian Tribe: Your very own tribe of hairy, ruthless barbarians. Numbering in the high hundreds, this tribe is absolutely loyal to you, and very good at living off the ground, and surviving in even the worst conditions. They have their basic weapons and tools, and artisans capable of making more. They also have their women and children who do no active fighting in

any condition whatsoever. If completely annihilated the tribe will be replaced by new settlers in about three months, taking proportionally lesser time for lesser damage.

Roman

100 Headgear: You have a laurel wreath, made of real leaves. Morphs into appropriate headgear with every change of appearance you undergo, always looking most impressive and lends a dignifying air.

200 Land Deed: Roman soldiers, after twenty years of service were granted lands to settle. Now you have one without any of the tedious 'service' part required. It's not a huge thing, but enough to build a proper mansion and a few farms, just enough to retire somewhere warm and sunny, far away from war and death. This is an excellent place to lie low, as it's so remote and far from everything that matters that unless you deliberately draw attention to it, people will just pass it by ninety-nine times out of hundred. Similar properties follow you on future jumps.

400 Sponsors: Science doesn't come cheap, you know. It requires time, patience, and lots and lots of gold. These patrons behind you, who are interested in your work take care of that, at least. You will find that as long as you don't try projects that requires truly *astronomical* sums, the kind of things nations and not individuals would fund, you tend to have whatever you need more often than not, courtesy of these gentlemen. Exact sums provided by them tend to be in flux, but it's almost always just about enough to let you complete your current project without cutting corners.

600 Fortified Camp: A full sized Roman Fortified camp is now at your disposal.. This is a proper Roman Castrum, large enough to house two Cohorts, engineers, fighters, supporters and all, totalling roughly a thousand. The camp regenerates completely, including its occupants, in three months if lost completely. For lesser damage, it takes proportionally lesser time.

Companions

100 CP Menhir: A big hunk of rock. Indestructible.

100 CP Pet: A small but very clever animal. Understands your commands, and you can understand their responses. Likes trees. It has a very good sense of smell, and can remember paths flawlessly.

200 CP Canon Companion: Pick any named character in the comics, you may take them with you now.

300 CP Import: You may bring in 8 companions, giving them 600 CP each.

Drawbacks

You may take upto 600 CP worth of drawbacks.

100 CP No potions for that!: Shortly after arrival, you meet someone very, very beautiful of your preferred gender. They are clever, witty and good natured, just how you always imagined your partner to be. And you fall *hard* for them. Whenever you see them you go goofy and stupid, becoming tongue tied and blushing hard. This won't put you in any real danger, and you may overcome the above mentioned symptoms with time and effort. If you enter into a relationship with them before jump end, you may take them as a companion.

100 Dogmatix hates that!: You have a friend, or a pet. You like them, and they like you, everything is fine. It's just that you have a habit they hate. And try as you might, you can't fix it, whatever it is keeps happening by accident or by dint of you lacking and choice in an emergency. You will get into huge rows with them whenever this happens, that will only end in a day or two after you both hug and apoligize.

200 CP Pirates!- Whenever you go to sea (and occasionally when you don't), you will be beset by sea raiders. They won't be a serious threat if you're even a decent fighter, but they will be *really* annoying.

200 CP Zigactly!- You have a bad habit of making outrageous claims whenever you get drunk. One day it's "I'll treat you to a salad made from Caesar's wreath!", another day it's committing to help someone else along on their stupid brag. Either way, once you sober you end up in the awkward position of actually having to carry out your brag. They won't anything suicidal, but they will put you in trouble, and if you're not particularly strong or clever it might even be seriously dangerous.

300 CP Twelve Tasks of the Jumper: The animated movie is now canon. With one change, you will be need to go instead of Asterix.

300 CP Brawls: No matter where you go, large riots and brawls erupt right around you, pulling you into a crazy battle where you're as likely to punch yourself as anyone else. Depending on your level of ability with those around you, you're quite liable to injure either yourself or one of your fellow brawlers.

400 CP All out of Potion: Your powers and abilities from other worlds, the many and varied perks, all those seem crucial for survival, don't they? Well, I hope they're not. You lose all your perks and powers not bought here, and access to your warehouse is sealed. Good luck. Cannot be taken with 'Not for you, Jumper!'

400 CP Not for you, Jumper!: You have massive, prodigious supernatural power, enough to reshape the world. If only you hadn't had this drawback...you must carefully ration the use of any supernatural powers you possess, from now on. Whenever you use them too much, enough, let's say, to let you take on the whole Gaulish village by yourself, you find that you start turning to stone. The more you use them, the faster the conversion will progress, and if you ever get totally converted then that's the end if it, no 'turning into a child' for you. Once you've gone a couple of days not using any of your powers, you will start reverting to flesh, with the time to full restoration depending on how much of you is converted. Cannot be taken with 'All out of Potion'.

600 CP Curse of Cacofonix: You have a hobby. It might be singing, dancing, anything. No matter what, for the duration of this jump you often feel the need to indulge in this hobby, and to do so in front of as many people as possible. The problem is that while you may be genuinely good, or at least not too terrible, everyone is convinced that you are a walking disaster when it comes to your hobby. People will make fun of you, they'll beat you up for even mentioning that you're thinking of doing it, they'll tie you up so you don't get to any parties, even animals will run in terror or try to kill you to prevent you from doing it. This will continue growing over the course of the jump. At the beginning it will be just an annoyance, with people poking fun at you, but the other symptoms will manifest with time, as will your urge to indulge. By your tenth year nature itself will start rebelling at your horrible ineptitude at your hobby.

600 Darker and Grittier: Now why would you come here, jumper. Asterix the Gaul is a comedic series, full of jokes and occasional slapstick, a lighthearted entertainment. No one gave the people of this world the notice, it seems. Everything that made the original comics funny has been stripped away. The Gaulish village is a real insurgency constantly working against Roman rule in Gaul, Romans are every bit the ruthless war machine they were in real life and will not stop at anything in their drive to crush the village underfoot, and you're stuck right in between.

Notes

Capstone Interactions:

Barbarian Tribe

1. **Transportation:** Your tribe is now very highly mobile. Your people are now a riding culture, able to cover massive length of ground in hours and days. In addition, your people have the skills to make boats and rafts, enough to get you across water bodies, at least ones that aren't that large.
2. **Gourd of Potion:** A part of your tribe, say one in four men, have magic potion now, capable of feats of super-strength beyond any ordinary man's imagination.
3. **Lab Space:** You have druids now! They're capable of making many different types or herbal remedies and ordinary potions, although they don't have any magic potions. This may change soon, as they each have great potioneering skills, capable of making any potion that doesn't require any unique or special properties in its brewers.
4. **Symbol of Authority:** You tribe is now much larger. Instead of the hundreds of people you might have had, they number well into the thousands, a proper, full-fledged Barbarian horde capable of sweeping aside cities and castles like a storm. This also applies to boosts from other capstones.

Fortified Camp

1. **Transportation:** You have ships and cavalry now! This adds a small fleet, roughly ten ships or so
2. **Gourd of Potion:** Your forces are now supported with magic. A few of your forces, one in ten, if you will, now have the effects of the magic potion coursing through their veins.
3. **Lab Space:** Among your cohorts is now a full engineer corps, capable of making not just every roman infrastructural or military design there is, but also some advanced works like the ones seen in the series. More than that, they're very good at learning science and technology, being extremely quick studies in learning how to make just about any weapon or technology that you try to teach them to.

4. **Symbol of Authority:** Instead of a couple of cohorts, you have a whole Roman Legion backing you. Over ten thousand men, all ready to serve at your will. Any added components are likewise enlarged.

The camp, the tribe and all other properties become warehouse attachments after this jumps, and you may place them wherever you want.