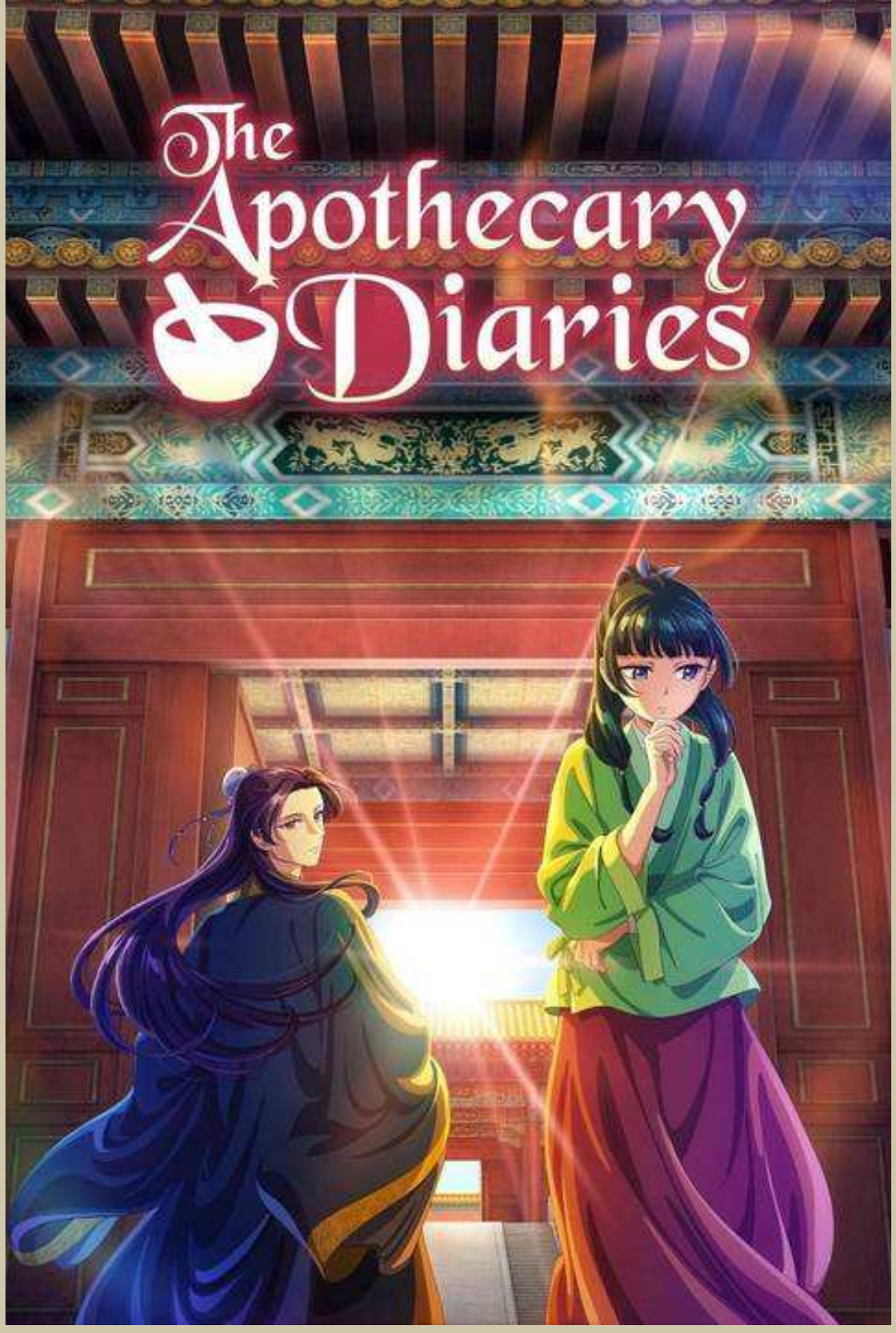


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James the Fox

Welcome to the Country of Li. In the Imperial Capital, on her way home, a certain apothecary is about to be captured and sold into servitude in the emperor's "flower garden," where a great many mysteries will play out. Her interactions with the garden's overseer and the consorts at the top will determine the future of the country, one way or another... but this isn't about her. It's about you, this time. You'll spend the next ten years here, having your own adventures, or interfering in the adventures of others.

You'll receive +1000 Points and an Origin associated with one of the major locations within the Capital to prepare you for your time here. Spend it wisely.

Origins

Verdigris House
You were raised and trained in and around the most well known brothel in the capital... though perhaps not as a courtesan yourself. Maomao's skills are here, alongside those of the various women of the House.

Rear Palace
You are one of the many women or eunuchs who have come here to find their fortunes (or the fortunes of their families). From Perks that will help you end up with a proper job once you're out of the Rear Palace much like the humble and excitable Xiaolan, to Perks to see you succeed as a full blown Consort, the options here will see you through your time in this place. There is a catch, though - if you take this as a male and aren't a Drop-In, you *are* an eunuch.

Outer Court
You have trained and/or been prepared to work as an official in the government. From soldiers like Basen to tacticians like Lakan to even managers like Jinshi, you'll find there's many roles for you to fill, and the Perks here will help you with whichever takes your fancy.

Location

You will wake in a room provided for you in the Imperial Capital, within your Origin's domain. You may also choose to be a Drop-In, in which case you may simply appear in whichever of the three locations you please, as if by magic.

General Perks

Sharp Mind (100)
From the lowest of peasants to the Emperor himself, people around here are prone to scheming their way to the top. Your wits will have to match up to them and this perk is here to help with that. Your mind is now very quick to adapt to new developments. It doesn't necessarily make you smarter... but increases the speed at which you think.

Thoughtful Wind (200)
Now, obviously you know how to maintain your current position, and certainly, you could rise through the ranks with a mere handful of the Perks you'll find here, but have you considered a graceful exit? Should you find yourself promoted to a position you don't particularly want (such as being about to become one of the Emperor's favored consorts when you just want to elope with a lowly soldier), you now know just how much you need to do to get demoted back to something more your speed without crossing the line that sees your head lopped off. So long as such an avenue exists, you can find it with a little brainstorming.

La Hyperfixation (400)
Isn't it weird that the La Clan is just. Chock full of geniuses? Each and every one of them have their hyperfocused specialties and are ridiculously good at them. Now, you have a similar talent. Each Jump, you may select a mundane-for-the-setting skill not used directly in fights (example: strategy is allowed, martial arts is not). For the duration of that Jump, you are an exceptional talent in that particular field. If you have Perks related to that skill (other than this one), their effects are enhanced to 150% of their normal potency.

The Imperial Family (600)
(Capstone Booster) (Requires *The Royal Eyes* Drawback)
What's this? It turns out you might actually be of the historical bloodline that birthed the Royal Family! Your pedigree is impressive, and you're capable of passing down any of your traits and powers to your children with a 100% success rate, be they mundane features, normal skills, Perks, or Alt-Forms. If you picked the Outer Court Origin and are not a Drop-In, you're recognized as an official member of the Imperial Family, though like a certain fellow you may be keeping your nature under wraps. In addition, this Perk enhances the Capstone Perks of the Apothecary Diaries Origin Perks.

Verdigris House Perks

If you took the Verdigris House Origin, you get discounts in this section. Perks and Items worth 100 Points are free if Discounted.

Madam's Teachings (100)
It seems you've been trained well - as you should be, considering your association with the finest brothel in the Royal Capital. You are of course skilled in the art of sex, but you're also good at socializing with customers, getting them to open up both their hearts and their wallets to you.

Artificial Freckles (100)
Knowledge is one thing, but "talent" is just as important. You are a beauty worthy of the Verdigris House - fair skin, fit form, and... probably well-endowed. You're also incredibly good at enhancing - or hiding - these traits, if you feel it needed. You're skilled in the application of makeup, finding flattering clothing, and controlling your body language to appear more alluring. At the same time, you're capable of doing the opposite - using clay to create blemishes on your face, wearing clothes that hide your figure, and adjusting your posture to further de-emphasize your appearance.

Adept Apothecary (200)
You have the basic training needed to be an apothecary. With this alone you're the equal of Maomao at the start of her time in the Rear Palace, in terms of medicine and poison-making. You can identify any known herbs or other ingredients by sight alone, and wild specimens of such practically sparkle in your sight. You're also quite good at identifying poisons and medicines by sight and smell. And when it comes to ingredients that bite back, well - you have the instincts needed to harvest them with little trouble. For the average snake, spider, or other poisonous creature, give you a sharp hairstick and a source of heat to cook with, and you'll be snacking on them in no time.

Beauty Isn't Everything (200)
Sure, you could just get straight to the sex and get paid accordingly, but that's a good way to end up seen as an easy lay and not very interesting. You have a talent you've cultivated - games such as Go, or playing music, or poetry, or art - that is like to draw like-minded individuals to your chambers, not for sex, but for the conversation partner, or the pleasure of meeting an equally talented mind. This may be your ticket to getting bought out of your contract, someday - a truly happy end for any courtesan. You can buy this Perk multiple times to pick up multiple skills.

Satisfaction of the Curious Cat (400)
You have an eye for details and mind like a steel trap, capable of holding all sorts of useful information. This makes you a keen investigator and solver of puzzles, the sort that Maomao would consider a worthy match. You largely specialize in logic and deduction when it comes to physical items, crime scenes, and the like.

Many Eyes of the Peahen (400)

Don't you know, it's quite possible for a Courtesan's price to change, for the right buyer? You are an excellent judge of character, and can tell when someone is likely to be a good spouse, or partner, or friend, or even just a good client. The bad clients stand out to you, too, and you're good at deflecting their attention, though you may need help to keep them away forever. Thankfully you're also good at sharing advice, information, and assistance with your coworkers, both here in the Verdigris House and in whatever small workplaces you call home next.

Traveling Apothecary (600)

You have a natural potential for crafting medicine and poisons alike that matches the finest apothecaries of the land. On its own, this does not give you skill, but ensures that any study and research will see your potential grow into talent. However, this Perk also enhances the potency of any Perks related to medicine, alchemy, or chemistry you acquire along your chain to half again as effective as they normally are, ensures that the effects of such Perks stack, and ensures that you will always be able to naturally improve your skills, by practicing medicine, encountering new reagents, or even comparing minute differences between one Jump's version of a reagent and another (such as the differences between a bezoar in this world and one in another world).

+ (Capstone Boosted) Royal Apothecary

Your prodigious potential has blossomed. Thanks to the resources of your family line, you have the learning. The growth born from years of travel, learning both eastern and western medicine, has made you one of the best apothecaries in the kingdom. With this kind of skill, you might find yourself working for all manner of noble sorts.

Fourth Princess (600)

There are three courtesans in House Verdigris whose beauty and talents are unmatched. Now there are four. This serves as a boost to Perks that enhance your beauty, sexual skill, and social skills, but more importantly, those same traits are now likely to be blown out of proportion as people talk about your exploits, increasing your fame over time as you rise above the chaff. With just this, a middling beauty could be talked about as if she were among the greatest beauties in the world. What legendary heights will *you* rise to?

+ (Capstone Boosted) Diana

Your lineage has been blessed, and you are the prime example. Your beauty is otherworldly - and aided by nature itself. Whatever happens around you, so long as you put a little effort in yourself, reality bends over backwards to make it enhance your beauty. You get swarmed with moths right as you're about to dance for foreign dignitaries? Dance anyway, and they'll shine in the night like fairy lights and make you appear as if you were a goddess. Similar reversals of fortune will occur whenever you need to put on a show and are sabotaged.

Rear Palace Perks

If you took the Rear Palace Origin, you get discounts in this section. Perks and Items worth 100 Points are free if Discounted.

Just Another Servant Girl (100)
You have a talent for staying under the radar, and avoiding the attentions of those of higher rank than you. That line between standing out for having impressive skills and standing out for being too lazy or incompetent is finer than some think, but you can largely traverse it all the same. As a result, most officials will just... ignore you as not worth their time, so long as you don't muck things up too badly.

Ears to the Ground (100)
Whether you're a servant girl throughout the Rear Palace or one of the Consorts in their pavilions, news is lifeblood, and intrigue is the poison that flows through it. You're good at tapping into the local gossip of the local neighborhood, as it were, and can tell when trouble's brewing. Keeping an eye for treachery in your own personal domain is also within your capabilities. Keep your eyes open and your ears to the rumor mill - you never know when your handmaidens might be tricking you into an embarrassing situation, or when your own sister might try to poison you, after all.

Dance Upon The Wall (200)
When a courtesan is bought out, it is said that other courtesans dance for them. And there are tales of the consort who danced for her beloved in her sleep atop the Rear Palace's walls. You have the skill, now, to perform the dances known in the Empire of Li. Your grace in these dances is breathtaking, and the depths of your feelings, and the cause for which you dance for, float upon the air. If you put your heart into it and dance for someone you care for, they will know, and feel your feelings for them, no matter the distance between you.

Dance Upon the Line (200)
You have a very... androgynous appearance about you. Something about your face and figure allows you to pass as either a man or woman at will. It's not conventionally beautiful, necessarily, but a valuable tool you could use to disguise yourself. To be a woman of the Outer Court one day, and to be a eunuch of the Rear Palace the next... just be careful, because if your disguise is too poor or scrutiny too familiar with you, you'll end up getting caught.

This... Is Poison (400)
If you ever end up working as a Food Tester, a position whose life is even less valuable than normal within the Rear Palace, you'll find you take to the profession like a champ. You can identify poison in food by taste, and are mildly resistant to poisons. Resistances to individual poisons can be built up over time as well by simply ingesting progressively larger doses, until you're completely immune to any reasonable dosage of a given poison - to the point that you could drink half your body weight in nothing but that poison and ultimately be fine, if a bit woozy. You're also quite good at inducing vomiting in yourself, which will help you keep your dosage sane as you build it up.

Master of Stories (400)

You're incredibly good at telling tales and keeping people's attention with them. You just have that perfect cadence and the ability to adapt your voice to suit the tone of the exact kind of tale you're telling. Building tension up towards a big scare, keeping things lighthearted while maintaining a straight face for your next joke, or singing the praises of a hero as they fight towards their own goals... you're so good at this that your audience wouldn't even realize that you've closed all the windows and are slowly suffocating them with smoke.

Bathhouse Connections (600)

The Bathhouse in the Rear Palace is the ideal place for the common workers to actually meet the concubines and consorts, possibly earning yourself a career after your contract with the Rear Palace is done. You happen to have an affinity for such places, be they bathhouses, hot springs, spas, massage parlors, or other places of relaxation, improving your ability to build bonds between you and your clients. People in these places tend to take note of any skills you put on display in these places. Work hard, and you'll build relationships and careers that will last a lifetime.

+ (Capstone Boosted) Bathhouse Consort

Despite your noble lineage, common hospitality suits you well. You're even more beautiful whether you're helping someone relax or recuperate, or just relaxing yourself. Your appearance perks, social perks, and mental perks are twice as potent when you're in a place where Bathhouse Connections would be active. You make an excellent host in your own home, as well, and can notice the little issues that might cause your guests to become uncomfortable, then subtly deflect them, such as having food your guest doesn't like traded out for something a bit more their flavor.

Look At You Like An Insect (600)

You'd be surprised how often beauty can be a trap in the Rear Palace. Or maybe not. The head official in charge is going around tempting literally everyone into infidelity and treason with his good looks, as a test of everyone's loyalty. And that's when he's not using those same good looks to get people to do their jobs. Thankfully, you now have a similar level of resistance to such wiles as a certain apothecary. Someone who is trying to influence you with their beauty, even their supernatural beauty, is gonna have to give it their all to get a reaction, and it might not be the one they expect.

+ (Capstone Boosted) Your Poison Is My Medicine

Eugh. When faced with such beauty, you can actually fire off a look of sheer revulsion and rejection. Those heebie jeebies are unbelievably visible and obvious, and draw allies to your side to protect you, snapping them out of any infatuation. Better yet, the sheer rejection you exude in such a reaction can render the person who tried to charm you stunned. In the aftermath, there's a chance they'll become obsessed with actually getting you to favor them with some form of affection. They may even develop an addiction to that look of disgust - for beings who are used to getting what they want with just a smile and wink, you are an anomaly and novelty that they just can't stay away from.

Outer Court Perks

If you took the Outer Court Origin, you get discounts in this section. Perks and Items worth 100 Points are free if Discounted.

You With the Freckles, Stay Here (100)
Literacy is at a premium in this setting, such that most common folk don't actually know how to read or write. But you're not one of the common folk, are you? You have a perfect mastery of the written language of the Kingdom of Li. You're also a step above even that - able to quickly learn and teach written languages with relative ease.

Big Dog Energy (100)
You have a very... disarming aura. You can appear mostly harmless simply by attitude alone. Your particular flavor of harmless may even be a little charming, actually, to certain people.

Excellent Specimen (200)
You have the training of a soldier, making you fairly skilled on the battlefield. This of course also means you have a physique that would perfectly satisfy a certain princess of the Verdigris House. This comes with truly impressive endurance as well. You know why.

Provider of Goods (200)
You're incredibly good at using market connections to quickly and discretely get your hands on all manner of unusual materials - from an out-of-season substitute for seaweed to rare reagents like ox bezoar to western weapons for your eventual cou- forget you heard that last part. Anyway, you're also pretty good at negotiating trade deals and other economic matters.

Just Another Pretty Face (400)
Natural beauty is a powerful gift, and now you both have it and know how to use it. Even without makeup or, really, much effort at all, your features are the equal of Jinshi's, capable of sending people swooning with a friendly glance. God forbid you actually put on makeup - you'd probably start wars with that face. You also have the charm and force of will to use that face in a variety of ways, too. *Nobody* would like to have to deal with you when you're angry.

Teacher of the Palace (400)
Sure, you're smart and knowledgeable, but knowledge is meant to be spread and taught. Thankfully you're incredibly good at teaching others anything you know, to the point that something that would have taken a year for most to pass along can likely be taught in half that. Even a single class with you is likely to leave a lasting impression, though this Perk works best with repeated lessons.

See Right Through You (600)

You have an eye for faces and sniffing out deceptions. Even under heavy makeup, you have the skills of discernment to notice and recognize people by the smallest of differences. You can also tell when someone is holding something back - their skills, their thoughts, their beauty. You're also pretty good at sniffing out schemes and plans, and navigating the complex social issues of a royal palace. Where some folk might be able to solve the hows and whys of things through physical evidence and logical deduction, you're rather more intuitive about figuring out a person through piecing together their thoughts and motives.

+(Capstone Boosted) Be A Flower

In addition to being good at figuring out when a person is hiding their skills, you're good at nurturing those skills and drawing them out. You can find a metaphorical diamond in the rough with ease, though you might not know exactly what talent they're holding back until they demonstrate it for you. You're also good at hoarding that kind of talent, helping them keep their skills to themselves even as you use them for yourself. So let them bloom into a beautiful them, even in the shade.

All The World, A Chess Board (600)

You have a mind for strategy that is, frankly, terrifying. Much like Lakan, you have the mind needed to plan out and execute strategies that crush your enemies and win wars with relative ease, even on a short notice. You can be counted on to weave intricate webs of deceit that fool your foes and your friends alike.

+(Capstone Boosted) Warrior Prince

It seems your body matches your mind and your skill at personal combat matches your skill for large scale tactics. You are a warrior born, or at least appear to be, fighting like someone out of a wuxia setting, capable of taking extraordinary falls and landing safely, dodging gunfire, and fighting your way unscathed through an army. If there is someone you plan to save, your skills and strength are boosted even further, to the point that even if you were a relatively ordinary old man you might muster the strength to throw entire logs through an imperial palace's gates.

Items

You may take 1 Item at a Discount per Price Tier, except for the 600 Tier (unless you took The Imperial Family). If the Discounted item was worth 100 points, it becomes free. Unless stated otherwise, destroyed or otherwise lost Items return in a week.

Convenient Frog (Free)
It's... it's just a decently sized frog. That's all this is. It tends to show up when you need it. When would you need it? Don't worry about it! It's a Follower, by the way. Won't turn into a prince if you kiss it, but is very handsome.



How Not To Poison Your Peers (100)
An eternally regenerating stack of pamphlets penned by a certain apothecary, with helpful descriptions of a disturbingly high number of common items that are actually quite deadly and you should not be smearing them all over your body *oh god*. Of course, it's both in written language and has helpful pictures to make sure it's understood even if the viewer can't read. Each pamphlet is always just a little bit above the average common knowledge of the world you pluck it from the stack in, possessing valuable insight on what is not quite known to be dangerous. It is also capable of easily adhering to any surface you slap it against... and being just as easily pulled off that surface by interested parties. This is of course only knowledge. How it's used is up to the reader...

Contraband Lore (100)
This... is everything you need to teach the secret arts of the courtesan to a bunch of clueless servants and consorts. Assuming they can read, anyway. And can handle beholding the illicit material within... put another way, it's a bunch of incredibly high quality smut, and instructions on how to reenact the scenes depicted. Combine this with a suitable teacher and/or diligent study, you could probably learn to charm the pants off even the Emperor. This is of course only knowledge. How it's used is up to the reader...

Beauty Products (100)
A small crate filled with makeup commonly found in the Kingdom of Li. This does include stuff you... probably shouldn't be wearing, but surely you can identify such and not use it... or perhaps gift it to someone you don't like?

Hairstick of Promise (200)
A hairpin or hair stick of impressive design and material. It may be used in two ways. First, it may be used once a year to summon a person of noble birth or good standing, who will vouch for you in whatever way you need - for example, if you need to go to a high-class dinner party you may use this

hairpin to conjure one of the previously-invited guests, who will happily bring you in. You may also give this accessory to a person of lower standing than you, in which case you will be able to vaguely sense if they have need of you in an almost prescient fashion, and those who look upon them wearing it will recognize that they are associated with you, for good or ill. If lost, destroyed, or given away to a non-Companion, non-Follower, you'll receive a new one at the start of the next Jump or in 10 years, whichever comes first.

Good Dog (200)
A well trained dog, who's surprisingly good at takedowns and hunting. Comes with knowledge on how to whistle such that he comes to your location. He barks to let you know he's around... which, strangely, tends to happen most often and most improbably when you need an out in a socially complicated situation. You can also choose for him to be a *her*, if you'd rather not give him the eunuch treatment in the Rear Palace. He (or she) is a Follower. If you already have a dog of some kind, they may be imported into this item purchase.

Advanced Feifa (200)
A western, more advanced firearm than the feifas largely used in military work in the country of Li. It's fairly accurate compared to its peers, and reloads fairly easily... Interestingly, it reloads itself three minutes after firing, even if there's no ammo nearby.

Introduction to the Best (400)
Come and see the beautiful flowers of the Verdigris House! This is an invitation, already paid for by "services rendered," for a night with one of the finest courtesans in the land. You'll be given a new one in each Jump, which will take the form of an invitation to similarly high-quality entertainment. If you already have something suitable, you may choose for your invitation to be to that location. You can use it yourself... or perhaps it will serve as a bribe?

Resurrection Drug (400)
This medicine kills you... then brings you back to life some time later. Or rather... it puts you into a death-like sleep that lasts for several hours per dose. It is impossible for others to discern that you're not *dead* dead while in your deep hibernation. Unlike the kind Suirei concocted, it does not come with amnesia or paralysis.

Jumper House (600)
*(Discount only available with **The Imperial Family**)*
A perfect copy of the Verdigris House, for you to take along on your journey. On a per-Jump basis, you may choose for it to be kept in your Warehouse or placed in a suitable location in the Jump's world. It naturally attracts skilled and eager courtesans and people to support them - doctors, for instance - who will join you as Followers.

The Jumper's Flower Garden (600)
*(Discount only available with **The Imperial Family**)*
A perfect copy of the Rear Palace, for you to take along on your journey. It has everything your harem might need, from impressive hot springs to medical centers to a legion of Followers suited to the task of pampering them and keeping things running. Its version of the House of Doors customizes itself to only be clearable by you or your children.

Companions

All of your previously existing Companions and Followers receive, for free, a beautiful hairpin of your own design, meant to mark them as your associates. If you buy the Hairstick of Promise, the Hairpins you acquire here will function as a Hairstick of Promise given to someone of lower standing than you.

Hairstick of Trust (100/200)
You may Import your previous Companions into this Jump. You'll Import two Companions for 100 points, or a set of eight for 200 points, with no upper limit. Each one receives 800 points to spend on Perks and Items.

Unowned Hairstick (100)
Each purchase of this nets you two hairpins that may be offered to those who live in this world. Beholding the hairpin on offer allows the one you're offering it to to temporarily understand it for what it is - an invitation to join you on your Jumpchain - and understands the full weight and meaning of such an invitation. They may then choose whether or not to accept. Should they accept, any skills they possess that are reflected as Perks above become their starting Perks for free, and they receive 600 points to spend as they see fit.

River Hairstick (200/Free Under Certain Conditions)
This Hairstick finds itself in the possession of a maiden who ended up having to pay for her parents' gluttony. If you are in the Rear Palace, she's ended up a coworker with whom you've developed an exceptional friendship, otherwise you've bought her out of a certain bathhouse. As a child, she almost drowned in a certain river, only to be rescued miraculously by the flow of the river itself - a blessing of river spirits the world over that ensures she has incredible luck when on the water. This same luck may be what allows her to come across valuable goods with the same regularity as a proper Provider of Goods. She has an entirely different Madam's Teachings than the one you'd expect, though with similar effects, and shares Maomao's Satisfaction of the Curious Cat, though she's always good natured. She's of course skilled at getting Bathhouse Connections, possessing the Capstone Boosted version despite not being of any kind of pedigree.
(If you possess Chihiro Ogino from Spirited Away, she may import into River Hairstick for free. In this case, she also gets 600 Points to spend on additional purchases.)

Warrior Hairstick (200/Free Under Certain Conditions)
This heroic eunuch warrior has through some means or another become a close ally of yours, assigned to your protection through some form of promotion. Representing his family in place of his aging father, he has an inventive mind and a fair bit of talent with the sword. He... is also, actually, a woman in disguise. She's working to show that she isn't Just Another Pretty Face, using Artificial Freckles to hide her true nature, though it doesn't hide her being an Excellent Specimen both on and off the battlefield. She has a bit of Big Dog Energy, making her a bit awkward.
(If you possess Fa Mulan from the titular Chinese myth Mulan or its many adaptations, she may import into Warrior Hairstick for free. In this case, she also gets 600 Points to spend on additional purchases.)

Drawbacks

Extended Contract (+100)
Your time in this Jump has been extended another 10 years. You may take this as many times as you please, but only gain points from it the first 4 times you take it.

The Jumper Diaries (+100)
Forget your Origin's Starting Location - you start in the life and body of Maomao, trapped in a cage en route to being sold to the Rear Palace. Your out-of-Jump Perks and powers and your Items will not become available to you until you are already within the Rear Palace. This Drawback boosts the points obtained by certain other Drawbacks.

Hit On the Head (+100, or +200)
WHACK. There. This is a setting that thrives on its mysteries. It wouldn't do for you to remember how they're solved, right? This Drawback removes your memories of each of the mysteries that play out over the course of the Apothecary Diaries. You'll still recall, to an extent, the personalities and connections of the people around you, but not enough about them to unravel any of the mysteries, plots, or schemes they have going on ahead of time without trying. You can double the value of this Drawback by allowing it to steal away ALL of your memories of the Apothecary Diaries. Of course, you get these points for free if you already know nothing of the series. You don't even actually get hit on the head!

The Royal Eyes (+100)
(Must be taken Free with ***The Imperial Family*** *Perk)*
You have a bad case of color blindness - a trait historically shared with the Imperial Family. This may be a blessing in disguise, as it proves your connection... but it may also damn you to being targeted by rivals to the throne.

Curiosity of the Cat (+100, or +200 w/The Jumper Diaries)
Like Maomao, you just... can't leave well enough alone. If you see a mystery or unusual situation, you can't help but meddle and try to sus it out. This is gonna make it hard for you to keep a low profile here. Be wary, because you know what they say about curiosity and cats.

Faceblind (+100)
Like Lakan, you cannot distinguish faces from one another. You'll need to distinguish people through other means, such as by their clothes, their habits, or their voices. Hopefully nobody gets wise to your disability and uses it to trick you somehow...

Insatiable (+100)
Like Pairin or the Emperor himself, you have an appetite for sex that can be likened to a sex demon. You'll get pent up if left unsatisfied for too long... and nothing short of complete and total exhaustion will satisfy you. Hopefully you have your share of partners with lots of endurance...

Finally Some Good Poison (+100, or +200 w/The Jumper Diaries)
You have an addiction, one that's likely to see you dead if you can't handle it. You love the taste of

poison, the feel of it as it courses through your body. It's not just eating, either - you're likely to test different poisons on your skin, which may cause blemishes and scarring.

Like a Baby Without His Toys (+200)
You have certain precious objects or people that you treasure dearly, and if (when) you have to go without them for a while, you're incredibly likely to sulk... to say nothing of how emotional and rash you get if (*when*) they're taken from you or endangered (or, horrifically, both!).

I Must Not Leap To Conclusions (+200, or +300 w/The Jumper Diaries)
You adhere to the rules of a certain pair of apothecaries - even if you're fairly certain of something, you're not likely to say it aloud or otherwise act on it until you have absolute evidence and can be 100% sure of what's happening. While this might keep you out of most trouble, it may mean that opportunities to stop other trouble may pass you by. Others may be able to convince you to break this rule, but it will be like pulling teeth.

In and Out of the Grave (+200)
You appear to have once imbibed the Resurrection Medicine that Suirei used to fake her death. You'll start your time in this Jump dazed and confused from mild bouts of amnesia, a condition that pales in comparison to the bigger, longer lasting issue - the paralysis of two of your limbs, which will prove incurable for the duration of this Jump.

Unfortunate Bump (+200)
*(Must be taken if **Male**, **Drop-In**, and starting in the **Rear Palace**)*
*(Cannot be taken if you have **The Imperial Family**)*
If you're a man, you've been castrated... If you're from outside the Rear Palace, that is. If you're starting your time in this Jump *inside* the Rear Palace, you'll find yourself with your equipment still firmly intact... which might be a problem, if you get *caught* that way.

If you're a woman, you have a very different bump - the kind that serves as proof of pregnancy. Being a single mother in the Kingdom of Li is tough enough, of course. But this will likely cause you even greater problems if you're working in the Verdigris House or another brothel, bringing shame to you and the house, likely ending in you working on the street. This is even *more* problematic if you're in the Rear Palace - to be pregnant with... *who knows* whose baby in the garden meant for the Emperor to create *his* children would be quite the scandal. Being caught like this in such a place may see you ousted and shamed at best, and marked for death for treason at worst.

On a Blade's Edge (+200/+400)
The world is unforgiving, and your life has no value - it is easily taken away over the slightest mistake. You'll find that those with power have incredibly thin skin and are easily offended... and should you slight the wrong person, or break the wrong law, you will find yourself doggedly hunted down to be executed - no expense will be spared to bring you to the Emperor's justice. You'll be lucky if you get to choose your death. For double the points, the moment your words or actions set this off, your Out-of-Jump abilities will be stripped from you. If you take this at its double-point value, and you take **Limited By Their Time** for its maximum points, you'll receive a final +200, with the caveat that, should you find yourself marked for death, *your entire Body Mod* will be deactivated instead. Keep in mind, this isn't a Gauntlet - should you take this, and make a critical mistake, you'll almost certainly face a Chain End.

Limited By Their Time (+400/+600/+800)
You're probably planning on bringing fancy futuristic medicines and healing magic and the like to this world to ensure the safety of those under your care, but could we perhaps dissuade you? With this Drawback in its base form, you'll be barred from using any magical items or powers, as well as any items more advanced than that which is native to this world. For 200 points more, this completely locks you out of *all* your Out-of-Jump Items and your Warehouse. As a separate offer, for 200 points more you can be locked out of *all* of your Out-of-Jump Perks. You can of course take both of these offers.

Ending

Your ten years here are up. Assuming you're not dead, and you weren't boring, where do you plan on going next?

Got Rehired
If you want, you may live out the rest of your life in the Empire of Li. I'll give you an extra 1000 points to spend here as a final gift.

Your Contract Is Up
Take the talents you've picked up, and return to where you originally came from. Like before, I'll give you an extra 1000 points to spend here as a parting gift.

On To Another Diary
It's time to move on, and continue your Jumpchain. Say farewell to the Empire of Li, gather your Companions, and carry on to your next contract...

Notes

Fanart Credits:

CricriArt

Perk Assistance Credits:

Gamebrain
Infinite Incident