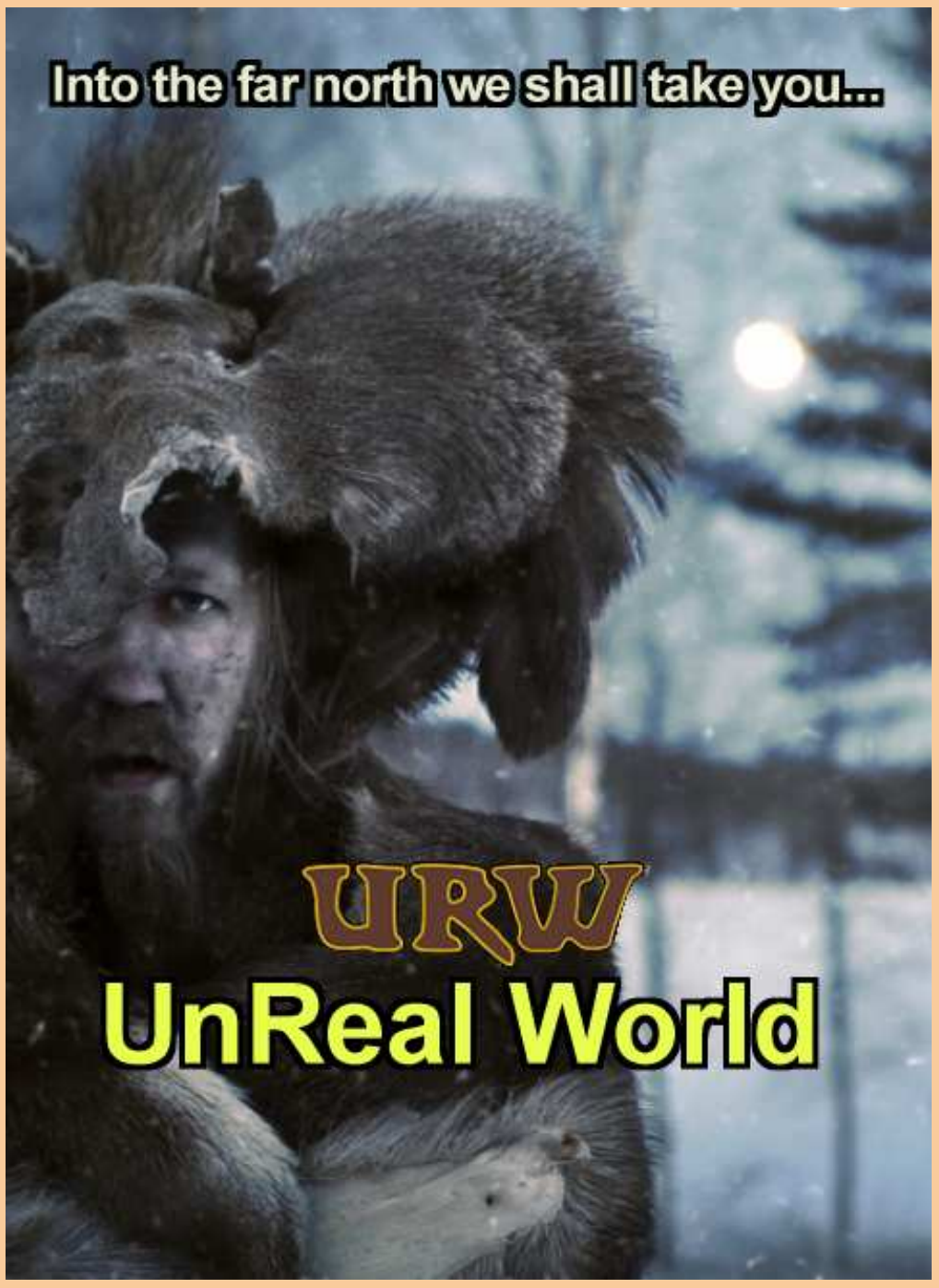






a jumpchain by acheld, v1.6
special thanks to PlotVitalNPC for extensive input

There are countless stories, legends and myths about the first Winter. During The First Winter, the Inehmo became many.

Men, wives, children, the heroes and the wise ones walked the Earth. The heroes made the fire, they made the bow and the arrow and they hunted.

They made clothes, they made tools and shelters, they made skis, and they made drums and the kantele.

When The First Winter was over, Inehmoes could not understand The Wind singing, nor The Bear and The Forest humming.

The wise ones among the people said that The World was no longer real.

The World was unreal.

Into the far north you will go, a version of Iron Age Finland, where the spirits of the forest and the water are real, and can be appealed to and placated. A place of harsh living, harsher winters, and vibrant summers. You will have to make your livelihood in the world, whether that means remaining in a village and contributing to the communal good, or striking out into the wilderness to claim a place of your own to build a cabin, or kota.

Here are **1000 CP** to help you on your way.

Culture

As The Inehmo spread on the surface of The Earth some of them felt an urge to travel far into the north, as the others settled down near the great lakes and watercourses. Some never left the forests they were born into. The places they started to populate had a major influence on the people. It affected their thoughts, their look, their physique, their habits and their source of livelihood. Thus were the different kinds of tribes and cultures born.

In this land, there are ten subcultures, or tribes, all considered Inehmo. Your chosen tribe determines your starting location, and which skills you are most likely to be skilled at. You can select any of the ten tribes freely. By default this comes with a history and integration into the tribe, but any can also be made ‘Drop-In’, in which case the tribesmen still recognize you as one of their own, but you have no memories or connections with anyone in the tribe.

Two other groups exist: the Njerpez foreign raiders who come from the east, and the wealthy Foreign Traders who come from the south.

In any case, your starting age is 16 or older (your choice).

The **Kuikka-Tribe** is one of the Northern Peoples, and they have kuikka (black-throated diver) as their totem animal. They live in small cottages, earning their daily life by means of fishing, hunting and small-scale reindeer rearing.

Owl-Tribe tales tell that they have been born out of the echoes of a shriek of The Owl. And indeed they still do travel like echoes in the forests, bare mountains and bogs of The North. They live mainly on nomadic reindeer rearing. They travel twice a year, since they have their summer camps up in the extreme North, and southern winter camps in the vast forests.

The **Seal-Tribe** lives in the Extreme North, on the northern coast of the UnReal World. They do have small reindeer herds, but their main source of daily food is the sea. The Seal is their totem animal and also their most important prey animal. So they have developed various rites to maintain a good relationship with The Seal.

Kaumolaiset live in the vast forests. The families don't live next to each other, so instead of proper villages their houses are scattered around sparsely. They tend to be tough, tall and strong people who are proud of their freedom. On their hunting trips Kaumo men can spend weeks alone in the wilderness, tracking and stalking prey. They are well known for their kaumolais spear, which is specially designed for hunting big animals. The Kaumo region is rich in game, providing fine quality furs.

Kiesseläiset have small, loose villages, usually located near lakes or rivers. Kiesseläiset earn their daily living mainly by the means of fishing, hunting and slash-and-burn agriculture. Typically they cut down a small area of forest each year, burning the trees, which yields them fresh fertile land for cultivation. This kind of field is exhausted in five or six years. After that the area is left as a pasture for animals. They like to joke about everything, to tell stories and to avoid fighting.

Reemiläiset live in the south-east part of the UnReal World. They have prosperous villages and they earn their daily living mainly by means of agriculture. Regular fishing, passive hunting and trading adds a steady flow of wealth. Reemiläiset like to build big, protected houses. They have a deep respect for the spiritworld and their ancestors.

Driikiläiset live on the south-west coastal area. They live in villages and towns, which are usually protected by walls, watchtowers and fortresses. Driikiläiset are traders. They send their ships abroad, they trade with inland peasants and with the fishermen of the archipelago. From time to time are attacked by foreign pirates and bandits who may sometimes sail from a great distance to attack Driik coast. Driikiläiset can be considered to be more organized than rest of the peoples of The UnReal World. They have differentiated professions - merchants, soldiers, sailors and so on. If needed, Driikiläiset can afford crossbows, metal armours, swords, battleaxes and full-metal shields. This does mean, however, they are less rugged, and less suited to living in the wilds on their own.

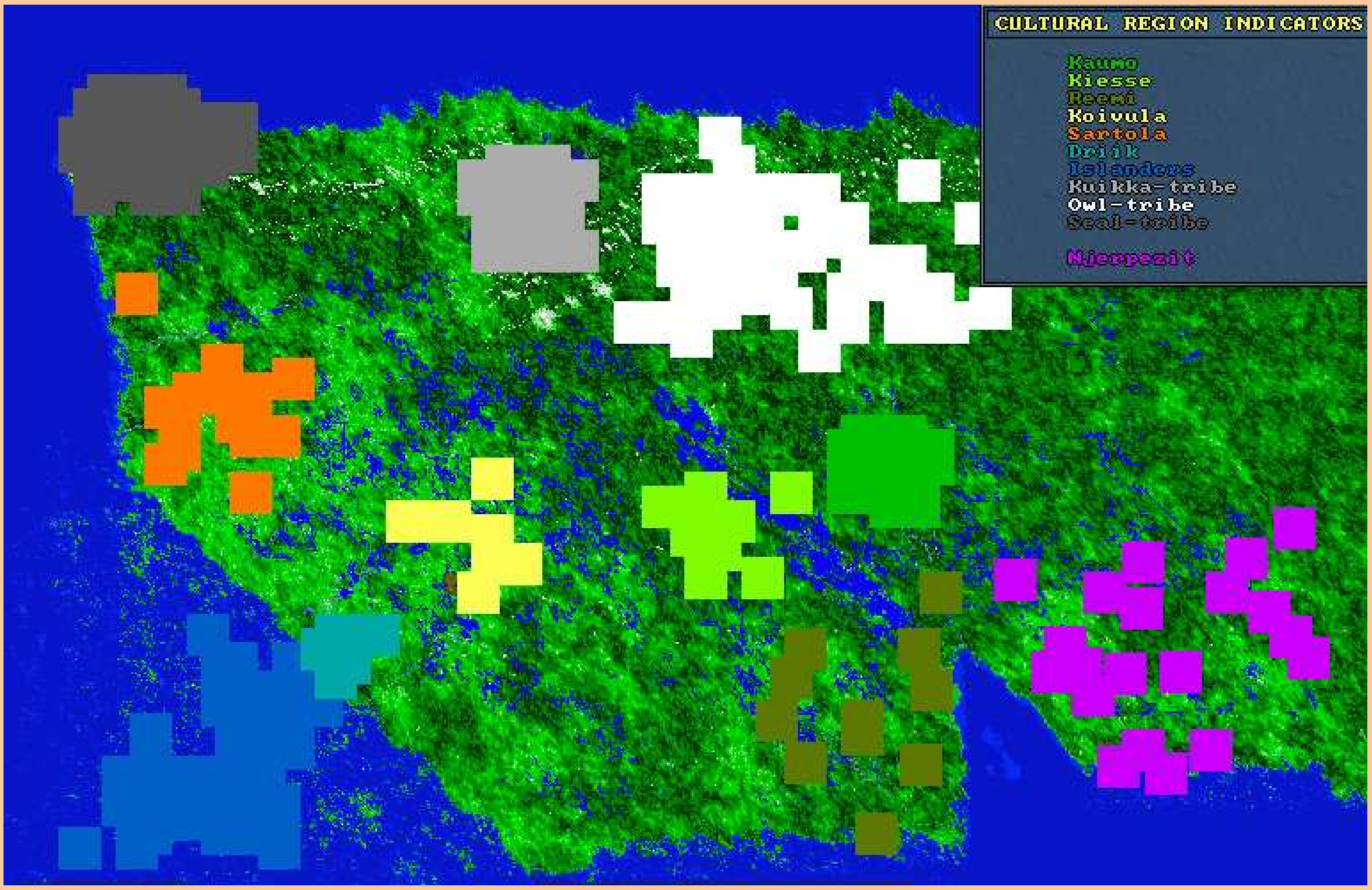
Sartolaiset have their home in the western coastal area of the UnReal World. They have settled to live in small agricultural villages, farming for food and trapping for furs. Sartolaiset trade mainly with Driikiläiset, trading furs for salt, tools and luxuries. They are proud of their wealth, which they display by building big houses. They like wrestling for fun. And if the situation gets serious, they draw their knives.

Islanders inhabit the archipelago in the most south-western part of the UnReal World. They live on fishing and hunting seals and birds. They are skilled carpenters.

Koivulaiset are farmers. They have considerably large fields, cattle, sheep and horses. They have their homes near the lakes and rivers in the mid-west part of the UnReal World. Twice a year they might spend a couple of weeks in the wilderness, hunting, trapping and fishing, returning home with dried fish, smoked meat and furs. Otherwise they don't travel so much. They trade with the peddlers regularly visiting the Koivula.

The **Njerpez** (100 CP) are a culture with fearsome warrior raiders, come from the east to pillage and kill the people of the UnReal World. They are not of the Inehmo, and are hated throughout the land, for good reason. They lack a strong connection to the spirits of the land. As Njerpez you would be a member of a village on the eastern edges of the Unreal World, either a warrior raider or a supporting figure for them.

Foreign Traders (100 CP) come from the south, analogous to early Viking traders. They are poorly suited for surviving in the wilderness alone, but better equipped with a more developed martial culture. They also lack a strong connection to the spirits of this land. The Inehmo, primarily the Driikiläiset, trade peacefully with them for the most part, giving furs in exchange for weapons and other fine crafts. As a Foreign Trader you would have just arrived on the western coast of the Unreal World with a small party of your fellows, with the goal of establishing a more permanent trading post.



Companions, Old & New

Imported companions have the same Culture choices and costs as you do, but receive **+100 bonus CP** if they select the same Culture as you.

- Import a single companion with 300CP for a cost of 50 CP, or with 600 CP for a cost of 100 CP, or with 900 CP for a cost of 150 CP;
- Import **up to** three companions with 300CP each for a cost of 100CP, or with 600 CP each for a cost of 200 CP, or with 900 CP for a cost of 300 CP;
- Import **up to** six companions with 300CP each for a cost of 150CP, or with 600 CP each for a cost of 300 CP;
- Import **up to** ten companions with 300CP each for a cost of 200CP, or with 600 CP each for a cost of 400 CP;
- Import **up to** fifteen companions with 300CP each for a cost of 250CP;
- Import **up to** twenty-one companions with 300CP each for a cost of 300CP.

Alternatively, in any imported companion slot, you can create a new companion built using the same rules, who has a history with you in this world.

Basic Skills

The Peoples that were once the Inehmo mastered many skills to flourish in the Unreal World. Agriculture, Trapping, Fishing, Timbercraft, and many more.

And then, too, the skills of war. Fighting with the spear, the sword, the bow.

Below are the skills you'll need to survive in the Unreal World. Any of these can be learned normally, but the ones you select you will start with an experienced level of that skill that never rusts. They can still be honed and practiced further. The efficacy of most skills is also impacted by Basic Abilities, selected in the next section.

You may purchase any skill a second time to be a true master at it. In this case, your skill is the pinnacle of the Inehmo people, the kind that becomes legend and myth through many retellings of the generations. Skills marked as 50/100 CP cost 50 for the initial purchase, and 100 for the second mastery purchase (a total of 150). Otherwise, the second purchase costs the same as the first. If you already have strong skills in an area prior to this jump (and did not take the "Both Hands Tied" drawback), you may proceed directly to the second purchase for mastery.

Finally, you receive a bonus **+300 CP** to spend here and, in exchange, must select at least four skills (including weapon skills) that are *associated* with your culture, as listed below. Associations do not grant discounts. There are no discounts here.

Agriculture (50/100 CP; associated with Kiesseläiset, Reemiläiset, Driikiläiset, Sartolaiset, Koivulaiset)
The ability to grow crops and harvest wild plants for seeds and leaves. Commonly cultivated plants include turnips, broad beans, hemp, rye and barley. However, it is possible to grow any plant as long as you manage to obtain its seeds. Agriculture consists of tilling, sowing, harvesting, threshing and grinding. A master of agriculture is knowledgeable of all the plants cultivated by the Inehmo. They understand what the soil needs, sometimes at an intuitive level, and perhaps with a spiritual significance to them. They need to rely less on slash-and-burn methods, and have a rudimentary understanding of crop rotation. Because of this, they are able to coax more from the land, for many seasons more, than others.

Barter & Language (100 CP; associated with Driikiläiset, Reemiläiset, free for Foreign Trader)
The ability to negotiate in an experienced manner, especially over the exchange of goods, and the knowledge of what goods are worth in general. Additionally skill with language, with higher skill representing a greater ability to communicate with the different dialects of the tribes, along with speaking with Foreign Traders, and even the hated Njerpez! With this skill, you are unlikely to ever get taken advantage of in trade, and may even be able to make a living exclusively from buying and selling goods. A master of barter not only has an extremely keen eye for quality and value in goods, they are also highly skilled at reading the desires and intent of those they are speaking to, and have mastered multiple tongues, with an ease at picking up more.

Boating (100 CP; associated with Islanders and Driikiläiset, free for Foreign Trader)
The ability to navigate waterways and the sea with a boat, and the ability to craft basic sailing tools. In combination with Carpentry skill, or with the aid of one skilled in Carpentry, this can lead to finely crafted and designed small boats. Additionally, this skill allows for basic navigation by the stars, knowing how to read the constellations and general direction. A master of boating is able to guide their craft safely through even the most treacherous waters, never caught unawares by a rock or shoal. They can read the currents, making their way through the path of least resistance. Such a master can envision and design craft beyond the scope normally used by the Inehmo, perhaps copying the form of those ships ridden by the Foreign Traders, and could even travel to distant lands…

Building (50/100 CP; associated with Kiesseläiset, Reemiläiset, Driikiläiset, Sartolaiset, Koivulaiset, Islanders, Njerpez)
The ability and knowledge to construct different forms of shelters and housing. Durable wooden buildings are usually for permanent occupation, but you can also construct other dwellings such as kotas, and more simple, temporary shelters, as well as other structures like fences. Anyone can stack some logs together, but don't expect it to be insulating or sturdy without this skill. (Building will be much less useful without the Timbercraft skill, or another way to get the base materials.) A master of building can create structures out of wood that will last a century or more, forming perfectly sealed and interlocking logs that trap heat as well as is possible. With access to iron fixtures, they also know how to use such things to maximal effect.

Carpentry (100 CP; associated with Kuikka, Islanders)
The ability to work wood in order to make various frames, handcrafts, utensils and tools. As well as being useful in isolation, it is also a decent source of livelihood, as skilled carpenters are uncommon. Carpentry will also allow more skillful fixtures as part of buildings, such as smoothly swinging doors and windows, or hatches. A mastery of carpentry will create fine goods highly in demand amongst the Inehmo. Interlocking pieces of wood can be created to achieve complex joinery without the need for nails or other fasteners. At this skill level, even with moderate tools a wheel and axle is achievable… should the idea occur to you.

Cookery (50/100 CP; associated with Seal, Reemiläiset, Driikiläiset, Koivulaiset, Njerpez)
The ability to prepare and preserve food. Boiling and roasting are often used when preparing food in the wild and can be used for practically any kind of raw food: meat, fish or a wide variety of plants. More complicated recipes use more advanced cooking techniques, a larger range of ingredients and more cooking implements, though they also produce a much larger variety of food. A master of cookery can produce delicious and novel dishes that would make even the most jaded warrior salivate, innovating on food preparation and presentation in ways completely new to the Inehmo. Further, their instinct and knowledge of food preservation will allow them to preserve almost any food through a long winter, and often beyond.

Fishing (50/100 CP; associated with Kuikka, Seal, Kaumolaiset, Kiesseläiset, Driikiläiset, Islanders, Foreign Trader)
The ability to use both active (rods or spearfishing) and passive (nets) fishing to acquire a means of livelihood and sustenance. Higher fishing skill will make your fishing attempts more fruitful, and the fishing tools that you craft of higher quality. It will also make you a bit more in-tune with the water spirits, provided you offer them appropriate sacrifice for a bountiful catch. A master of fishing has the equivalent of decades of experience in finding the best fishing spots, knowing exactly when it's time to find another, of how to bait a hook just perfectly, and how to prepare a fish to extract the most from it without wasting time. They may even develop new innovations on hooks, nets, and rod design. To others, this will seem like a great blessing of the water spirits… and perhaps it is.

Herblore (50/100 CP; associated with Owl, Reemiläiset)
The ability to recognize individual plants and mushrooms, and to know the properties of both, including medicinal effects and any danger. In addition, higher skill allows the practitioner to more easily find and harvest the desired species. A master of herblore holds extensive knowledge of such things, from across the lands of the Inehmo. With only rough information of surrounding terrain, they are able to quickly discern where they might best look for a given species, and extract every usable element of the plant. From topical applications to teas to tasty treats, the safe identification and usage of even somewhat novel plants and mushrooms is all but second nature. In seasons where mushrooms are available, they never need to fear going hungry.

Herding (50/100 CP; associated with Kuikka, Owl, Sartolaiset, Koivulaiset)
The ability to manage and make use of domesticated animals, most notably cattle, pigs, sheep and reindeer for the Inehmo, though this also increases skill at managing hunting dogs. This skill increases your ability to care for the animals, to direct them, and to maximize their production. A master of herding has a strong intuition grounded in experience for what animals under their care need, what might be ailing them, and how to best direct them. They maintain control over their beasts in all but the most dire circumstances, able to direct them against their instincts.

Hideworking (50/100 CP; associated with Kuikka, Owl, Seal, Kaumolaiset, Kiesseläiset, Koivulaiset)
The ability to effectively skin animals and process the resulting hides and furs. Skill in hideworking determines the quality of the hide produced. Poor quality furs and leathers are worth only a fraction of the good quality ones and hides of some animals are more valuable than others. Hides of fox, lynx, beaver and pine-marten are for example very sought after. Furthermore, a thick winter fur is most valuable. A master of hideworking is able to skin a felled beast quickly and easily, and knows how to preserve the skins for long periods. They can easily process even the most fragile furs, coaxing true perfection from the creature's remains. Strong yet flexible leather of a kind unmatched among the peoples can be made with the right time and tools.

Metalworking (150 CP; associated with Njerpez & Foreign Traders)
The ability and knowledge on how to gather and extract bog iron, and how to form it and work it into weapons, armor and tools. Metalworking is *incredibly* rare among the Inehmo, but the knowledge has trickled through, here and there. The process is slow and hard, but you have the skill. A master of metalworking is as skilled as any of the smiths from the homeland of the foreign traders, even if they lack the same infrastructure. You forge tools, armor, and weapons skillfully and efficiently, and even know how to produce proper steel with a decent level of consistency, as opposed to the simpler iron commonly found in this land. With time and assistance, such a master could truly rival the production of the smiths of lands only legendary to the Inehmo.

Physician (100 CP; associated with Seal, Sartolaiset)
The ability to identify and treat wounds, injuries and medical ailments such as fevers and nausea. (This skill would *not* allow the identification of unfamiliar plants even if they have medical usage, and it does *not* allow skilled preparation of such plants. But, once the plants are harvested and ready, herblore is not necessary to apply them to medical usage if you have this skill.) A master of physician understands the dangers of infection, even if there is no germ theory to explain it. They minimize the danger of such through skilled hands, washing with clean water, and proper use of disinfecting plants (if available). They have the full scope of medical knowledge available to the Inehmo at this time, from birthing to binding wounds, and may even push the boundaries of the efficacy of the standard treatments.

Pottery (100 CP; no associations)
The ability to locate and extract clay, to work it, and to form and fire pottery. This is a rare skill among the Inehmo tribes, practical, and a source of good trade items. Clay implements and vessels are especially valued for cooking and storage of food, and for decorative or ritualistic purposes. A master of pottery has extensive knowledge allowing them to identify areas likely to be rich in quality clay, to extract it with greater ease, and to form it into aesthetically pleasing and sturdy pieces. Such a master may even push the boundaries of pottery knowledge, to develop new techniques and methods.

Tracking (50/100 CP; associated with Kuikka, Owl, Seal, Kaumolaiset, Kiesseläiset, Koivulaiset, Njerpez)
The ability to recognize and follow tracks, as well as to identify details of the creature or person that left them. By analyzing multiple sets of tracks, this skill can be used to determine the general scale and type of animal activity in an area. The better the skill, the easier tracks can be read. A master of tracking has knowledge of all the creatures that live in the lands of the Inehmo, how they walk, and what their tracks indicate. They could tell the difference between the footprint left by a heavily armored warrior, and a lightly clad hunter, as well as estimate the size of a party of people with high accuracy. Their ability to estimate size, speed and direction from even a single decent print is uncanny. Further, they can follow even faint tracks at a full run, never losing the trail.

Trapping (50/100 CP; associated with Kuikka, Kaumolaiset, Kiesseläiset, Reemiläiset, Sartolaiset, Koivulaiset, Islanders, Njerpez)
The ability to construct various traps for wild game (or human foes), and to know where and how to place them. This includes everything from loop snares to trap fences to pit traps. Higher skill makes you better at constructing the traps, placing them strategically, baiting them, and concealing them. A master of trapping has uncanny skill at predicting exactly the paths a wandering bear or elk is likely to pass through, at eyeing what ground will make for a practical pit trap, and at concealing their work. No beast will ever notice one of their traps, and only the most cautious human foes will have a chance to.

Timbercraft (50/100 CP; associated with Kiesseläiset, Reemiläiset, Sartolaiset, Njerpez)
The ability to effectively fell and process trees to produce rough lumber like logs, boards, and firewood, along with extracting usable barks from many species. Trees are an essential natural resource for most of the Inehmo. At the very least, fire is essential for life here. If you wish to practice agriculture, slash-and-burn is the go-to method, and if you wish to make any permanent buildings, logs and boards will be needed in abundance. Higher skill will allow you to do these tasks more quickly, and to produce straighter boards, better fitting logs, etc. A master of timbercraft can fell trees without wasting a single stroke, strip bark rapidly, and produce boards by eye that have no visible blemish or bend.

Weatherlore (50/100 CP; associated with Kuikka, Owl, Seal, Islanders, Foreign Trader)
The ability to predict and observe the weather, in the short term and in anticipating seasonal changes. With this skill, a winter storm will not catch you fully unawares. The skill also allows you to estimate the strength of frozen ice, and to estimate snow melt rates. Additionally, this provides skill in determining compass directions from the location of the sun and the time of year. A master of weatherlore is never surprised by the weather of the next day. They are able to predict the start and end of growing seasons with high reliability, allowing harvests to be stretched out as long as possible. They never fail to notice when ice has grown too thin to safely cross, and they never find themselves lost with the sun to guide them.

Weaving (50/100 CP; no associations)
The ability to extract and use fibers, especially from nettle and wool, to form into usable garments. This skill covers both the harvesting processes involved, all the way through to the actual weaving. A master of weaving is especially skillful in all of these things, can avoid almost all waste of materials, produces the finest garments in the land, and may be able to push the boundaries of the fairly basic weaving technologies employed by the Inehmo.
This also allows the skilled crafting of fishing nets and well-made ropes from rougher fibers.

Climbing (50 CP; associated with Kuikka, Owl, Seal)
The ability to scale both rocks and trees. Everyone is capable of the act of climbing, but this will help ensure you do not slip from a precarious position, and that you climb more swiftly. A master of climbing shoots up trees rapidly to get a look around, and is capable of free scaling the most treacherous cliffs.

Dodge (50/100 CP; associated with Owl, Kaumolaiset, Sartolaiset, Njerpez, Foreign Trader)
The ability to dodge attacks from both enemy warriors and animals. This represents your skill and practice at doing so, rather than raw physical ability. A master at Dodge is highly unlikely to *ever* be struck by a lesser warrior in one on one combat, and could play around with a bear with minimal (but not zero) risk. If they are aware of the archer, even evasion of a well-shot arrow is possible.

Skiing (50 CP; associated with Owl, Kaumolaiset, Koivulaiset)
The ability to ski across the snow that covers the land half the year. Especially cross-country skiing, by far the most effective method of transportation in the winter. Skill in skiing can be used to run down beasts (or human foes) slowed by dense snow-cover. A master of skiing is capable of deft and swift movement, and can fight or shoot a bow from skis nearly as easily as from more solid ground.

Stealth (50 CP; associated with Kuikka, Seal, Kaumolaiset, Kiesseläiset, Reemiläiset, Njerpez)
The ability to move silently and without being detected. This is especially well attuned to moving through snow and forest, and includes tricks on masking your scent. A master of stealth has the equivalent of a lifetime of practice at knowing the right places to step, and the right times to be still, to avoid detection.

Swimming (50 CP; associated with Driikiläiset, Sartolaiset, Islanders, Foreign Trader)
The ability to swim well and swiftly. Without this, you do not start with any inherent swimming ability at all. A master of swimming is capable of making their way through the worst rapids in the land, and in less severe waters can pull a drowning comrade to shore with ease.

Combat Implements (50/100 CP, see text)
The ability to use one type of weapon or a shield, as a warrior with a few years experience. The choices are Unarmed, Knife, Sword, Axe, Spear, Club, Flail, Bow, Crossbow, Shield. Each tribe is associated with certain implements, as detailed below. This means you can use your bonus 300 CP toward those associated weapons, but you may choose any weapons with other CP. You can pick this skill multiple times to choose different weapons.
Mastering a weapon takes an additional 100 CP over the base purchase. Mastery of a given weapon means that you are as skilled as an elite warrior who has used that weapon for a lifetime of battle and war, rather than only a few years. Mastery of melee weapons beyond the first one mastered is only 50 additional CP.

Kuikka: Bow, Knife. Owl: Unarmed, Bow. Seal: Spear, Club. Kaumolaiset: Knife, Spear & Bow. Kiesseläiset: Axe.

Reemiläiset: Axe & Flail. Driikiläiset: Sword, Crossbow, Shield. Sartolaiset: Unarmed, Knife. Islanders: Club, Bow. Koivulaiset: Flail, Sword.

Njerpez: All but crossbow are associated; gain two at the basic level for free. Foreign Trader: All choices associated; gain two at the basic level for free.

Basic Abilities

The Inehmo could not hear the voices of the spirits any longer, but still they carried many strengths of form.

By default, you are a typical member of your culture in terms of physical and mental abilities. If any would be below average, it is instead increased to average. You may spend 50CP on any of the below to make it **above average**, 100 CP to make it **high**, and 150 CP to make it at (but not beyond) the **peak** of the Inehmo peoples.

Basic abilities interact with the skills chosen above to determine overall efficacy in many cases. For instance, a master of the Dodge skill is extraordinarily hard to hit. A master of the Dodge skill, with maximized Agility, is untouchable by any single foe.

You gain **+400 CP** that must be spent in this section; you may additionally spend more from your main pool if you so choose.

Intelligence - Cleverness and wit; a high intelligence allows you to learn many skills more quickly (beyond the purchases that you began with), to acquire knowledge, and to use strategic reasoning. It affects many skills, such as fine crafts, rituals, physician, herblore, weatherlore, and barter & language.

Will - The ability to keep going without sleep, or while injured. To focus through pain and adversity. A high will allows you to avoid having your decisions overly influenced by emotion and adrenaline, as well. It can aid in pushing through Phobias, if you choose such a drawback, but never mitigates them completely.

Strength - Pure, physical might. Affects how much you can lift, how damaging your blows are, and also has some influence over your maximum running speed. A high strength does not only have these practical effects, but also social effects in that strong characters are often able to intimidate or influence others more easily.

Endurance - The ability to carry large loads over time, to run long distances, and to survive damaging experiences. A high endurance will prevent you from succumbing to all but the most grievous wounds, and reduce the chances of infection and illness. It allows you to function at near peak in the face of serious injury.

Dexterity - The ability to use your hands and arms in a precise and controlled manner, and your reaction time with your arms. This affects melee combat and many fine crafts. A high dexterity will allow you to strike with weapons deftly, to move your shield to intercept an arrow, and to weave the finest patterns into garments.

Agility - Control over the movement of your body as a whole. This includes dodging and evading; balancing on boats, ledges and trees. A high agility is useful for most skills involving whole body movement, including climbing, swimming and skiing, and influences the maximum speed at which you can run.

Eyesight - Simply the ability to see far and quickly, and to discern things that are camouflaged or hidden. High eyesight is useful for all kinds of hunting and forest combat, where a foe, or prey, may be hidden. It affects archery as well, impacting your ability to accurately strike an arrow true at farther targets.

Hearing, Smell & Taste - Your secondary senses, boosted as one. Higher ability here will allow you to perceive many things you might otherwise miss, such as the snap of a distant twig. More precise senses of smell and taste can also help in tracking, for instance, as well as more obvious things like cookery.

Rituals

Rituals involve asking the spirits for their aid in a specific task. If you use them too frequently the spirits will become angered with you, though this can be mitigated through sacrifices and appeasement. Without any purchases below, you start without knowing any rituals. They can be learned from sages in setting, though the information is considered to be valuable. With purchase, you can use it more frequently, it's a bit more potent and, most importantly, it will continue to work post-jump. There are other in-setting rituals not covered here, but nothing that would be particularly useful in future jumps.

All Inehmo (all cultures except Njerpez and Foreign Traders) receive **+100 CP** to spend in this section. If you spend at least 400 CP here (including the stipend), all rituals after that are discounted.

Permission (100 CP)
Ask the leave of the spirits to perform an action that would otherwise anger them. This includes actions like felling trees or extensive hunting (which would anger the forest spirits), and extensive fishing (which would anger the water spirits). Negates the negative effect that the act would otherwise have on your relationship with the spirits. Like any ritual, this cannot be used without limit. If you go and deforest a square mile in a day, this is not going to help.
In future jumps, can help ease the anger of any spiritual being, but only if performed before the action that would anger them.

Fisherman's Request (100 CP)
Ask the spirits to bless your upcoming fishing, to lure fish to your rod or nets, and to ensure that they remain there.

Greeting The Earth Upon Rest (100 CP)
Greet the spirits in the place you wish to rest, increasing the chances that you will have a safe and uninterrupted sleep. This makes the biggest difference when sleeping in the open, and the least when already safe within a sturdy building.

Finding Those Lost To Metsänpeitto (100 CP)
Ask the spirits to help find those, both animals and people, who have gotten lost in nature, or to help you find your way home.

Hunter's Request (100 CP)
Ask the spirits to bless your hunt, to make your tracking swift and true, and help your blows against your quarry find purchase. In future jumps this can work against things that are not animals, but it must be something you are hunting (i.e., it would prefer to avoid you).

Appease the Spirits (100 CP)
Lets you know how to sacrifice, and what rituals to undertake, to either reduce the anger, or increase the approval, of the spirits. In future jumps, this gives the knowledge of what will help appease any spiritual being in order to make them more favorably inclined to you.

Bear Skull Rite (100 CP)
Ritually place the skull of a Bear, or any beast greater than a bear, where the spirits may claim it. You earn their favor for a month, being blessed with good fortune. Roughly speaking, random good things are twice as likely to happen, and random bad things are half as likely to happen. It must be a creature that you slew, or contributed to slaying. The same skull cannot be re-used for this purpose, nor can you reclaim it for any other purpose. It belongs to the spirits, now.

Favored Trap (100 CP)
Blesses a trap so that animals will be attracted to it, and likely to succumb to it. This works on all kinds of traps, but is somewhat less effective in luring people.

Blood-Staunching Prayer (200 CP)
Ask the spirits to help with a wound, ceasing the bleeding immediately, and aiding somewhat in long-term recovery.

Oath of Iron (200 CP)
This ritual strengthens your weapons for a period, ensuring they will not break, sharpening their edges, and helping them strike true.

Meeting The Spirit of the Forest (200 CP)
This ritual, when performed perfectly, allows one to meet a manifestation of the spirit of the forest. The form they take may be strange, and they do not speak as the people, but you may be able to appeal to them directly for aid, and greeting them in this way is a way to increase their approval of you.

Meeting The Water Folk (200 CP)
This ritual, when performed perfectly, allows one to meet a manifestation of the water folk; the spirits that govern the water. The form they take may be strange, and they do not speak as the people, but you may be able to appeal to them directly, and greeting them in this way is a way to increase their approval of you.

Other Perks

Firestarter (100 CP)
You have the equivalent of a lifetime of experience starting fires in a wide variety of conditions. This does not mean you can do the impossible, such as lighting a fully soaked log in the pouring rain, but if any normal human being could start a fire, you can.

Cold Resistance (100 CP)
Your physiology is especially cold resistant, and more efficient at generating heat, though within human possibility. You can withstand a few degrees colder than you otherwise could, but sometimes a few degrees is the difference you need.

Go Without (100 CP)
Your physiology is especially effective at extracting nutrition, reducing your caloric needs to only 80% of what an average person of your size would need, and letting you thrive a bit better on low-nutrient food sources.

Increased Immunity (100 CP)
The dispersed population here means that disease is not *frequently* a problem, but that does not mean *never*. Your immune system is effective at fighting off disease and infection, reducing the likelihood of your death from those things from "low" to "near zero". This is only a moderate boost against supernatural disease.

Animal Empathy (100 CP)
You know how to read the moods and stances of animals both wild and domestic, and how to get them to respond in a certain way, if it is possible. For instance, you are highly likely (but not guaranteed) to get a bear to flee, rather than attack you. With domesticated animals, this compounds with any skill you have in Herding.

Internal Compass (100 CP)
You have an extraordinarily good sense of direction. Even in the absence of sun or stars, you can almost always orient yourself correctly and, if you've been paying attention to the path that you followed, will always be able to retrace your steps, or find yourself back the way you came.

Items

Except “Clothing & Food”, these won’t be permanently damaged or easily lost. If taken from you by force or traded away, they are restored at the end of every jump.

You gain **25 CP** for every **100 CP** you spent in the Basic Skills section. This CP must be spent on items that are related in some reasonably close way to at least one of the Basic Skills selections you made. e.g., you can only spend it on Lamellar Armor if you took Metalworking skill. A list of *suggested* related items is below.

Companions can purchase non-Building items for their own use, and do gain the stipend just described for themselves, based on their own skills.

Clothing & Food (one free for all)
A serviceable set of clothing of mixed hemp, wool, and birch-bark, along with some worn leather boots. Enough food for a few days and a water skin.

Trade Goods (25 CP; max two purchases)
A small collection of lightweight, valuable goods, such as silver or bronze jewelry. Sufficient to trade for, e.g., a masterwork weapon, a boat, or several pieces of armor. Certainly anything on this list costing 50 CP or less. While this is “cheaper” than the equivalent items, the things purchased with these trade goods do *not* gain the protections described above.

Basic Weapon or Shield (25 CP)
A well made, but not exceptional, example of a knife, sword, axe, spear, (metal-headed) club, flail, bow, crossbow, or shield. Bows include five dozen arrows.

Masterwork Weapon or Shield (50 CP)
An exceptional example of the corresponding item. The finest craftsmanship that can be found among the Inehmo peoples. Bows include five dozen arrows.

Basic Tool or Materials (25 CP)
A well made, but not exceptional, example of a tool, such as a metal shovel, a net, a woodsman’s axe, a set of sewing needles, or skis & ski stick. Alternatively, a small amount of raw materials for a skill, such as seeds to sow an acre of land, a pouch of an assortment of medicinal herbs, or enough wool to produce one outfit.

Masterwork Tool or Replenishing Materials (50 CP)
An exceptional example of the corresponding item. The finest craftsmanship that can be found among the Inehmo peoples. In the case of raw materials such as seeds or medicinal herbs, this version of the item effectively replenishes itself once per year through an increase in the bounty naturally acquired in everyday life.

Fur or Linen Clothing (50 CP)
A full set of expertly made fur clothing, enough to keep you warm in all but the worst of the winter, or fine linen clothing good for the summer months.

Boat (50 CP)
A small, well-made fishing boat or similar, sits two comfortably. Or, a larger raft. Includes paddles.

Fisherman’s Bundle (100 CP)
A collection of all the tools a fisherman would need. A small fishing boat and paddle, a fishing rod, two nets, and a small fisher’s knife. All of these things are of well made, but not exceptional, quality. Upgrade any one to Masterwork quality for 25CP, or all of them to Masterwork quality for 100CP.

Lamellar Armor (100 CP; free for Njerpez)
Well-made steel lamellar, covering your torso, upper arms, and down to your knees, along with a metal cap. Unlike in-setting armor, this repairs itself over time.

Iron & Leather (100 CP; free for Foreign Trader)
A well made metal chest-piece and helmet, along with expertly made leather and chain to cover the rest of you. Unlike in-setting armor, this repairs itself over time.

Livestock (50 CP)
You get a healthy cow, or three sheep, or two pigs, or two domesticated reindeer. They are of excellent pedigree and will breed true, or simply offer an excellent source of food if needed. You get a new one/set at the start of each jump, or other livestock of roughly equivalent value more appropriate to the setting.

Hunting Dog (25 CP, or 50 CP for a team of three)
Hunting dog(s) of average quality exclusively loyal to you or those you indicate. For double the cost they are the best dogs found among the Inehmo. Includes hunting horn, as well. Need to be fed, but would starve to death before attacking you (your livestock may be a different story if you don’t feed them). Makes hunting far easier if used correctly. If deceased, you get a new dog(s) at the start of each jump, though they can be of other breeds, and don’t *have* to be used for hunting.

With the purchase of any building item, you begin with “ownership” of a piece of land where your buildings are established. It’s easy to “claim” land even without a building, though. Overpopulation is not a problem here, to say the least. In future jumps, buildings can be add-ons to a warehouse, or they can be placed in a (reasonable) location of your choosing in each new jump. All buildings purchased here are expertly made, and especially resistant to the weather.

Companions may (each) contribute up to 50 CP toward a single building choice that they are a/the primary user or beneficiary of.

Building: Cleared Land (50 CP)
A single acre of cleared farming land with good soil, recently fertilized with slash-and-burn. Additional acres are purchased at a discount.

Building: Barn & Fence (50 CP)
A covered shelter for domesticated animals to winter in, large enough for a few cows or equivalent. Provides crude shelter for humans, though it is not as well insulated as a Cabin. Also includes a larger fenced area for the animals. You can make additional purchases of this at a discount, combining the capacity.

Building: Sauna or Smoking House (100 CP)
A log-sauna, including a stone sauna oven, benches, and tubs. Or, a smoking house, including a stone smoking oven, and enough tying equipment to fill the smoking house with meat a couple times. Either is roughly two hundred square feet inside.

Building: Cabin (150 CP)
A log cabin, including a central stone oven oven, several sleeping benches and a table. Roughly five hundred square feet inside.

Building: Trap Fence (50 CP)
A fully constructed trap fence, lined with a few pit traps, around one km/0.6 miles long. Additional purchases to extend the same trap fence are made at a discount.

Building: Homestead (300 CP)
A small collection of buildings organized together as a unit (though separate enough to prevent fires from spreading). Includes a sauna, a smoking house, a cabin, a barn & fence for livestock, one unit of cleared land, and a low wall of logs and stone surrounding it for some defensive value. Additional purchases of Barn & Fence/Cleared Land will be at a discount, and combine with this.

Table: Suggested (not mandatory) Skill-Associated Items

Combat Imp.	weapon or shield	**Agriculture**	materials (seeds); a shovel	**Boating**	boat; materials (ropes)
Building	any “Building:”; broad/splitting axe	**Carpentry**	carving/splitting/hand axe	**Cookery**	pot/bowls set; materials (herbs)
Fishing	fishing rod; fishing knife; net	**Herblore**	materials (herbs)	**Herding**	livestock; barn & fence
Hideworking	fur clothing; broad knife	**Metalworking**	any metal tool/armor; smithing tools	**Physician**	materials (herbs or bandages)
Pottery	materials (clay); potters’ tools	**Skiing**	skis & ski stick	**Tracking**	hunting dog
Trapping	shovel; trap fence	**Timbercraft**	woodsman’s axe; handaxe	**Weaving**	set of threading needles/tools

Goals

Goals are optional alternate rules to the jump. You may choose **up to three**. Each offers some form of reward if you complete it, and you receive these rewards as you fulfill individual goals. If you fail to complete the terms of a goal, but do survive the standard ten years, you don't fail your chain. Additionally, choosing any goal removes the ten year timer, though any time after the ten years you may choose to abandon any remaining goals and move on from the jump normally.

Go Forth, and Multiply

To succeed at this goal, you must have fifteen living descendants simultaneously. This includes all children, grandchildren, great-grandchildren, etc. To count toward this number the descendants must be in a secure position in life, where they are either providing for themselves, or provided for. If you die after the ten year timer, but before this goal is complete, you may choose to continue on as an ancestor spirit until you either give up, or meet the requirements. As an ancestor spirit, you can observe any of your descendants at any time, and speak to them when they invoke you, or think about your memory.

As a special benefit to this goal, neither you, nor those you procreate with, nor any of your descendants or those they procreate with, will be inherently infertile.

If you succeed, then all your descendants will retain the mentioned fertility benefit. Further, each descendant is more capable than they would otherwise be, receiving the equivalent of 100CP in the "Basic Abilities" section. This applies to currently living descendants as well.

To Hunt The Wild Beasts

To succeed in this goal, you must become famous among all the Inehmo people as a great hunter and warrior, slayer of Njerpez and mighty Bears alike.

If you succeed, you will find that your reputation as a warrior often precedes you. People will spread rumors of acts that were done in previous jumps, as long as they make sense for the current setting. If they don't make sense, the rumors may be modified to fit.

A Land of Trade

To succeed in this goal, you must ensure that there is a permanent settlement that is far and wide considered the preeminent location for trading with and among the Inehmo peoples. The most obvious location to do so is on the west coast where most trade occurs anyway, but it does not have to be so.

If you succeed, you are far more easily able to set up trade relationships in the future, whether between you and another party, or mediating between two groups. These relationships will tend to be more profitable for both groups, as well.

To Bring About A New Age

To succeed at this goal, you must ensure that writing becomes widely practiced among the Inehmo people as a means of sharing and preserving knowledge within and among different tribes. You do not have to make everyone literate, but every village should have scribes, and information that is stored and relayed via writing.

If you succeed, then in the future you find that you have more fortune at "uplifting" pre-modern tech levels, with adoption occurring twice as quickly, or among twice as many people (whichever measurement is more beneficial).

A New Village

To succeed at this goal, you must establish and help build a new settlement, which you are either head of, or one of the heads of. The settlement must contain at least one hundred people. You do not have to be the only one whose effort goes into it, but no one should have put more effort in than you.

If you succeed, then in the future you are better at bringing people together into cohesive social groups, and to work together for collective benefit.

A Common Enemy

To succeed at this goal, you must ensure that the majority of Inehmo peoples operate in a unified manner against the incursions of the Njerpez; it need not be under your authority. The Njerpez do not need to be exterminated, but they must no longer pose a meaningful threat to the peoples.

If you succeed, then in the future you see far more success in getting even entrenched enemies to work against a common threat.

Drawbacks

You may receive up to +600 CP with drawbacks (two below are exceptions to this). You may choose up to one "Scenario" drawback, up to one "Phobia" drawback, and up to one "Personal" drawback. Companions can choose a single drawback for themselves. They are limited to Scenario, Phobia, and Personal drawbacks.

Anyone who takes a Scenario drawback begins without the aid or support of the others. Once individuals have escaped the Mainly initial difficulties/danger of their Scenario, you will soon meet up with them. If a companion fails to get out of their situation on their own (which generally means death), then they are unavailable for the rest of the jump and lose any purchases they made in this jump.

One Hand Tied (+200 CP to you, +100 CP to all companions)

Any exceptional powers or abilities you have are locked for the duration of this jump. Nothing beyond the **potential capability** of a normal human being in the "real world" is retained. Cosmetic alterations that offer no direct benefit may be retained. Access to items jumps is restricted to that which would be mundane in this setting. If you have a prior sword, you can still use it, but it won't have any magic powers or impossible sharpness. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions that accompany you. Companions that die are not restored until the end of the jump.

The exception to this are perks and abilities purchased in this jump, which provide benefits as normal. Any memories or skills that are lost as a result are restored at the end of the jump. You *can* take this drawback even if this is your first jump.

Both Hands Tied (+200 CP to you, +100 CP to all companions; requires One Hand Tied; does not count against CP limit)

Your powers, and those of your companions, are further restricted. Skills, physical capabilities, and abilities are fully reduced to those of an **average human being**. This includes body mods and *anything* else that would bring you above average. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse or any other supplement.

Companions that die are not restored until the end of the jump. You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump, unless that knowledge would be present in the jump already. For example, you may remember that you have used guns, but you have no capability to introduce gunpowder into this world. You could, however, use archery skill you have acquired, but not beyond that of an average archer.

The exception to this are perks and abilities purchased in this jump, which provide benefits as normal. Any memories or skills that are lost as a result are restored at the end of the jump. You *can* take this drawback even if this is your first jump.

King of the Inehmo (+200 CP, +100 CP to all companions; requires One Hand Tied if this is not your first jump; does not count against CP limit)

You are allowed to, and must, take all the goals offered in the previous section, and have one additional requirement: you must be acknowledged as the chief leader or authority among *all* the Inehmo peoples by the significant majority of said peoples. If you succeed at this task, as well as all goals, you retain the benefits of all goals, and you find that those benefits are even more potent than they would have otherwise been. In addition, your air of natural authority is enhanced. This isn't going to make anyone bend to your will with ease, but it will make it simpler to ascend to a position of influence in the future.

If you fail at *any* of your goals, you receive *none* of the collective benefits, losing any goal rewards you have acquired so far, but may still continue your jump if you survived at least ten years. As with any goal, there is no time limit to complete these requirements, other than your death.

Scenario: Runaway Slave (+100 CP; +100 additional with One Hand Tied)

Having been a slave to Njerpezit for years you finally take a step to escape from your captors. You begin in the middle of a camp of Njerpez with a knife, or a basic tool of your choice, and a few pieces of clothing. Your captors will soon notice that you are free. You know where the supplies are kept, though, and that is where you will find your purchased items.

Scenario: There Be Robbers (+100 CP; +100 additional with One Hand Tied)

You begin in the wilderness, alone, having just run into a band of three Robbers looking to "acquire" your goods for their own.

Scenario: Unfortunate Hunting Trip (+100 CP; +100 additional with One Hand Tied)

Your (in-setting) father lies dead on the ground, and the bear who killed him is still present, unharmed, and headed for you.

Scenario: Lonely Island (+100 CP; +100 additional with One Hand Tied)

You begin on a small island, far from shore, the mountains of the mainland just visible in the distance, too far for any human to swim. The isle has a few trees, but little food. Hopefully you have some skill with fishing. You must make it to the mainland to 'escape' this scenario, and meet up with any others. Any CP-purchased boat will be found once you return to the mainland. CP-purchased buildings and tools may optionally start on the island with you, or be found on the mainland as well.

Scenario: Hurt, Helpless, and Afraid (+100 CP; +100 additional with One Hand Tied)

You begin in the wilderness, alone, and wounded to the point where you cannot easily walk. You won't bleed out, but you're in no shape to travel long distances, or use a weapon very effectively. The only silver lining is that there are no *immediate* threats nearby. Until you have recovered to the point of at least stability, you have no access to any abilities or perks that would speed or aid in the healing of these wounds. The exception is abilities purchased in this jump, which function normally.

Scenario: A Harsh Winter (+100 CP; +100 additional with One Hand Tied* - see text)

Normally you would begin in the spring or summer, but with this you begin in the midst of a deep winter, no forage to be found, and weeks away from any settlement. Daylight lasts for only a few hours. Hopefully you are able to hunt some game, do some ice fishing, and establish a shelter before you freeze to death. In this case, "escaping the initial difficulties/danger" means surviving until the end of the deep winter (a month or two). If a subset of you and your companions select this option, then those that select it do not meet up with the others until the end of the winter, and the ones that *don't* select it do not even enter the jump until the end of the deep winter (into their own difficulties if they selected a different Start option).

This scenario may be combined with one other scenario, with the difficulties compounding; in this case, you find that other scenarios do not meaningfully mitigate the difficulties of the deep winter. For instance, if combined with There Be Robbers, the Robbers do not have notable stores of food or fur clothing that will aid you. Companions may not combine scenarios in this way. If combined with another Scenario, the bonus CP from One Hand Tied does *not* stack.

Phobia: Acrophobia (+200 CP)
You are terrified of heights, unable to bring yourself to climb anything higher than a fence. You would not willingly come close to the ledge of even a large hill, and get vertigo looking over a lower elevation landscape. When forced to higher elevations, you cannot operate at full capacity due to the fear.

Phobia: Demophobia (+200 CP)
You are terrified of any reasonable concentration of people. You're just fine being around a small group that are familiar to you (such as companions), but would not willingly enter even a moderately sized settlement of tribesmen, and meeting new people in general makes you noticeably twitchy and anxious.

Phobia: Haemophobia (+200 CP)
You are terrified of the sight and smell of blood. If encountered in a high-adrenaline situation, such as combat, you will still function, but be significantly impaired. Outside of such situations, you will attempt to escape the situation, and may simply faint. You cannot functionally use the Physician skill to treat wounds.

Phobia: Hydrophobia (+200 CP)
You are terrified of entering deep water. You're perfectly fine being near it, and even fishing by it, but you would not willingly wade beyond your waist, or attempt to operate a boat. If you manage to force yourself onto a boat operated by another, you will be basically non-functional until you've made it across the water. You are similarly fearful of crossing all but the most solidly frozen ice.

Phobia: Martiophobia (+200 CP)
You are terrified of armed conflict with other people. If forced into conflict, your ability will be greatly impaired due to your fear, and you will always attempt to escape the conflict if you can do so without abandoning close friends and allies. You are likely to faint or become non-functional for a period following any such conflict.

Phobia: Zoophobia (+200 CP)
You are terrified of non-human animals larger than a fox. You cannot helpfully interact with domesticated creatures (cattle, pigs, sheep, reindeer most notably), and would not willingly pursue any large animal in hunting. If forced to defend yourself against one, you are meaningfully impaired by your terror.

Personal: Cultural Limitations (+100 CP or +200 CP; requires Inehmo culture)
For 100 CP, you may only start with skills that are part of your culture's associated skills list, including weapons, but you may learn others at the basic level (but never master them). For 200 CP, you are completely incapable of learning how to do skills that are not on your culture's list.

Personal: Inferior Form (+100 CP)
Some of your physical and mental abilities are not up to the standard of other members of your tribe. Pick either two of the eight Basic Abilities to be well below average, or one to be borderline non-functional. This overrides any CP spent on those attributes (so save that CP), and (as all drawbacks) overrides any other increases to those abilities for the duration of the drawback.

Personal: The Spirit World (+200 CP)
You have a bit too strong of a connection to the spirit world, it seems. You'll often be distracted by seeing things that aren't really there, colors and sounds. This can be a deadly distraction at the wrong time.

Personal: Compulsive Ritual (+200 CP)
You are deeply concerned with offending the spirits at all times, and regularly waste time, averaging two hours every day, performing rituals and prayers that don't actually help your position with the spirits (perhaps they're annoyed at you for overdoing it?)

Personal: Heathen Spirits! (+100 CP; +50 additional with Inehmo culture)
You cannot make any purchases from the Ritual section. Additionally, you cannot learn or use any rituals within the world. (The Inehmo receive an additional +50 CP, but lose use of the 100 CP stipend from that section when taking this drawback.)

Personal: Dabbler (+100 CP)
You may not purchase Mastery in any skill, including weapons, though you can still increase your skill in-setting normally.

Unfamiliar Tribesman (+100 CP; requires Inehmo culture)
You and your companions begin unrecognized by any of the peoples of the land. Though you are still recognizably Inehmo, no one (other than companions) knows you personally, nor do they recognize you as one of their particular tribe. You can still build relationships with them from there, and perhaps even become accepted as one of their own. Alternately, you are recognized as a member of a lost tribe, one that was destroyed by the invading Njerpez, or lost to the whims of Nature.

Exile (+100 CP; requires Njerpez or Foreign Trader culture)
You have been cast out by your respective culture. Whether it was cowardice, betrayal, or murder, the best welcome you can expect from even those sympathetic to you is an opportunity to run away before they strike you down. Recognizable as a foreigner, you must yet make your way in the lands of the Inehmo… somehow. This drawback requires that you spend the significant majority of the jump in the lands of the Inehmo.

Unmistakable Foe (+100 CP; requires Exile and Njerpez culture)
In addition to your Exile, you find it impossible to conceal your Njerpez culture, possibly due to distinct coloration. As a member of the culture that is a mortal enemy to the Inehmo people, your trials will be all the harder. Only your companions will accept you easily, and they too will be shunned at best for accepting you.

Anathema (+100 CP; must be Inehmo; +100 additional with King of the Inehmo)
The tribe closest to your starting location, other than the Njerpez and your tribe, recognizes and hates you and your companions as deeply as the enmity between the Njerpez and the Inehmo. This may be because the spirits sent visions warning them against you, or it may be because of some perceived or real past transgression. But all authorities within the tribe will recognize you, and give you no quarter.

Unfriendly Tonttu (+100 CP; requires Inehmo culture)
The Tonttu are the spirits who protect homesteads and dwellings. For reasons that may or may not be known to you, some do not view you favorably. While in many cases this will manifest as a *lack* of help, rather than any outright hostility, you can expect bad fortune events to occur with twice the regularity in any places you otherwise dwell in safety. Tools may break, logs may crack, and (very rarely) a fire may catch.

The Spirits are Angry (+100 CP; +100 additional with One Hand Tied)
Your entire stay here you (and companions) will find yourself fighting a constant battle just to keep the spirits from hating your guts. Your actions anger them twice as much, and your appeasements offer only half the benefit. There is a regular and constant drain on their mood just by your very presence. If not constantly sacrificed to, your fishing lines will regularly break, your meat will spoil, your footing will slip, and the beasts of the wild may attack you in fury.

World: Little Ice Age (+100 CP; +200 additional with One Hand Tied)
A minor ice age is taking place for the duration of your time here. Expect temperatures to be 2.5 C/4.5 F colder on average. That may not sound like a lot, but it makes a tremendous difference in making the winters longer, the growing season much shorter, and much of the land permanently snow covered. Game will be thin on the ground, and you best become an expert at ice fishing.

World: Neolithic (+100 CP; +200 CP additional with One Hand Tied. You cannot be Njerpez or a Foreign Trader.)
Metalworking has not reached the lands of the Inehmo. Well, other than the metal weapons and armor of the Njerpez that are still as viscous as ever. Expect to find no other metal tools or implements, nor to be able to trade for them. The Metalworking skill may not be chosen.

World: Meager Hunting (+100 CP; +200 additional with One Hand Tied)
Perhaps there was a great sickness among the wild herds, perhaps the fur trade has caused overhunting, or perhaps the spirits have grown angry with the Inehmo, but in your years here game is not plentiful, existing at no more than half its normal level. This impacts not just you but all of the Inehmo people.

World: Njerpez Rush (+400 CP. You cannot be Njerpez.)
The Njerpez are far more numerous, and looking to take all the land of the Inehmo for their own. Without your intervention, they will overrun half the remaining land of the Inehmo within ten years. You have a new victory requirement in addition to any others: drive out the Njerpez from the lands of the Inehmo entirely.

World: Foreign ~~Traders~~ Invaders (+400 CP. You cannot be a Foreign Trader.)
Rather than being relatively peaceful traders, those coming across the sea from the west have pillaging on their minds, and they come in greater numbers, too. They are just as much a threat as the Njerpez to the east, and harder to strike back at across the vast sea. You have a new victory requirement in addition to any others: even if isolated islands fall, the western coast of the lands of the Inehmo must be made reasonably safe from the foreigners' predations.

End

If you survive ten years, you can move on to the next adventure, stay here, or head home. Any property that you developed with abilities appropriate to this jump can come with you. This includes, for example, your farmstead, cabin and surrounding property, but not a factory you may have built with out-of-jump abilities.

Notes

In the UnReal world, you start in a season of your choosing, Summer being the easiest at first, but Spring usually having the most potential for preparation before winter. Choose whatever season you want, though.

v.1.3: Extensive overhaul. Expanded description of skills and mastery of them. Added many drawbacks, removed “Bear Rush” (for being a bit too ‘silly’). Added King of the Inehmo special ‘drawback’. Clarified working of “Both Hands Behind Your Back”. Added A Common Enemy scenario. Now allowed to choose three scenarios, rather than two. Little Ice Age reduced in severity to 2.5C/4.5F. (Still worse than the actual historical "Little Ice Age", and with major impacts, but the previous values of 5C/9F were insane). Scenarios renamed to Goals. Start drawbacks renamed to Scenario drawbacks. New skills added. Some reweighting of skill CP. Basic Abilities slightly reworked and descriptions expanded: Removed “Speed”, folded into others. Rework of some perks. Probably other things I’m forgetting.

v.1.4: Reformulated how skills purchases work a lot: bonus CP in culture groups instead of discounts; the previous method led to builds that were overly focused on only the discounted skills of your tribe. Base weapon skill now 50 rather than 100. Several new drawbacks, reformulated that section a bit. Bow and arrows give five dozen arrows rather than three dozen. More gameplay images. Adjusted some rituals. v.1.4.1: Typos

v. 1.5: alterations to drawbacks (mainly bumps in CP awards). Two new ones: “Personal: Heathen Spirits!” and “Personal: Dabbler”

v. 1.6: King of the Inehmo now adds +100 to companions. Change how basic attributes scale. More expensive at high end, but increased stipend. Item stipend now a simpler “25 CP for every 100 spent on Skills”. ‘Fine’ items renamed ‘Masterwork’ to better reflect in-game terms for best items. Replenishing items changed to replenish “narratively” rather than “magically”. Trade Goods item. Suggested item associations chart. Several “base” skill prices cheaper (while mastery cost still the same). If you spend 400 CP on rituals, all other rituals become discounted (to enable ‘shaman’ builds). “Other Perks” made cheaper and reworked to remove the more powerful “post-jump” power, which was weird and awkward and I’m ashamed for ever writing it.

Appendix 1: Items of UnReal World

To give you a sense for what items are common.

Clothing in UnReal World is made from several different materials. Cheapest and most readily available are various kinds of birch-bark coverings which provide little in the way of protection or warmth. Next are hemp linens, which can range from very coarsely made to very fine. These tend to be the best clothing for hot weather. After that is wool, which provides much more warmth, and leather, which isn’t as warm as wool but much more protective against blows. Fur is the most valuable clothing, as it provides as much protection as leather and the most warmth of any clothing. It cannot be worn easily in summer months, however.

Armor in UnReal World, beyond the protection that leather and fur provides, is rare. If a warrior has any metal armor it is most likely to be a helmet, but other pieces of metal armor can be found, especially in the Driikiläiset territories, or in trade with Foreign Merchants. Chain hauberks, coifs, cowls and leggings are the mightiest metal armor that you will find, but very heavy, and very expensive to acquire. To the east, the Njerpez often wear Lamellar armor crafted from metal plates sewn together. This armor has the advantage of being more easily repairable than chain or solid iron. Shields, on the other hand, are fairly common, usually wood with metal bindings. Shields are the most effective defense against arrow fire.

Axes are a reasonably common weapon and tool. The two-handed Battle Axe is one designed purely for combat, and thus is the most effective at it, but it is far less useful at utility applications. The Broad Axe is perfect for carving logs and building walls; the Splitting Axe is ideal for splitting a log into boards; the Woodsman’s Axe is designed for felling trees; and the Carving Axe is best for fine work. Axes can be used for things they are not designed for, of course, but they will not be nearly as efficient. An experienced settler will want to have one of each. There is also the Handaxe which is light for travel, and does an ok job at most tasks.

Swords are very rare outside of the Driikiläiset territories, and even there they are uncommon. They are frequently carried by Njerpez and Foreign Traders, however, and are, on average, slightly superior in melee combat than other forms of weapon. Starting with Short Swords and Scimitars, which are the weakest of the swords, there is then the cultural Njerpez Scimitar and Broadsword, which are much more deadly. All those are one-handed. For two-handed swords there is the Bastard Sword and the large Battlesword, the latter of which is the most effective melee weapon in the game, though having to use two hands neglects a shield.

Spears are the most common melee weapon for combat, with a wide variety favored among the many tribes. The Ango is used by Islanders and used for fishing and self-defense, while the heavy Kaumolais spear is suited purely for combat. The Northern-Spear is a favored weapon in the winter, as it doubles as a ski stick, and various forms of Tridents are also not uncommon.

Knives are essential tools for most trades, and any hunter, fisherman, trapper or warrior will generally have at least one knife of some sort. The Skramasaksi, Northern Knife and Kaumolais Knife are all culture-specific knives, but share the properties of being heavy-duty knives, suitable for combat and actions such as cutting thin branches. The Hunting Knife is similar, but is found throughout the tribes. Broad Knives are the ideal knife for skinning and tanning, the use of the Fisher’s Knife is obvious, and the Small Knife is the best for fine details.

Bows are fairly common, and surely every hunter will have one. They range from the shortbow to the longbow, with some cultural variations, though all function more or less the same. Crossbows are rare, generally found only among Foreign Traders or the Driikiläiset. There are, of course, arrows to go with, of three general varieties. The standard piercing arrow, blunt arrows which are less effective but do not damage creatures’ hides, and broadhead arrows to induce heavier bleeding.

Other common tools include sickles, grainflails, metal pots, wooden tubs, leather skins, nets, fishing poles, cups, bags, bowls, shovels, skis, paddles and punts (small boats). Tools for smithing, pottery, and sewing/knitting are less frequent, but found in every tribe.

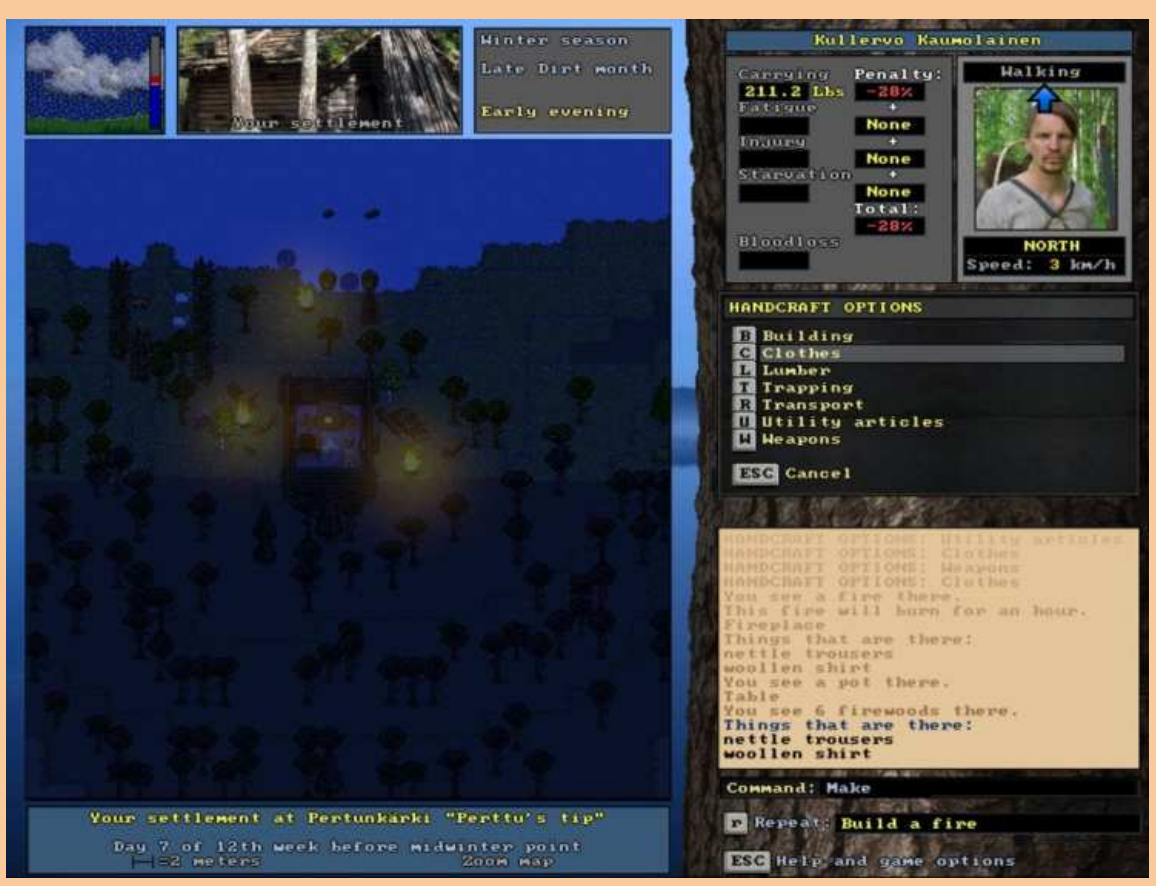
Appendix 2: Gameplay Images

To give you a sense for the setting.





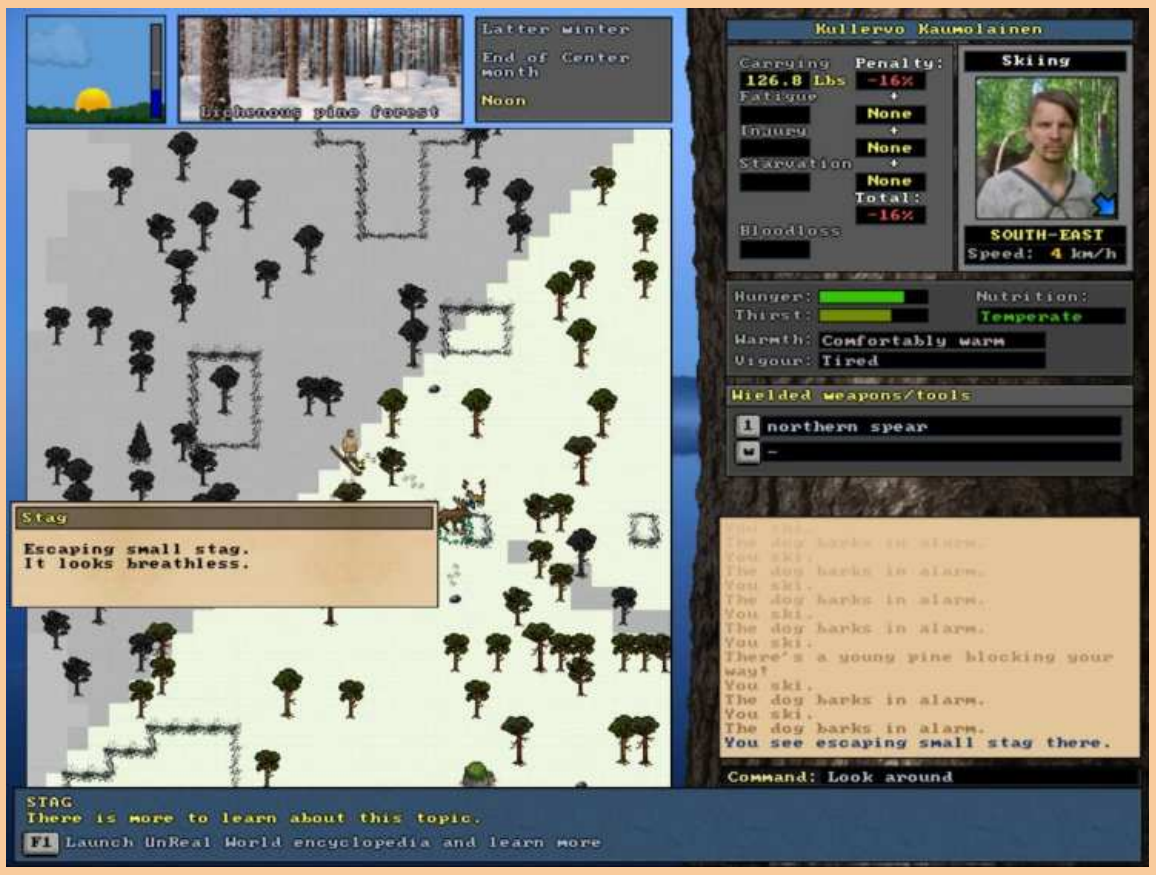











Latter winter
End of Center month
Noon
Lichenous pine forest
Kullervo Kaumolainen
Carrying 126.8 Lbs
Penalty: -16%
Fatigue + None
Injury + None
Starvation + None
Total: -16%
Bloodloss
Skiing
SOUTH-EAST
Speed: 4 km/h
Hunger:
Thirst:
Nutrition: Temperate
Warmth: Comfortably warm
Vigour: Tired
Wielded weapons/tools
1 northern spear
Stag
Escaping small stag.
It looks breathless.
You ski.
The dog barks in alarm.
You ski.
The dog barks in alarm.
You ski.
The dog barks in alarm.
You ski.
The dog barks in alarm.
You ski.
There's a young pine blocking your way!
You ski.
The dog barks in alarm.
You ski.
The dog barks in alarm.
You see escaping small stag there.
Command: Look around
STAG
There is more to learn about this topic.
F1 Launch UnReal World encyclopedia and learn more


Winter season
Beginning of Dead month
Early evening
Your settlement
Jouka Koivulainen
Carrying 41.7 Lbs
Penalty: -6%
Fatigue + None
Injury + None
Starvation + None
Total: -6%
Walking
EASTERN WALL
To do this, you need the following equipment, materials and/or articles:
Log
Axe for carving the logs
Axe for finishing the walls
HANDCRAFT OPTIONS: Building
BUILDING OPTIONS: Wooden building
WOODEN BUILDING: Eastern wall
(1) You need log * 6.
The 4 logs and the 2 logs nearby will be used.
(2) You need axe for carving the logs - preferably a carving axe.
The fine woodsman's axe in your inventory will be used.
(3) You need axe for finishing the walls - preferably a broad axe.
The fine woodsman's axe in your inventory will be used.
Ok, you have all the necessary equipment!
[SPACE] to continue -- [ESC] cancel
Your settlement at Viimakangas "Draught heath"
Day 4 of 11th week before midwinter point
=2 meters
Zoom map
r Repeat: Build a fire
ESC Help and game options


ARMOUR COVERAGE STATISTICS
COVERAGE ASPECTS:
BLUNT Blunt attacks
POINT Point (stab) attacks
SQUEEZE Squeezing attacks
EDGE Edge attacks
TEAR Tear (bite/claw) attacks
WARMTH Protection against cold
AVERAGE Average (excluding warmth)
OVERALL ARMOUR COVERAGE
...against: WARMTH
INFERIOR PROTECTION
AVERAGE PROTECTION
SUPERIOR PROTECTION
ESC Exit
Various coverage aspects show your armour protection against different kind of attacks. Some armours can be very protective against some attacks but can't maybe absorb other kind of attacks at all. This is mostly a matter of armour material. See more information from the game info browser.
ARMOUR MATERIALS
Coverage against specific attacks depends on the armour material.
F1 Launch UnReal World encyclopedia and learn more


Chatting with Jousia the Reemilais sage
Kalle
"Remind me about what I owe you?"
Jousia the Reemilais sage
You've got trident, splitting axe, glutton fur, 4 dried hare cuts and birch-bark box of turnip seeds. That's what you have to pay for.
You are bargaining about
paying your debt
and are willing to trade your
fine hunting knife
3 arrows
beaver fur
rough forest reindeer fur ..
for it.
1 Offer items for payment
2 "What of my items you'd prefer in this trade?"
3 "Remind me about what I owe you?"
4 Start the trade again from the start
ESC "Goodbye"
0 Back to chat mode selection


Midsummer
Late Hay month
Small hours
Coniferous forest
Kullervo Kaumolainen
Carrying 66.4 Lbs
Penalty: -10%
Fatigue + None
Injury + None
Starvation + None
Total: -10%
Bloodloss
Walking
NORTH-EAST
Speed: 4 km/h
Hunger:
Thirst:
Nutrition: Good
Warmth: Hot
Vigour: A bit tired
BUTCHERING THE CARCASS ...
Time spent: 14 minutes
Progress:
Effort: Easy
Wait, or press [ESC] to cancel.
You may continue afterwards.
The rough hunting knife wielded as a primary weapon.
(1) You need cutting weapon - preferably a knife.
The rough hunting knife in your inventory will be used.
Ok, you have all the necessary equipment!
The hunting knife is the right tool here but suffers from rough quality.
You start to cut the Badger carcass...
Command: Cut a carcass for meat
r Repeat:
ESC Help and game options
Coniferous forest at Roistovuori "Robber mountain"
Day 2 of 12th week before winter season
=2 meters
Zoom map


Midsummer
Hay month
Evening
Lichenous pine forest
Kalle Kaumolainen
Carrying 66.8 Lbs
Penalty: -10%
Fatigue + None
Injury + None
Starvation + None
Total: -10%
Bloodloss
Walking
NORTH-EAST
Speed: 4 km/h
Hunger:
Thirst:
Nutrition: Well-fed
Warmth: Rather warm
Vigour: Tired
Wielded weapons/tools
1 fine hunting knife
2 crude javelin
to immediately attack again!
The bear tries to bite the dog.
It rushes to bite it and it makes a late attempt to leap away.
It barely catches it but manages to bite it in its thorax.
The dog growls in pain.
Nestor tries to swing the bear with his staff.
He carries out a perfect blow.
He lands a solid hit to its hip.
The bear roars in pain.
The bear stumbles and falls.
Nestor gains tactical advantage to immediately attack again!
Bear attacks Nestor!
Command:
r Repeat: Talk to someone
ESC Help and game options
Lichenous pine forest at Nyrkkikangas "Fist heath"
Day 3 of 13th week before winter season
=2 meters
Zoom map


Winter season
Dead month
Morning
Camp
Kullervo Kaumolainen
Carrying 84.7 Lbs
Penalty: -11%
Fatigue + None
Injury + -25%
Starvation + -11%
Total: -47%
Bloodloss
Walking
NORTH-WEST
Speed: 1 km/h
Hunger:
Thirst:
Nutrition: Scarce
Warmth: Comfortably warm
Vigour: Tired
Njerpez warrior
Aggressive Njerpez warrior.
He is wielding a hunting bow.
He is wearing leather boots, linen trousers, linen shirt, woollen tunic, fur hood, leather belt and lamellar cuirass.
He is carrying knife, 4 arrows and 2 smoked fox cuts.
Command: Look around
NJERPEZIT
There is more to learn about this topic.
F1 Launch UnReal World encyclopedia and learn more


Latter summer
Beginning of Fall month
Late afternoon
Heathland
Tiermes of Owl-tribe
Carrying 45.7 Lbs
Penalty: -11%
Fatigue + -6%
Injury + None
Starvation + None
Total: -17%
Bloodloss
Walking
NORTH-WEST
Speed: 6 km/h
Hunger:
Thirst:
Nutrition: Temperate
Warmth: Sweaty
Vigour: Tired
Wielded weapons/tools
1 northern bow
The arrow scratches its abdomen.
It starts to bleed from the abdomen.
The forest reindeer falls prone.
The forest reindeer seems to have fallen unconscious.
The arrow wielded as a secondary weapon.
You draw your northern bow and prepare to shoot.
Aiming Zone: Body
You aim your northern bow at the forest reindeer and shoot.
You fail to deliver a steady shot and the arrow flies slightly off the forest reindeer.
The arrow scratches its shoulder.
Command:
r Repeat: Fell a tree
ESC Help and game options
Heathland at Äijännousu "Äijö's climb"
Day 1 of 6th week before winter season
=2 meters
Zoom map