

Robin Hood (Ballads)

A

Jumpchain

Adventure

Version 1.0.0

Lithe and listen, gentleman,

That be of freeborn blood;

I shall you tell of a good yeoman,

His name was Robin Hood.

His story has been told in song since the 15th century at the latest, and it has continued to be told now for 600 years. Robin Hood has evolved much in that time. This world, though, is that of his earliest tales, the ballads and songs which gave birth to his legend.

Ranging from extremely short little stories that could be sung in a few minutes, to the novelette A Gest of Robyn Hode whose opening lines grace this page, these stories tell of a good yeoman, the most courteous outlaw, the man named Robin Hood. Whether he operated in the time of Edward, Henry, or Richard the First, he is an outlaw in medieval England, he operated from the area near Nottingham, a terror of the greenwoods doomed to come into the king's service only to have a break with him and eventually die to a treacherous bloodletter.

This is a mostly ordinary world. Oh, some of the feats of Robin and his merry men are beyond the limits of ordinary men, as befit heroes of tales and legends, but ultimately this is the world of medieval England and you will be staying here for a decade, living among the outlaws, the yeomen, the knights, priests, and nobles.

To help you make your way through this world of tales and songs you'll need these:

+1000 Child Points

May you have the Lady's favor.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Outlaw: You are a criminal. Perhaps you've done something relatively innocuous like killed some of the king's deer. Perhaps like some of Robin's men you killed a man. You could even be one of Robin's men. You aren't necessarily known to be an outlaw yet. Alternatively you can take this as the drop-in option, simply arriving in the green wood with no new memories or connections to this world. Expect to be attacked by Robin Hood soon unless you're a woman.

Gentry: You were born into the higher classes of English society. You might be a poor, destitute knight who has lost his ancestral lands and can no longer pay to maintain himself, a lady, or something else, but the blood of knights and lords run through your veins.

Priest: You are a priest invested by the Church to tend to the souls of men. Or maybe a mere monk having sworn to monastic orders, or a nun. Either way you are sworn to a holy life, though priestly corruption is rampant in this world, and many there are who use their sacred position to enrich themselves and indulge in acts that violate their oaths.

Yeoman: You are a yeoman. That is a freeholding farmer, or tradesman. Though you might actually be a husbandman (a less wealthy individual). There are poorer social classes such as serfs, and tenant farmers, but those don't really come up in the ballads. Either way there's outlaws near these parts so be careful when bringing your goods to market, though if Robin can use them to rob the sheriff he might pay you back and then some.

Location, Age, and Gender:

You will arrive in the county of Nottingham. Maybe you're in the town of Nottingham, maybe you're in the greenwood, but you are in the vicinity of Nottingham.

If you choose to drop-in your age and gender remain unchanged, otherwise your age and gender will fit your in-jump background and origin.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Fighting Man (100 CP; free with Pinder's Might): You are a highly skilled warrior, experienced with sword and staff both, as well as an admirable archer. You'd have a good chance of defeating Robin Hood in a hand to hand fight (though don't try an archery contest with just this), though it'd probably take over two hours. Of course, given around half the ballads involve Robin picking a fight that he loses this actually only makes you rather average for those he recruits. Still Robin often cuts down half a dozen or more of the Sheriff's men, and is more than an equal for one of the king's soldiers, so while you're only average for one of the merry men, you're quite good by normal standards.

This comes with the endurance to fight for at least 2 hours on end, and makes you a rather tough individual given how many quarterstaff blows you can take.

Beggar (100 CP): It's one thing to look like a beggar, it's another to pass as actually a cripple. You might be able to fight with Robin or one of his merry men, but that won't stop you from making people think you're blind, deaf, too ill to work, or so lame as to be unable to walk. You excel at pretending to be disabled in some way, and can consistently act like you have some form of disability. It's still possible to catch you out with a thorough analysis, but you're good at doing things like pretending to be blind and acting like your wide open eyes see nothing without showing normally reflexive reactions to things you see, or likewise with deafness and sounds.

Goliath (100 CP): Little John is a large man, but like a giant brought to England by the Prince of Aragon, you're larger still. You stand tall enough to be compared to the Biblical Goliath (9'6") and to make a 7' tall Little John look short. If your species is larger or smaller than a human, you will instead simply be proportionately large for it.

At the start of a jump you may choose which alt-forms this effect applies to.

Our Comely Jumper (200 CP): You might not compare to Queen Helen, or be launching a civilization defining war with your looks, but you are quite good looking and extremely attractive. You're also particularly good at manipulating people who are attracted to you.

Favor of the Lady (300 CP): The Virgin Mary, the Lady of Heaven, seems to favor you and be prone to intercession on your behalf. By calling on the Virgin Mary for aid, you will find yourself being blessed with a moment of divine provenance, a wild blow thrown from a poor position happening to land straight on the neck of a foe, or maybe a great windfall of wealth transported by priests just happening to pass you by. Nothing that is overtly outside of the normal physical laws of the local reality, but things that are extremely unlikely and suspiciously serendipitous.

This does have some limits. This is calling on a saintly patron to get God to provide you with divine intervention so if you do it over minor things, or things that grossly breach your patron's morality, it's more likely to cause her to stop interceding on your behalf. Similarly the more often you use this the less it will do each time. Finally, this requires you to keep women sacred; if you attack or harm a woman you can expect this to stop working until you have properly atoned yourself.

Steal from the Rich (400 CP): And give to… well that's not the most important part. As long as you don't target a certain group, crimes against other groups seem to actually raise your esteem with groups you don't target. Rob from the rich and the poor will love you; rob only from men, and women will see you as a dashing and romantic figure; rob only from the Normans and the Anglo-Saxons will embrace you as a folk hero.

This is most effective when there is active hatred or resentment between these groups, but even after the Normans and the Anglo-Saxon nobility have mostly settled their old grievances it'd still work on that old dividing line. On the other hand, while targeting a member of a group will be held against you, as long as you don't do it habitually or regularly it won't actually stop this effect; so if you really have to rob a poor man once you can still have the love of the poor as long as normally your crimes are targeted at the rich.

Outlaw Perks

Out of a Bush (100 CP): You excel at moving quietly and stealthily. You are especially good at hiding in natural, and even more so forested, terrain. In a green wood you could easily hide even as someone walked right past you; or jump out at them. When you arrive in the woods you seem to just appear from behind a bush.

Exchange of Clothes (200 CP): By donning the clothes associated with another individual or a profession or type of individual, you find it strangely easy to disguise yourself as them. Whether you're the most beautiful woman in the world, a 7 ft tall mountain of a man, or the king himself, disguising yourself as a page, a priest, or an old woman is about as simple as putting on their clothes.

Archer of Legend (400 CP): You are the finest archer in all of England save possibly for Robin himself. Perhaps you may even be the finest archer in all the world again save possibly for Robin yourself. Your archery is highly accurate, able to reliably split the narrow wooden target – little wider than an arrow – used in archery competitions at the time. This even applies at great ranges, you could bring down a hart from half a kilometer. You're fast as well, able to aim and fire at speeds to easily outpace lesser archers. Oh and your range really is remarkable. While you might not be able to aim reliably at maximum ranges, if you just care about launching an arrow far you might manage to fire one over 2 miles. This great range seems to not actually be a result of a great pull weight, so it seems like your arrows are just able to go further than they should.

…And Fellows Will We Be (600 CP): Attacking people really shouldn't work this well as a recruitment tactic. Yet it's how Robin gathered his merry men, and it seems to work for you. Something about a good fight involving you seems to give birth to friendship and help you convince others to become your allies. This does require them to be something of fighters themselves; beating up an old lady won't make her your friend, but picking a fight with someone who prides himself on being a good fighter seems to be a good way of making a new friend. You don't even need to win the fight, or fight one on one, though you do need to put up a good fight. Some people may be too morally opposed to you for this to work, and if you actually rob someone it might put them off, but picking fights is a good way for you to make new friends and allies now.

Gentry Perks

Knightly Training (100 CP): You are a fully trained knight. While you aren't as good with a sword, staff, or long bow as one of Robin's merry men, you know how to fight with them – and other weapons. Even more, you know how to wear and maintain armor, how to ride and care for a horse in and out of battle, and have some familiarity with military tactics.

Make Haste Make Haste (200 CP): You excel at fleeing. When you're running away you don't trip and you run faster. Not only that, but attacks against you while you're fleeing are less likely to hit you, and it's strangely easy for you to lose your pursuers.

Hiring Help (400 CP): Given how willing, and able, Robin was to cut down the Sheriff's men, it's something of a surprise that he found so many. You seem to have the same quality as you will find it easy to find those willing to do dangerous, or dirty, work for money (or die trying) at a reasonable price, and one that's not paid up front. This won't promise quality from your hired help, but you can find people with the basic skills – say ex-soldiers, or other outlaws – willing to do things for a price. Of course the more obviously suicidal or specialized the skills needed to have a hope at succeeding the more it'll cost; hiring someone to pick a fight with and kill Robin Hood is going to be a lot cheaper than hiring someone to assassinate the king.

Chivalric Hero (600 CP): The ballads are not chivalric romances, still we do see that a goodly knight gets their reward. You are a goodly knight, right? Hopefully you are, because when you are good, honest, honorable, and fight to help the weak and innocent you seem to get rewards. Whether it's an outlaw forgiving your debt to him for your rescue of a yeoman, an outlaw helping you pay off your debt to the church because you're honest and honorable, or winning the hand of a princess by slaying giants, you find that good behavior brings you good luck.

Priest Perks

Bloodletter (100 CP): You are a fully trained doctor, by medieval standards. Still this does include some useful skills in surgery, though far from a fully trained modern surgeon's toolkit, and a fair deal of actual herb lore which can be useful in gardening, feeding yourself in the wild and medicine. You are also fairly skilled at making deaths of your patients look like accidents or natural causes.

Indulgences (200 CP): You are quite the lusty fellow, and able to indulge yourself quite a bit. You seem to have a greater capacity for hedonism, able to eat or drink more without issue, as well as being able to indulge in your other desires longer and more frequently. And you seem to be particularly resistant to the negative effects of over indulgence: you'll gain less weight from over eating; you'll have no hangover in the morning; you'll catch less diseases from your concubines; and so forth. This won't protect you from other people's reactions to your gluttony and lusts though.

Air of Sanctity (400 CP): You seem to hold an air of sanctity and holiness about you. It causes people to default to seeing you as good, and holy, even despite signs of your corruption unless it's made excessively blatant. Renegades and outsiders – such as outlaws – are immune to this effect, but so long as you keep a fig leaf of decency about you, you'll be able to push things a lot further before anyone else decides that you are not a good, moral, and upstanding member of the community.

Bishop (600 CP): You have been episcopized, or consecrated as a bishop. You are now no mere priest, but a bishop in charge of one of the dioceses of England with all the authority, and elevated position which comes with that role.

At your discretion at the start of each future jump you may choose to be a similarly high – but not top – ranked member of an organized religion within the jump.

Yeoman Perks

Medieval Profession (100 CP): You have the skills of a tradesman or professional with years of experience and training. You can choose what profession you're experienced and trained in. This won't include combat professions, but you are an expert in your field.

You may take this perk multiple times, but only the first purchase is free to yeomans.

Harper (200 CP): I'd compare you to Alan-a-Dale, but the closest thing to him being a harper in the ballads was Robin disguising as a harper in the ballad with Alan-a-Dale. Still you are a highly skilled harper, your music some of the finest in all of England. More than just playing the harp – and singing along with it – with a masterful skill, you are also quite capable of writing your own ballads, especially working on works of 'low culture' and targeted at popular entertainment.

You also possess a particularly beautiful voice, and a knack for lifting the mood with comic ballads.

Pinder's Might (400 CP): Apparently rounding up lost cattle makes one a rather mighty warrior. While most of the Merry Men show the ability to defeat Robin one on one in hand to hand combat, you are more like the pinder of Wakefield. Like him you are a swordsman capable of fighting three skilled fighting men, say Robin, Little John, and Will Scarlet, and while winning might be hard, you could hold them off for more than 6 hours on end despite being outnumbered. Simply put this makes you be to sword play (and staff fighting) around here what Robin is to archery.

Beyond mere skill and puissance of arms, you also have incredible physical endurance, much greater than Fighting Man alone had given you. Also you're able to leap incredible distances, capable of jumping 30 good feet in a single bound.

Well Armed You Stand (600 CP): It's unsporting to fight a man armed only with an oaken staff with a yew longbow that lets you put an arrow through their heart from a hundred rods away. It's similarly unsporting to use an oaken staff against an unarmed man. And now you seem to have an odd ability to convince people to fight you with equal weaponry. When you are in a fight where you are unequally armed, you can call on your opponent to let you arm yourself likewise or to give up their weapon advantage and they actually will, for some reason, listen. Oh, if you've demonstrated superhuman abilities they might calculate them into your armaments, and this won't make people give up their physical abilities, though you might be able to get someone to not use more esoteric powers.

While this will get you a chance to fight a fair fight, once they're clearly defeated scoundrels might try to call for help, or grab their weapon for round two. But hopefully you will beat them too far for a real fight.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Any properties/locations which would insert into jumps may suspend their existence for a jump if having them insert into that jump is not desired.

Bycocket (1 Free): This is the now iconic pointed hat worn by Robin Hood. Though he might not be wearing it here. The ballads mention a hood, and various other hats were shown for centuries before this one won out. Still it is a hat from the period the ballads were written.

Oaken Staff (1 Free): This is a good, stout, oak-wood staff. Good for beating people over the head.

Venison (100 CP): This is a dead deer. It's been skinned, and bled, and is ready to be chopped up to eat or cook however you wish. You'll receive a new one every month.

Alternatively you can receive half as much meat in the form of salted, dried, or otherwise preserved venison. Though you won't have the bones for soup stock in this case. You can choose which you'll receive monthly.

Renish Wine and Beer (100 CP/300 CP): This is a tun of Renish wine, and a tun of beer. One tun is about 252 gallons or 950 liters, so this is something like 285 kiloliters of wine and as much again of beer. People typically drink about a gallon a day, so even if you're drinking beer and wine like it's water this should be more than plenty for a year.

These tuns of wine and beer will refill yearly.

For 300 CP you will instead get 300 tuns of Renish and 300 tuns of beer. This is a fortune in beer and wine, coupled with 300 deer it'd make a princely sum worthy of a gamble between king and queen.

As before these tuns will refill yearly, but you will also receive a cellar to keep them in. This can insert as its own property or attached to another property you possess, or exist as a warehouse add-on at your discretion.

Greenwood (300 CP): This is a dense forest about 19,000 acres in size (or a little under 30 square miles). While there are trails and dirt roads through it, it is mostly trackless. The forest is rich in game and has a large number of caves which could provide men with natural shelter and dwelling places. While this does not assure you of legally recognized ownership of this forest in this or in future jumps, it is unusually easy for you and yours to hide within it. You also always seem to know the layout of this forest and the lay of the land.

The forest will insert into an appropriate location in future jumps. It will retain modifications (good and bad), or allow you to reset it to its original default state, or to that of a naturally occurring forest of the local environment at the start of any jump.

Outlaw Items

Yew Bow (100): This is a good, strong, well made English longbow. The pull weight might be a bit high for most modern archers, but it is very high quality bow. It comes with a quiver full of arrows.

The bow will be quickly replaced if broken, and the arrows will be replaced over time as they are used.

Livery (200): This is a collection of matching outfits. When worn these uniforms seem to create a feeling of camaraderie, and build feelings of group belonging, increasing the group loyalty of those who wear them and helping them form friendships.

You get 20 of these outfits, as well as outfits for all of your Followers. These outfits don't automatically clean or repair themselves, but you'll receive another 20 of these outfits, as well as outfits for all of your Followers, every year.

Horn (400): This is a bugle horn, or another design for a horn intended to send out battlefield messages. When you blow this horn people will recognize it as you, and even a general vibe for the news being given. The sound also travels unusually well for your friends to hear them but not for your enemies to, though your foes will still hear it like a normal horn.

But when you blow this horn, loudly, three times it has another special quality as your Followers and Companions that hear it and move to rush towards you in response seem to teleport near you, though a little out of sight, arriving soon after.

You can also blow this horn to cause (some of) your Followers to fade away, disappearing and suspending their existence until you blow this horn again. For those times you don't want to have an army following you around.

Merry Men (600): This is a group of seven score of wight young men, each a skilled archer and an outlaw accustomed to an outlaw's life in the woods. While not every one of them is fully up to the standards of the **Fighting Man** perk, they tend to be close, and you can expect a full score who fully are up to those standards. These men will join you as your loyal Followers, willing to do as they're told, and serve you loyally unto the death.

Gentry Items

Best Coursed Horse (100 CP): Well best might be a hyperbole, but this is an excellent horse that is particularly fast. It is also a fully trained warhorse.

If it's killed or lost you'll get a replacement soon.

Castle (200 CP): This is a small, but defensible castle. It will insert into jumps at an appropriate location. It retains all modifications – good and bad – but can be reset to its original default state at the start of any jump.

Golden Arrow (400 CP): This arrow has a head and feathering of rich, red gold and a shaft of silver white. It is not particularly good as a weapon, being made of gold and silver, but you will find that if you put it up as a prize for a contest, that contest will seem to attract those who consider themselves great in the field of competition, even if they are wanted, or it would mean walking into a potential trap.

If someone wins this arrow as prize, you'll get a new one in 3 years or the start of the next jump whichever comes first. If someone wins it and you don't give them their prize the arrow will lose its effects and you won't get a new one till the start of the next jump. You can capture or kill the victor, as long as you pass ownership of the arrow and leave it to their legal heir.

Landed Estate (600): This is a full knightly estate. It's around 5 square miles (3,200 acres) of prime real estate. The land is particularly rich and fertile, with a river that can easily run a mill and good land with farms, woods, and possibly even mineral resources. You have full legal rights to the land and all revenues raised from it, and this land is exempt from taxation.

It comes with a manor, mill, and various tenant farmers who count as Followers. It will insert into an appropriate location in future jumps will retain modifications made to it – good and bad – but can be reset to its original default state at the start of any jump.

Priest Items

Rich Robes (100 CP): This is an outfit of extremely high quality (medieval) clothing. Maybe it's the vestments of a bishop, clothes fit for a king, a dress that'd do honor to Maid Marian, or something somewhat more commonplace but simply made of the highest quality materials and craftsmanship. It is an outfit which speaks of wealth, class, and unless you aim for gaudiness to the level of tackiness taste.

It is also full of little hidden pockets and places to strap down or hide wealth that is carried upon your person. They're all cleverly hidden to be invisible even when filled from the outside, though do try not to stuff them so full that you clink when you walk.

Finally this outfit is self-cleaning and self-repairing, and will be fully ready to wear if you take it off to sleep and wake again.

If you want something less ostentatious, this could be a beggar's outfit made of the poorest of scraps and tattered rags, though despite such a threadbare appearance it'd still have just as many hidden pockets for wealth and things. I guess you could have another type of medieval outfit if you wanted something in Lincoln green or the scarlet Robin sometimes wears.

£400 (200 CP): That is 400 British pounds in a mix of silver and gold. While this isn't 400 pounds of weight, it is still something like enough money to supply a knight for 10 years making it a small fortune.

This will resupply itself at the start of each future jump.

Pack of Hounds (400 CP): This is a pack of 50 highly trained attack dogs. They really are highly trained, able to catch arrows in their mouths – though Little John and the Merry Men could eventually shoot them despite these impressive reflexes – and more than a match for most lightly armored and armed men in single combat. These dogs are also fully trained and obedient to you, able to follow a variety of commands, though they are mere dogs still.

These dogs seem to disappear when they are not needed, and will appear nearby, already running to you, when you whistle for them. Any dogs that are lost will be replaced within a week.

Abbey (600 CP): This is an abbey complete with the lands needed to sustain it, and a full set of monks to live their monastic lives in this abbey. These monks are highly literate, and well-read individuals, trained in theology, and rhetoric, and excel in performing in

the tasks and duties of a monk or priest. They are also capable farmers, beekeepers, wine-makers, and have enough craftsmen among them to be able to maintain the abbey. You are recognized as their abbot, or at least prior if you'd prefer it to be a mere priory, and they are willing to follow you into whatever heterodoxy, heresy, or religion you lead them into.

These monks are considered Followers. This abbey will insert into an appropriate location in future jumps will retain modifications made to it – good and bad – but can be reset to its original default state at the start of any jump.

Yeoman Items

Cart of Wares (100 CP): This is a simple cart pulled by a simple horse. The cart is full of goods such that a common yeoman tradesman or farmer might bring to market, easily enough to represent several months of work (and to live on for at least as long).

This cart will maintain and repair itself over time, and the horse will be replaced quickly if lost. The goods to sell will be replaced at the start of each jump, and you can choose to change what kind they are or have them be something appropriate to a craftsman or farmer in the local setting to sell.

Pedlar's Pack (200 CP): This is a pack similar to those a pedlar might wear on his back. This pedlar's pack seems to hold several times what it really should be able to hold, and yet remain strangely easy for you to find what you are looking for within it. This pack also has the strange feature that any projectile that shoots through it will pierce no further than the skin of the one wearing it; this won't apply if there was already a hole clean through it where the projectile hit.

Balsam (400 CP): This is an herbal medicine which when imbibed orally greatly speeds healing, and prevents death from blood loss when consumed. It won't allow the consumer to heal something that wouldn't normally be able to be healed, but could let someone heal in hours wounds which would normally take days. However its taste will cause vomiting requiring unconsciousness or a truly cast-iron stomach to use.

Ship (600): This is a ship. You can decide which kind you want from a small fishing boat all the way up to a large warship such as might have been used to cross the English Channel in the 100 Years War or for raids from France. Maybe you're more peaceful and would prefer a merchant ship.

Whatever you select this ship will repair and maintain itself, and it comes fully crewed. These crewmen don't need to eat or drink as long as they remain on the ship, are completely loyal to you as their captain or the ship's owner (who holds the power to appoint a captain), and count as Followers.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal but cannot buy 600 CP Items or the Greenwood Item. For 100 CP you can import or create 3 companions. For 200 CP you can import or create up to 8 companions. 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 but no 600 CP Items or the Greenwood). 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. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Canon??? (Toggle): So the ballads of Robin Hood don't exactly have a fixed canon. Sometimes the king is Edward, then Henry, and later ones even go for Richard the First following the plays. That is to say you'll have to choose which version of the ballads you're entering. You could also use this to enter into another version of Robin Hood that lacks a jump.

Gauntlet Mode (-1000 CP): You may choose to turn this jump into a gauntlet. If you do so you will not get your starting stipend of 1000 CP (hence this drawback gives you -1000 CP), and lose all out of jump perks, powers, items, etc, and all access to your warehouse. You will also lose all access to companions, followers, pets, anyone who would follow you and cannot take any Companion options.

However, as a gauntlet if you die you will not fail your chain but only fail the gauntlet and lose what you would have gained from it. You can take any number of willing individuals with you from this world as companions. Finally, you may add the Free perk for your Origin to your Bodymod, and for every 300 CP worth of drawbacks you take (this drawback's -1000 CP value is not counted against you here) you may add a single 100 CP perk you purchased here (after discount if it was discounted for you) to your Bodymod. You may add a 200 CP (after discount if it was discounted) perk purchased here to your Bodymod but it will count as 2 100 CP perks. Items, or 300 CP or higher perks, cannot be added in this way.

Courteous (+100 CP): You are a polite individual, even when you're robbing someone (if you are a robber), and refuse to harm women or put them in danger – such as by attacking their escorts and leaving them alone in their travels where they might be attacked by someone less courteous.

Gelded (+100 CP): Perhaps Robin decided you were too lusty of a priest. Perhaps it's just your Benefactor that did. You've been castrated and cannot receive sexual pleasure.

Let No Man be Killed (+100 CP): You seem to have developed an aversion to killing. This might do you in good stead with later renditions of Robin Hood, but his rule against killing does not come from the ballads.

Outlawed (+100 CP): You are a wanted outlaw. If the authorities catch you, they will hang you. Maybe you could get a pardon from the king, but even if you manage it you can expect to manage to make yourself an outlaw again in no more than a year.

Picking Fights (+100 CP): Like Robin Hood himself, you have a tendency to go out hunting for a fight. You won't necessarily be robbing them, but you can expect to regularly get into fights.

Robbers (+100 CP): You have an unfortunate tendency to run into robbers and outlaws who for some reason think you would make a good victim. Don't expect to outnumber your would be robbers, and they might not be as courteous as Robin Hood.

Breakfast Guests (+200 CP): Each day you cannot break your nightly fast until you have obtained a guest for breakfast. They must be an individual who hasn't served as your breakfast guest before.

Proud as a Robin (+200 CP): You're proud. Some might even say you're arrogant. You have a tendency to overestimate your own capabilities, and when challenged in a field you feel yourself to be skilled in you can't help but trying to show it. If you were a master archer you'd go to an archery tournament even if it was being held by a sheriff actively trying to arrest you; though you might bring allies to help you fight your way out after the contest.

Spendthrift (+200 CP): You just can't hang onto money. You could be given a fortune by the king meant to keep a knight in style for years and blow through it in weeks. Any money you do get a hold of you'll be burning through within weeks at the most, even if this means you somehow manage to spend infinite money, and you won't be spending much of it on things you can keep. Maybe you could manage to give some of it to the poor for the sake of blotting out your sins and saving your soul.

Debtor (+300 CP): You have put up your out of jump resources (perks, powers, and items, followers, etc), as well as your warehouse, non-imported companions and the like, as well as the out of jump things of your imported companions up as collateral for a loan of CP from the church. Thankfully they're more merciful with you than with most so your jump won't end until you've repaid this debt (or 10 years whichever comes last), but you will have to repay this rather large debt before you can leave this jump. Once you have you will regain your out of jump resources.

If taken with Spendthrift you won't be able to put more than ½ the money you obtain towards paying off this debt.

If taken with Gauntlet Mode this forfeits the protection against chain failure from a gauntlet and prevents the gauntlet from ending until you have repaid the loan.

Met Your Match (+300 CP): You have a way of losing fights. Somehow, no matter how skilled a warrior you are or how powerful you are, you keep meeting individuals who can defeat you in a fight and somehow or another will end up fighting you. Hopefully you can convince them not to kill you, or can get your friends to come to your rescue because these individuals will be able to beat you and potentially kill you if not stopped.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

When do the ballads take place? Well the oldest were written down during the reign of Edward IV and reference Edward as the comely king. So Edward IV is definitely possible, though it could be Edward III. Later ones mention Henry and his Queen Katherine; Henry V had a Queen Catherine, but so did Henry VIII. 2 late ones are explicitly during King Richard's reign following some late 16th century plays. Assuming Gest of Robin Hood was first written in 1450 it'd probably be Edward III as Edward IV became king after that, but it's not impossible they changed the name of the king for the printed version. So really sometime from the 11th to 16th century.

How good of an archer was Robin Hood? In the ballads he's usually presented as the best in England, but Little John manages to win 5 pence off of him in an archery contest with 3 to 1 odds (implying either he won 2 out of 3, or 3 out of 7, or 4 out of 10, or…) and Robin does on occasion miss. Still the arrow splitting feat is something he does often, he kills a French warship's crew while tied to a mast of a fishing boat, and he manages to shoot a deer and kill it at half a kilometer; one ballad even talks about his father managing to shoot 2 country miles though no clear indication of what if anything he shot.

How good of a fighter was Robin Hood? Around half of the ballads consist of Robin picking a fight, getting beat, and calling his merry men for back-up. This is also how he recruits most of his Merry Men (including Maid Marian though given they're both noted to be wounded sore it's more of a draw than most). He loses more fights than he wins. That said he also kills several men while outnumbered on multiple occasions, and kills a prince who along with his 2 giants was able to march up to London and demand a duel of champions for the princess's hand so he's not a slouch and is better than most, he's just not the best.

Are the Merry Men undead? No. Wight meant something like "good fighter" (valiant/strong/skilled fighter).

Changelog:

Version 1.0.0: Released.