The Bronze Age Collapse
A Jumpchain CYOA
By Crimson Moon Anon

The beginning of the Bronze Age heralded the greatness of mankind's first civilizations: Egypt and Sumer, Akkad and Elam, and many lesser peoples besides. For the first time in history long-distance trade became essential to the workings of human society, and polities greater than primitive city-states began to form. Pharaoh Menes united Egypt during the dawn of this age, and centuries later Sargon of Akkad would build the first empire in history, and from there on the glories and horrors of war would only expand in scope and reach.

More than a thousand years have passed since those early days, and mighty civilizations have risen and fallen in equal measure. Three great powers now dominate the Near East, and under their watchful gaze trade flows between far-off cultures like never before. The newborn art of international diplomacy is maturing, as one of the first known peace treaties will be signed in but a few decades.

But even as the mighty empires of Egypt, and Hatti reach their zenith, even as Assyria climbs ever closer to total regional supremacy, all of the known world stands on the brink of disaster.

Events beyond mortal understanding are unfolding, and whether it be the will of the gods or merely cruel happenstance a series of *extremely* unfortunate events will unfold across the region, destabilizing the delicate international system most all the polities of the Near East have come to rely upon. Weakened and divided, only three civilizations will survive the scourge of the Sea Peoples and the other nameless barbarian tribes ready to surge into the civilized lands, and all three will be left mere shades of their former glory.

But you...your arrival has not been written. Perhaps someone of your unusual nature could avert the coming dark age that threatens to smother the light of Near Eastern civilization, or perhaps you simply wish to watch this world burn?

Either way, you'll be starting out with 1000 CP to spend.

A Brief Note

The Bronze Age Collapse took place over a fairly extended period of time, and the underlying causes for some of the Near Eastern civilizations' destruction can be traced back even farther. By default, this Jump will allow you to either stay from your start date to 1150 BC, or if you desire a briefer stay in this period you may conclude your stay after the traditional ten years have passed. Naturally, drawbacks override your decision here.

Should you choose to stay in this world beyond the limits of a human lifespan without possessing any form of preternatural longevity, agelessness, or outright immortality, you will be allowed to either reincarnate into the body of a living descendant or heir of yours, or be freed from the specter of old age for the length of the Jump.

Time & Place

If you choose to adopt the history and memories of a local, you may freely choose to appear at any publicly accessible location within the dominion of your culture, at any time between 1274 BC to 1178 BC, presuming your culture still exists in your chosen time.

Otherwise, roll a 1d6 for your starting location.

1274 BC Kadesh, The Levant: You find yourself in Kadesh, an ancient city of fairly minor import which sits upon the river Orontes in the Levant. More importantly, the city currently stands upon the border between the warring Egyptian and Hittite Empires.

Your arrival places you two weeks prior to the famous battle just outside the city proper between the armies of Pharaoh Ramesses II of Egypt and King Muwatalli II of the Hittite Empire. While the outcome of the battle was originally destined to be inconclusive, it would not be difficult to turn the tides of battle in favor of your preferred victor, perhaps even allowing you to end the border war between the two empires fifteen years early.

1250 BC Mycenae, Greece: During the Late Bronze Age the city of Mycenae was the center of the largest of the Greek palatial states, about twice as large as its peers, and could be considered the cultural and political capital of the region. While the king or 'wanax' of Mycenae does not truly rule the other Mycenaean Greek states, he seems to have a great deal of influence over them, which is apparently sufficient for the King of the Hittites and the Pharaoh of Egypt to address him as an equal.

The city of Mycenae itself is not particularly large, and it serves more as a fort from which military strength can be projected than as any sort of commercial hub. That being said, outside the acropolis there is a decently-sized residential area in which the common folk dwell, and

should you lack the social ties to find lodging with the city's elites you can likely find shelter among their lessers.

But even with all the Wanax's power and wealth, turmoil beyond even his ability to handle is brewing in Greece. Within a year a wave of chaos and destruction will ravage this land, Thebes and Orchomenos will be razed outright and Mycenae will be assaulted, and if events are not changed this will lead to the loss of many lives and much of the residential portion of the city outside the acropolis will be reduced to ashes. Following this trade in the region will decline, and while Mycenae will build its famous cyclopean walls, they will ultimately not be enough to save the city in a half century when the collapse begins in earnest.

But perhaps some noble traveler from distant shores could save the flame of Greek culture and civilization from sputtering out in such an ignoble fashion?

1237 BC Nihriya, Formerly Mitani: You appear upon what will someday be known as the Armenian Highlands, specifically in the area known as 'Nihriya', roughly corresponding to the modern Turkish provinces of Van and Hakkari. The inhabitants of this land are divided into numerous tribes that once owed nominal allegiance to the king of Mitanni, but with the subjugation of Mitanni as the Hittie vassal state of Hanigalbat, they are now free...for the time being at least.

In three weeks time though, this will be the site of a truly fateful battle. The Battle of Nihriya will be the culminating point in the war between the Hittites under Tudhalia IV and the Assyrians under Sulmanu-asared I for control of Mitanni's still-cooling corpse, and whichever side wins this battle will almost surely win the war. Should you choose not to interfere the Assyrians will likely emerge victorious and in doing so end forevermore the nominal independence of the Mitanni remnant and send the Hittites into a nigh-irreversible decline.

1193 BC Ugarit, Kingdom of Ugarit
You've found yourself in the capital of the small but wealthy kingdom of Ugarit. Sitting upon the shores of the eastern Mediterranean, it serves as a key center of trade between Mesopotamia, the Levant, and the barbarous lands of the far west. Politically, Ugarit has been the nominal vassal of Hatti for centuries but has retained functional independence for most of that period and freely courted the favor of the Egyptian Pharaohs.

But every story must some day meet its end, and Ugarit's will soon be upon it. In a year's time you will find the city around you besieged by land and sea by the Sea Peoples. What military forces the small kingdom possesses will be occupied in the land of Hatti, aiding their nominal overlords in quelling the chaos plaguing their Anatolian heartland. Should nothing change, the

walls of Ugarit will fall, its people will be slaughtered, and a city that has stood for more than five thousand years will be no more.

1193 BC Hattusas, Hittite Empire
You stand in the capital of the once great empire of Hatti, but it is plain to even the most unobservant of dullards that its glory days have left it far behind. From here reigns King Suppiluliuma II, a king of decent but unexceptional ability. The city itself is still secure and prosperous, though there's an undeniable tension in the air as news of the Sea Peoples ravaging the coastal holdings, the Kaskas, Phrygians and Bryges marauding through the Anatolian heartland, and the Assyrians seizing whatever territory is left in the Fertile Crescent seems to reach the city every other week.

As you may have already guessed, should nothing change in three years time, this city will be burnt to the ground, and the last king of Hatti will fade into the annals of history along with his empire.

1178 BC Djahy, Egypt
There seems to have been a mistake somewhere along the line. Instead of appearing a year or two before one of the calamities that struck this era, you've been thrown straight into the action. You stand a few hundred meters from the clashing hosts of the Sea Peoples and Pharaoh Ramesses III. It would be simple for someone in your position to slip away and flee, or if you have a heart filled with courage, you could charge into this battle.

Who knows, whether you shed blood for the Pharaoh or the Marauders, if you distinguish yourself here then even the mostly lowly of soldiers might earn a truly grand position for himself.

Origins

You may freely choose your age and gender, though keep in mind that even the most (comparatively) egalitarian of cultures in this time are still extremely restrictive in regards to the freedoms of women by modern western standards.

Should you decide to forgo a history in this world, simply choose an origin to receive the discounts of. Note though, that you are still forsaking any other benefits the backgrounds offer by doing so.

King

Jumper! Long ago was your bloodline elevated above the common masses by the gods who dwell in the heavens above and within the earth below, and just as your father and his father before him, so too shall you rule over the land and its people in their name. Remain wary though, for while you may be the chosen custodian of the gods' will upon this world, there are many among your subjects who would see you lessened, your will subverted and your vision obscured.

Should you desire a less blatant role though, then you may instead deign to be a member of your culture's royal family. Specifically one positioned in either a role of temporary authority, such as a Queen Regent, or one positioned to soon ascend to the throne, whether that makes you a Crown Prince ruling in the stead of your ailing father, or a scheming middle-child soon to launch a coup to seize the throne for yourself.

Noble

Perhaps the burden of the throne is too much for you to bear, or the call of coin and wine sings more strongly to you than the call of the crook and flail. Whether you bear the blood of kings, princes, or lesser chiefs, you have some form of blood tie to your culture's royalty, but have little to no chance of claiming the throne. Instead of pursuing that futile dream, you seek your fortune in the trade within and between the various cultures of the Near East. Whether it be in private expeditions, or business conducted 'on the side' while serving as an envoy for the rulers of your culture. You are a merchant of some import and have contacts throughout the known world, and perhaps beyond.

Priest

Or a scribe, as the case may be. Regardless, you are an educated and literate person in a time where the organization and centralization of the economy is vital and the literate are few and far between. Naturally, you possess a fairly privileged position in society, whether you work for the state or one of the various temples you will find yourself exempt from many of the obligations of the common peasantry. You may freely choose whether you are a priest of a temple, or a scribe working for either a given temple or the state.

Warrior
Perhaps you are a brave companion of your wanax, a valiant warrior serving the king in Aššur, or one of Pharoah's professional soldiers. Regardless, you make your living fighting for your king or the highest bidder. By default you are not a high-ranking officer, though the effects of certain perks may alter this, but you are paid well and properly equipped for the battlefield. May your hands run red with the blood of your foes!

Culture

New Kingdom Egyptian: You are a child of the Land of the Gods, the Black Land of the Nile, known in later times as Egypt. Under the guiding hand of the Pharaohs of the 18th, 19th and 20th Dynasties, this New Kingdom is experiencing a time of unprecedented prosperity even as great Pharaoh's Empire reaches into the far-away lands of Mitanni and Kush. Whether you count yourself among the auspicious line of the Pharaoh, or a humble soldier you are the product of a civilization older than any other in this world. Stand proud, child of sacred Kemet, for you and yours alone walk upon the path to glory everlasting and life eternal.

Hittite: The Hittites are what will someday be referred to as an 'Indo-European' people who migrated into Anatolia more than eight hundred years ago, though your ancestors only achieved dominance of the region a mere two centuries ago. Compared to the ancient realms of Egypt and Assyria your people are but mewling babes, but under the divine guidance of your king and the strength of your armies, yours will surely be the greatest of all empires. Just...try to keep the kinslaying to a minimum, okay?

Ugarit: By all rights, your people should be of little consequence. The children of a city that has existed in one form or another for more than five thousand years, and yet has not had a single king worthy of remembrance until a mere century ago has no business being compared to the likes of Assyria and Babylonia. But unlike the great empires and kingdoms of yore, yours is a people who live in the moment. It matters little who you call 'master', so long as they can protect your interests and keep the trade flowing. But you must ask yourself this, can you truly rely on the protection of others forever?

Assyrian: Another ancient people ruling a new empire. Named after the original capital of Aššur, the land of Assyria has changed hands many times, both native and foreign. But now your people have thrown off the yoke of the Mitanni, smashed their cities into dust, and are once again a power respected and feared across the whole of the known world. Yours is a people on the rise, and your mighty kings have seen weakness in the feeble folk of Hatti and Kemet,

squabbling over the corpse of a foe slain by your hand. Soon will be the time for the children of Ashur to strike, will you not take a share of the glory to come?

Kassite Babylonian: The old empire of Hammurabi had fallen, the gates of Babylon brought low before the people of Kassi. But all was not lost, for the tribes of the mountain were not blind to the greatness of the heirs of Hammurabi and Sargon the Great before him. The great Kassite kings reclaimed the idol of Babylon's great god, Marduk, and subjugated the warring cities of Sumer just as the great Akkadian kings of yore. But now, after centuries of peace and prosperity, times are changing once more, and the long centuries of stability brought by the Kings of Kassi are beginning to reach their end, as the lion of Assyria turns its hungry gaze upon your people's hardwon lands. Whether you be one of the children of Marduk or a son of Kassi, danger approaches.

Mycenaean: The first mainland Greek civilization, the memory of which will inspire the great classical myths of Grecian heroes and gods after the Dark Age passes. Perhaps you are a child of Mycenae, Pylos, or Orchomenos, but regardless you undoubtedly serve the mighty wanax, both king and high-priest, of the palatial state you call home. All of the great states of your land are to some extent independent of the others, but all acknowledge the wanax of Mycenae as the greatest of lords. Perhaps your time here will see that change, or perhaps not. Either way, the eyes of the gods are upon you, try not to disappoint.

Origin Perks

King

Jumper, The Lawgiver (100 CP, Free for King): The word of the King is the law of the land, but what king has time to handle every dispute within it, all the while managing the workings of his ministers and officials? To the jealousy of rulers living and dead, it seems you do. You are a master of both managing and creating highly efficient bureaucratic systems to ensure the functioning of your realm. Furthermore, you find that creating written sets of laws for your subjects to be an easy task, and your people tend to be eager to adopt whatever legal and bureaucratic reforms you might implement, even when the very concept of a codified set of laws is both new and foreign to them.

A Gift for a Gift (200 CP, Discounted for King): It is beneath the station of a King to engage in petty bartering, and to be caught engaging in such lowly behavior would bring shame upon even the youngest and most impertinent of royal houses. But it seems that not a week goes by in the court of Pharaoh before some foreign delegation comes and goes, carrying gifts to Pharaoh from his 'Son' in Ugarit, or perhaps leaving with a gift from Pharaoh to his 'Brother' in Babylon. Strangely enough, if one were to read through the royal archives, they would find that these 'gifts' seem to be exactly what Pharaoh requested of his Son or Brother not a month ago, and whatever gifts great Pharaoh deigns to give seem to always be requested in advance.

Unlike Pharoah and his peers though, you are capable of bypassing more than just the taboo against kings engaging in commerce. As long as you can plausibly claim that your actions are another, more socially acceptable action, you may freely engage in acts that would otherwise lessen both the legitimacy of your rule, and the authority of the throne itself in the eyes of mortal and divine alike.

The God Jumper, Perfect in Transformations (300 CP, Discounted for King): Some cynics may claim that the power of the King arises from the masses' fear of his mighty host, but you know better. Whether he be a living god in his own right, or merely a custodian of the Will of the Heavens upon this mortal earth, it is for you an unquestionable truth that when he speaks, he speaks for the Gods themselves. Now, your people know this fundamental truth of kingship as well.

Whenever you speak or act within your role as King, or any similar position within a given society, they will instinctively believe that your words and acts are in accordance with the will of the divine. This does not guarantee that you people will obey your edicts, for mankind has a long

and storied history of defying the Heavens, but they will never doubt that when they defy you, they are risking the wrath of the Gods.

Jumper the Great! (400 CP, Discounted for King): A proper King is as much a warrior and general as he is a priest and ruler. It is only proper then, that as a great king in your own right, you have the skills to fulfill your martial responsibilities with just as much grace and excellence as your sacred duties to divine and realm. You are a master almost without peer in all matters of war, whether it be in leading corps of men into battle, directing whole armies, or planning out long campaigns of conquest or defense, you are among the greatest of this or any other age. It would take truly lopsided odds and numerous blunders on your part for an army under your direct command to face defeat. You will also find that when leading from the front, the morale of your men is brought to an almost preternatural height, their hearts filled with as much confidence as if the gods themselves fought at their sides.

A Father to All Kings (600 CP, Discounted for King): In the Near Eastern Bronze Age, it was common practice for foreign kings and princes to refer to each other in familial terms, equals referring to each other as 'brother' and with more prominent rulers being referred to as 'father' by less prominent rulers. While this was not taken literally, excepting cases of intermarriage, you're a bit different. So long as you both occupy roughly equivalent positions in your native societies, foreign leaders will consider you to be as close as the most beloved of siblings, making them more than willing to put both their own and the interests of their subjects aside where you're concerned...within reason. They won't be abdicating their throne at your request, or dooming their kingdom to annihilation for your convenience, but they'd never think of acting against you or yours, and should you require succor, they'll be more than happy to come to your aid.

Furthermore, should your nation be of greater prominence, economically, militarily, or culturally, the rulers of neighboring polities will view you as something of a parental figure and, so long as doing so isn't blatantly suicidal or likely to cost them their throne, be more than willing to follow your lead in most matters of state. Keep in mind though, that this is not a sign that they acknowledge you as their ruler, but a sign of their respect for you personally. Should you abuse this influence to their overt detriment, you'll quickly find once dutiful sons and daughters turning against their tyrannical father.

Noble

An Annual Expedition to Faraway Lands (100 CP, Free for Noble): While some of your more well-landed peers prefer to let commercial opportunities come to them, you've seen the truth; you can become a much richer man by finding them yourself. Fortunately, you're quite a skilled traveler. Whether it be by sea or land, you have a near-instinctive grasp for what you'll need to prepare for any form of expedition and the most expedient way to reach any possible destination with whatever cargo you might desire to bring alone. As a bonus, you are also an excellently skilled ship's captain and charioteer.

Royal Blood (200 CP, Discounted for Noble): It is a sad fact of life that skill and talent alone won't necessarily get you where you want to go. Just being the bastard son of some conquered prince or the first cousin of a King will open more doors for you than any amount of skill alone in this era. Fortunately, you're not exactly some up-jumped peasant.

Regardless of what culture you belong to, you are blood kin to the current royals of the state you reside in. You're nowhere near close to the throne in the current line of succession, but even so you'll find most everyone who knows of your family's kingdom will be much more willing to do business with you, as well as trust you with more valuable positions and dealings. You'll also find your royal relatives will be relying on your trusted services, many of which will take you out of the realm and put you in places of great commercial opportunity. In later jumps, you will always find yourself closely related to a royal family in the setting, should any exist.

Sacred Hospitality (300 CP, Discounted for Noble): The honoring of hospitality is a practice that has, is, and will continue to be for thousands of years one of the most sacred of obligations any human owes to another. A guest is expected to respect their host and share tales of the world, and the host is expected to care for the needs and safety of his guest as long as he remains in his host's care. Messengers too fall under the auspices of a guest, and those who would lay a hand on another's messenger is surely an impious fiend. But sadly, even the greatest of taboos will be broken, and for someone such as you that taboo being broken must be a constant source of dread.

But you, Jumper, will never have to worry about such grim matters. So long as you respect your obligations as a guest, any host you happen to visit will be completely incapable of straying from their own obligations as your host. Never again need you fear carrying a scathing message to an enemy king, or give news of a business failure to your less than legal co-workers. Keep in mind though, that if you stray from your own obligations, you will lose any protection you gained from this perk.

Bountiful Foreign Contacts (400 CP, Discounted for Noble): Much of the most profitable, and vital, trade in this era took place between the great powers of the age, both between the powers themselves as well as private trade conducted by semi-independent merchants. For you, this takes a somewhat more literal form. Any time you have regular commercial dealings with a given individual or group, you establish a sort of bond with them that makes further dealings with you more appealing. Furthermore, the longer these dealings continue and the more often they occur the more profitable they become for both parties. If you would normally ship a few bushels of grain to a village every two months, shipping the grain every month could double your profits in six months, and after a year of such dealings your profits would double again and so on so forth.

Jealousy of Midas (600 CP, Discounted for Noble) There are few who are as great in the arts of commerce as you, though few in this time would look upon it favorably enough to call it an art, in this world. Through amazing skill, a seemingly unnatural quick wit and a luck that could only come from the divine, your commercial endeavours will almost always succeeds beyond even your expectations. No deal is impossible to close, and your profits from them will easily be triple what any sane estimate would place them at. Furthermore, whenever you are on official state business you always seem to stumble upon potentially profitable short-term enterprises. Strangely, your superiors, be they family or not, don't seem to mind you running some business on the side, in fact, they might even be willing to help you with it should such be possible.

Priest

Lingua Akkadia (100 CP, Free for Priest) Whether you are a scribe in the court of Pharaoh, a priest in the temple of Wurusemu at Arinna, or a simple merchant's scribe, you are undoubtedly fluent in both the written and spoken form of the ancient language of Akkad. For it is in that elderly tongue that all matters of diplomacy between princes and kings in the Near East are carried out.

But a mere fluency in the tongue of a fallen empire, lingua franca or no, is hardly a fitting boon for one such as you? If these are your thoughts, then worry not, for this gift is much more than that. Whenever you enter a Jump, you may select one language with both a written and verbal form to be the new 'lingua franca' of the setting. While not every man, woman or child will be fluent in this tongue, most matters of state and business will be carried out in your chosen language and among elite and scholarly circles its usage is nigh-universal. Naturally, you also receive a full understanding of the language you select.

Secret Knowledge (200 CP, Discounted for Priest) In this age the concept of education is far from an unknown, but there is still a distinct lack of any independent formal institution in charge of educating the youth of the great kingdoms. Because of this, the burden of education falls upon the priesthoods, local officials and typically enslaved tutors, and would of course only be available to the sons of the wealthy. Regardless of whatever the particulars of your education here, it was certainly of the highest quality.

Beyond merely being literate in your local language's written form and having the skills to serve as a talented scribe, you've fully absorbed everything there is to learn about your culture's religious systems. You know the beliefs, organizational structure, and ceremonies of every cult and sect within the bounds of your culture and could serve ably as a priest of most any god, goddess, or spirit. In future Jumps, this religious expertise will grow to include equivalent knowledge of all the prominent and influential religions of a given setting.

Deus ex Grapheocratia (300 CP, Discounted for Priest) A robust, efficient bureaucracy is the key to success for every city, kingdom and empire the world over. Is it only through the possession of a class of literate officials able to record the workings of government and commerce that organized large-scale polities become possible, especially in this pre-monetary age. The education and employment of scribes then, is one of the key factors for any empire's survival.

You thought, are no ordinary scribe. Whenever you take part in any sort of bureaucracy its efficiency skyrockets to an almost preternatural degree. Your subordinates will never squabble

amongst themselves, nor indulge in sloth, and all the work you supervise will be completely error free. Your superiors will always acknowledge and genuinely consider requests made in an official capacity and your department will always receive, at the very least, however much funding is truly needed to function. As a small bonus, you may freely remove your capacity to feel boredom at will and are in possession of exemplary organizational skills.

The Scheming Priests of Amun (400 CP, Discounted for Priest) It is suspected by many that the heretical Pharaoh Akhenaten was, at least in part, motivated to mandate the worship of Aten as the one god by the rising political power of the Thebean Priests of Amun. Indeed, the religious, economic and political power of the Priesthood of Amun centered at the Temple of Karnak had grown throughout the New Kingdom and at points threatened to exceed even the Pharaoh himself.

It is only seemly then, that one as wise as you would have taken the lessons of the priests Amun to heart. You have the skill, knowledge, charisma, and plain dumb luck to accumulate vast amounts of economic and political power while acting under the auspices of a religious organization, scaling both to your position within the organization's hierarchy and the prominence of the organization. As the priest charged with tending to a small rural village shrine to a minor deity, you could accumulate enough 'soft' power to rule whole provinces behind the scenes in a few short years. But if you were the high priest of a prominent temple...well, you might find yourself ruling in the place of your King with but half a decade of work and a bit of luck.

Bridge to the Divine (600 CP, Discounted for Priest) The role of a priest is to serve as a link between the divine and the mundane, a mediator between humanity and the gods. All of the rituals, ceremonies, and festivities you undertake, oversee, and organize are ultimately meant to help you carry out this central role. But what use is a mediator between something that does not exist and that which does?

You at least, needn't ask. Any religious ritual, ceremony, or informal offering you personally carry out or oversee will function as if the divinity or force you are beseeching exists in a given setting. You must still carry out the ritual as the deity, spirit, or metaphysical force would normally expect if you wish to see the same results come to pass, but so long as all the formalities are observed and you have not recently acted in a way that would anger the gods you would call upon, the world will bend just as it would if the gods were there to answer your pleas themselves.

Warrior

Bare Necessities (100 CP, Free for Warrior) To survive as a warrior, one needs many skills. One must know how to use and maintain what arms and armor one is lucky enough to possess, how to march and fight in formation as well as how to strike down the enemy in single combat. Most of all, one must know how to forage in the wilds for food to supplement whatever supplies the host can provide.

While not a master, you are more than proficient in all of these skills. Whether it be the wielding of the compound bow, the khopesh and the spear, fighting from or driving a horse-drawn chariot, or foraging for supplies, your skills are well refined and significantly greater than the average professional soldier of this era

The Fourth Horseman (200 CP, Discounted for Warrior) For near all of human history, the greatest bane of any soldier is not his mortal enemy, but the eternal curses of disease, starvation, and exposure. Of these three foes, disease is undoubtedly the most severe, being the single largest cause of death among soldiers in this time.

But it would be quite unseemly, for a Jumper to be felled by an infected scratch barely visible to the eye. Therefore, you have been granted a truly preternatural resistance to all diseases under the sun. It is nigh-impossible for any natural disease to infect you, and should the unlikely occur your body will fight it off with almost casual ease. Even supernatural and engineered diseases have a hard time latching onto your robust physiology.

A Talent That Surpasses Blood (300 CP, Discounted for Warrior) In this age, it is a rare thing for talent alone to allow one to ascend to the peak of society. Certainly you can become a more prominent merchant, scribe, or soldier than your peers should you put the work in, but the highest posts and positions are almost always reserved for those with blood ties to the king or a subjugated prince. But to every rule there is an exception, and you are that exception.

So long as you show sufficient talent or skill to perform adequately in a given position, your superiors will consider you for it without giving any preference for those of noble blood, though they might still choose your competitor if they prefer them on a personal level or require their political support. But if you outright surpass your competitors in skill, you will find that you always receive your desired post when openings arise, and should one of your superiors commit any notable blunders, you'll quickly find yourselves their replacement so long as they themselves have someone sitting above them in the relevant hierarchy.

Jumper, Standing Before Them Like Set (400 CP, Discounted for Warrior) In the blood-soaked fields of war, you are truly a monster. Whether it be with spear, sword, axe, bow, or sling, you are a master in the use of all the weapons of this age, all those standing before you being mere novices. Even if you were completely surrounded by an enemy host on your lonesome, you could charge their lines on foot and break them before your might. If the gods smile upon you, that will be enough to return you to your host, lest your arms tire and you fall into death's embrace.

Heir to Ḫattušili III (600 CP, Discounted for Warrior): When you stand with your fellows and subordinates upon the field of battle, the gods smile on you all. As long as you are fighting side by side with your comrades, whether they be your equals or subordinates, your men fight with greater skill and physical ability and fortune seems to favor victory for you and yours.

Your fellow soldiers though, are hardly blind. They see the benefits your presence brings them, and because of this you will find that the more you fight besides a given set of men, the more their loyalty will shift towards you. Strangely, your superiors seem to either never notice this worrying trend, or dismiss it as an irrelevancy. Perhaps you will find the throne within your reach after all...

Culture Perks

New Kingdom Egypt

To Stand Against the Sands of Time (100 CP, Free for Egyptians): Some of the greatest monuments of all time were constructed in Kemet, and certainly they fared the best of all those in the Near East. Whenever you take part in the design or construction of a notable structure, they are imbued with a longevity that defies explanation. Many millennia from now, your monuments will stand proud and near completely intact, while those of your peers will be naught but dust in the wind. Unfortunately, while time will never truly destroy your works, protection from cannon-fire and explosives are beyond this perk.

The Public's Works (200 CP, Discounted for Egyptians): There's a rather prevalent misconception that the Pyramids and other great monuments of Egypt were built by slaves. While it is certainly true that slaves did likely contribute, the main body of workers were "free" farmers whose taxes to the Pharaoh were partially paid in labor between the planting and harvesting seasons. After all, there's only so much time you can spend repairing irrigation canals.

Similarly, whenever you need a workforce for the construction of a building or other infrastructure project, you will find a large body of unskilled workers with little else to do made available for you. Strangely enough, they seem to work much more efficiently than what can be expected of mundane humans, and so long as the task does not require they possess specialized skills you'll find any building project they take part in completed in half the time. Also, you don't have to pay them, but it'd be wise to provide them with food and water. There may be a lot of them, but they're not infinite in number.

To War Against the Sea (300 CP, Discounted for Egyptians): In more traditional accountings, blame for the Bronze Age Collapse is largely laid at the feet of the Sea Peoples. While their role was perhaps not as large as once commonly thought, they were still doubtlessly agents of destruction throughout region. From Greece to Gaza near every city of any significance was razed, but when the barbarian hordes came upon the mouth of the river Nile, Great Pharaoh Usimare Ramesses III struck them down and scattered them to the wind.

Much like great Pharaoh, you too can stand as a preserver of Ma'at against the earthly forces of chaos. Whenever you find yourself opposing forces of disorder and destruction, whether they originate within or without your society, your ability to thwart their designs is increased exponentially. It matters not whether you seek to ruin some anarchist scheme, expel marauding

barbarians, or repel an invading horde of savages, your efforts and the efforts of those you lead will form a wall against which all but the strongest of foes shall break.

Hittite

A Novel Idea: Treaties (100 CP, Free for Hittites): The practice of writing out explicit treaties with foreign powers was actually a fairly recent innovation in this time period, and your people were among the first known innovators in regards to this practice during their 'Middle Kingdom'. It is only fitting then, that you are particularly astute when it comes to the creation of these sorts of agreements.

Whenever you take part in the creation of an international treaty, or any other form of written legal agreement, you instinctively know how to best word the agreement's terms to both accomplish your goals while also seeming agreeable to the other parties in the negotiations. Whether you choose to genuinely reach a mutually agreeable accord, or simply hide disagreeable portions of the agreement behind a nigh-impenetrable barrier of legalese is up to you. You'll also find that people are unusually hesitant to breach the terms of your agreements, though this hesitance is far from absolute.

Herald of the Chariot (200 CP): Your people were not the first to use the chariot as an instrument of war, but they were certainly *among* the first to utilize it in such a manner. In recognition of this, you've been granted a particular insight into the potential applicability of technologies both new and old to the waging of war. All you need to do is see the device in action or have the idea explained to you, and if it has any potential to be used in warfare you'll see it and the best way to go about implementing it.

Surviving Dynastic Politics (300 CP, Discounted for Hittites): King Mursili I was assassinated by his brother-in-law, Hantili I and Hantili's son-in-law Zidanta, which allowed Hantili to ascend to the Hittite throne. Towards the end of his reign, Hantili had come to regret his regicide and thought that the gods themselves sought to punish him. This regret came just in time for Zidanta to kill Hantili's son Pišeni as well as Pišeni's own children to secure the throne for himself. Zidanta was later killed and succeeded by his own son, Ammuna, and upon Ammuna's death two of his eldest sons were killed by assassins who favored Ammuna's *other* son, Huzziya I, who was shortly thereafter overthrown by his father's brother-in-law, Telepinu.

This is a brief description of the chaos that characterized Hittite Old Kingdom dynastic politics, and while you, as a Hittite of the New Kingdom, will be unlikely to experience such a chaotic political landscape, it's best to be prepared. Regardless of your role in society, you needn't worry about court politics. Ambitious relatives will never consider whether your death would be advantageous to them, nor will those haughty royals consider you a threat just because the king

they’re planning to assassinate seems to favor you, and if you happen to be a servant to the first-born son of the king, you'll never need to worry about assassins deciding to kill you along with your master...as long as you don’t get in their way.

Ugarit

Of Little Consequence (100 CP, Free for Ugarit): While the kingdom of Ugarit became worthy of true notice in the middle of the Bronze Age, the site of the city has been inhabited for much, much longer. While it could not always be called a city, Ugarit has been inhabited as far back as when the very concept of buildings was newborn. One would think that such an elderly site would show signs of disturbance, but its inhibition seems to be more or less uninterrupted throughout time...until the Collapse that is.

Like your home city, so long as you do not seek to attract public attention you will not find yourself being drawn into events on a larger-than-personal scale. Never again need you fear being “at the wrong place at the right time” to get involved in dangerous adventurous or ruinous wars. Naturally, you could decide to forsake this protection in the hope of glory, but be wary, for once you have caught the eyes of the world it is much harder to slink back into obscurity.

The Son of Kings (200 CP, Discounted for Ugrait): Ever since the Hittites’ ‘New Kingdom’ rose to power, Ugarit has sat within their sphere of influence, though to varying degrees. But it was only under the King Niqmepa, who rose to the throne only at the behest of Mursili II, that your people were truly brought under the Hittite yoke. But the Kings of Ugarit did not let such a simple thing as being the vassal state of a great power get in the way of their profit-driven diplomacy. For while they strengthened their economic ties to the Hittites, the Ugarit also paid genuine tribute to the Pharaoh in Egypt. Strangely, the Hittites didn’t seem to mind Ugarit courting Egypt, even when the two great powers were warring over the future of Canaan.

You, strangely enough, seem to have inherited your royal-line’s knack for diplomacy. Not only are you strangely convincing and charismatic, but you can easily manage to ingratiate yourself to opposing parties simultaneously. Neither party will take issue with you cosying up to the other, even if you owe one your allegiance, and both of your allies will be willing to put aside their differences if it means protecting you and yours from danger.

...strategically located between... (300 CP, Discounted for Ugarit): Much of Ugarit’s greatness can be attributed to its location, sitting upon the coast directly on the trade route between the Mediterranean and the Euphrates. Most anything that entered or left Mesopotamia went through Ugarit, and this brought the city and later kingdom great wealth. You may not be able to bring your home with you, but perhaps you can build a new Ugarit on your journeys.

Whenever you settle down in a given area for an extended period of time, you will find that nearby trade routes shift so as to intersect over your home. After a year, you'll likely find trading posts being set up so that traveling merchants have a place to rest on their journeys and exchange goods without needing to travel all the way to their source.

Another two years in the same spot and you'll find a small but quite wealthy town growing around your home as merchants settle down in an obviously up-and-coming locale. Naturally you'll be rather respected in the new community, viewed as something of a founder and respected elder even to those significantly older than you.

After five years though, you'll find that a whole city might have sprung up around your home, easily a rival to your old home of Ugarit in both wealth and splendor. Furthermore, as the now legendary founder of the city, its people now look to you for advice and guidance in matters both private and public. It would not be hard at all to make yourself king of these people, and they would most assuredly welcome it.

Assyrian

A Strong and Fierce People (100 CP, Free for Assyrians): It is only seemly, that Ashur's chosen people are strong of arm and fierce of heart. How else could your ancestors have held your homeland against so many who envied the plenty that has been bestowed upon them? Regardless, you'll find that you take after your people's tendency to produce men of physical prowess. While not supernatural, your body approaches the peak of human capability and the mastery of martial techniques is significantly easier than it should be.

From Another's Ruin, Glory (200 CP, Discounted for Assyrians): The great Middle Assyrian Empire rose to prominence upon the corpse of the Mitanni kingdom, and to regional preeminence through their predation of the Hittites's waning empire. While you may not be as fortunate as King Tukulti-Ninurta I, you've certainly learned from your people's history in this regard. You have an almost preternatural talent for taking advantage of the misfortune of others, whether it be in filling the economic niche of a bankrupt firm, leading your nation to supplant the waning regional superpower, or just knowing that now is the time to buy the stock of a seemingly failing company. As long as someone's fallen on hard times, you know how to best take advantage of it.

What Collapse? (300 CP, Discounted for Assyrians): The only powers of any note that survived the Bronze Age Collapse were the Egyptians, the Assyrians, and Elam. Of these three, the Egyptians lost their empire in the Levant and were destabilized to the point where it was not

uncommon for the Pharaoh in the upcoming centuries to be a mere puppet-ruler, a foreigner, or both, that is, when the country was even united. While not directly crippled by the Collapse, Elam also faded into obscurity for centuries following the end of its ruling dynasty. Your homeland of Assyria though, had a very different experience.

The Assyrian Empire will have already been growing at the expense of the Hittite and Babylonian Empires for some time when the Collapse nearly brings an end to Near Eastern civilization, and in the wake of their rivals' destruction your people will undergo a brief period of further expansion, before internal political issues forced the Empire to retreat to the heartland. Even then, whereas the other survivors faced near constant foreign encroachment, or simple irrelevancy, your homeland will remain strong and secure in these troubled times and will remain nearly as prosperous as before.

It is only seemly then, the Ashur has blessed you in the same manner as he has his chosen people. Whenever disaster strikes the region you dwell within, whether it be manmade or natural, it never seems to harm you or yours unless you are directly targeted by either the disaster itself or the being that set it in motion, as is relevant. Even then, the damage done is always significantly less than what it would normally inflict, and if you've put measures in place that would help minimize the damage beforehand you'll find the recovery takes place in a fraction of the time it would normally take.

Kassite Babylonian

A Pillar of Stability (100 CP, Free for Babylonians): The Kassite dynasty was the longest lived Babylonian dynasty in history, maintaining a period of near unprecedented stability in the traditionally tumultuous regions of Akkad and Sumer. As one who calls Babylonia home, you too can act as a pillar of stability for the world around you. So long as you call a politically united region home, you will find that it suffers a near total lack of political, economic or even cultural instability. The government and economy will continue on as usual without issue, and if you're satisfied with your neighbor's culture, it too will remain much the same so long as external parties are kept from interfering.

Legacy of Hammurabi (200 CP, Discounted for Babylonians): While the great King Hammurabi cannot claim to be the founder of the great city, he was certainly the architect of its glory. When he came to throne Babylon was but a small administrative town, independent only due to the decentralized political situation of the region. Over his forty two year reign great Hammurabi built Babylon into the great city it is today, introduced the divine law of Utu-Shammash to its people, and subjugated the whole of Sumer and Akkad as none since Sargon the Great had managed.

You may not be the great king reborn, but you have certainly learnt much from his exploits. You are greatly skilled as an architect, administrator, and warrior. The compilation of local customs and taboos into a set code of laws is also a task you find simple, as well as telling which of these laws would actually be useful to keep, and which should be quietly discarded. Opportunities to seize control of sizeable organizations, whether they be temples, merchant associations, or whole city-states also tend to make themselves available to you with surprising frequency. Though, these opportunities are always something of a gamble, and often don't have the best odds of success if you're only relying on the skills provided by this perk.

Safe Among Giants (300 CP, Discounted for Babylonians): As shameful as it may be, Babylonia in large part remains independent solely due to neither Assyria to the north nor Elam to the east having the strength of will to subjugate and annex your noble people with force of arms. But stuck between two strong powers, your people's continued independence cannot solely be credited to the complacency of your neighbors. The Kings of Babylon in this age were well known for entering marriage pacts with the great powers of the age, and your kings have even secured lasting peace with even the Assyrians by marrying their king's daughters. Such was the strength of one such bond that when the King of Babylon was assassinated, his father-in-law immediately marched into Babylon to avenge his son-in-law and place his rightful heir on the throne.

Now you, just as your kings before you, have the skills needed to survive living among giants. Whenever you find yourselves in a situation where you are meaningfully weaker than your nominal peers, especially if that weakness puts you at significant risk, you gain an instinctive knowledge of how to gain their favor. It would in fact be only mildly difficult for you to ingratiate yourself to a superior who would materially benefit from harming you, to the point where they wouldn't even consider the possibility, and might even come to your defense should you request it.

Mycenaean

Heir to the Minoans (100 CP, Free for Mycenaeans): It was not so long ago that the Minoans and their merchant fleet ruled the Aegean and Eastern Mediterranean Seas, and though their time has since come to an end, the children of Mycenae have carried on their legacy. Your mastery of the waves is extraordinary, knowing how to sail near every type of ship and being a great captain as well. Under your wise guidance you could lead a small merchant ship made for the calm Mediterranean waters through the most turbulent of storms.

A League of Kings (200 CP, Discounted for Mycenaeans): The great powers of the Near East were, by and large, centralized empires. The idea of smaller powers and dispersed cultures standing up to their might would've been anathema. But as the Mycenaeans proved before, you know a way around that.

Whether you be a great king, or merely a prominent merchant, you are extremely skilled at bringing your peers together to work for a common cause. Furthermore, you have a startling tendency to end up in charge of these alliances and leagues, and so long as the alliance continues to fulfill its given purpose, its members will be willing to obey your decisions even when they extend beyond your official authority.

Palatial Management (300 CP, Discounted for Mycenaeans): Looking back upon the 20th century, many have come to the conclusion that a centrally organized command economy will inevitably fall behind less regulated market economies. Perhaps for others this is true, but you've found a different set of truths.

Regardless of what role you've taken in your society, any efforts on the part of your government to organize and regulate your economy not only tends to achieve their desired end, but also lack the negative unintended consequences that typically accompany intervention in the market. Furthermore, the ability of your culture's governing body to efficiently collect and redistribute goods is vastly enhanced, to the point where if your king collected all the foodstuffs in the realm to his palace, he could efficiently distribute it so that no man, woman or child starved in the realm.

General Perks

The Hieratic Jumper (100 CP): You'll find that in these times, the depictions of rulers tend to paint them as truly massive creatures. This style will later be known as the Hieratic Scale, in which the more important a figure or object is in a visual depiction, the bigger they'll be compared to other figures in the image. Should you wish it, you can now have this system apply to you in future Jumps. The more important you are considered to be by the culture in question, the larger you image will be in comparison to others when depicted within works of art.

But...that's just junk?! (100 CP): Drop a trinket in the desert sands, wait a few centuries, and suddenly it's a priceless artifact. Whether you deposited the item purposefully or merely lost it, items that you at one point owned have a startling tendency to end up in Museums centuries or millennia down the line. This tendency is so potent that you might find the pocketwatch you lost in one Jump in a museum in the next, aged as if thousands of years had gone by.

Items

The Epic of Jumper (Free): *So like a sage, a trickster or saint, JUMPER was a hero who knew secrets and saw forbidden places, who could even speak of the time before the Flood because he lived long, learned much, and spoke his life to those who first cut into clay his bird-like words.* Such is the manner in which you, Jumper, shall find your past adventures recorded upon sun-baked clay tablets. Should you so desire it, at the end of this and every future Jump you will receive another series of clay tablets detailing your adventures in that world. Furthermore, if you wish, copies of these tablets can be found in suitable ancient ruins in future worlds.

"My Name is Jumper, King of Kings..." (100 CP, Free for King) "Look upon my works ye mighty, and despair." A great line, but undercut by the "mighty" Ozymandias' works having been buried under the desert sand or reduced to dust over the millenia. Fortunately, you don't have to worry about that. You may select one great structure built either by you or under your commands and it will be rendered impervious to all damages incurred through the passing of time. Furthermore, any people who would normally be inclined to deface or destroy your monument always seem to find some reason to leave your legacy intact.

Tomb of the Jumper (200 CP, Discounted for King): And what a magnificent tomb it is! Whether it's a small collection of extravagantly decorated chambers carved out of some remote valley or a massive structure near a prominent urban center, the mere knowledge that this structure exists gives your subjects a sense of stability and impresses upon them the power you

weild. For some strange reason, it also seems to never suffer from graverobbers. New tombs will appear in future Jumps at your discretion.

Jumper's Grand Palace (400 CP, Discounted for King): Just as the earthly home of a god must be splendid beyond compare, so too must the house in which the divine king dwells be. Fortunately for you, there won't be any need to institute new taxes to pay for a new palace. You are in possession of a massive palace-complex comparable to a small city in size, with a matching number of servants to cater to your every need and a small army of palace guards to protect your person and home. Every luxury known in time is present here in quantities that, if they were acquired normally, would bankrupt even the richest of lands. Strangely, those same luxuries that are consumable in nature never seem to run out...

An Empire Eternal (600 CP, Discounted for King): What is a king without his kingdom? That is a question you needn't ever ask, for your land and people will henceforth follow you on your great journey across the multiverse. Whether your royal dominion holds but a single city, or stretches across the whole of the known world, all of the lands claimed and held by your people at the end of this and any future Jump will follow you in a manner of your choosing. (See Notes Section for details)

Contacts (100 CP, Free for Noble): You can be the most well-supplied merchant on this side of the Euphrates, but if you don't know who's willing to buy your goods and sell what you need you won't be getting anywhere in the world of commerce. Fortunately, you have just the thing to avoid that kind of ignoble fate, a clay tablet with a list of all the prominent merchants in the area. The list details the goods a given merchant primarily deals in, as well as their average rates of exchange with whatever goods your hoping to barter with. This list self-updates as you travel from one locale to another.

The Way to the Future (200 CP, Discounted for Noble): Paved roads aren't exactly a common phenomena in this time period, but it seems you've decided to be something of a trend-setter. Any properties you own or manage at the time of your arrival will be connected by a network of brick paved roads, and should you acquire any other properties a new road will form over the course of a week to connect it to the network. In future Jumps, you may choose for this network of roads to shift to a local equivalent as appropriate, though you are also free to leave it as is.

The Blood of Civilization (400 CP, Discounted for Noble): You seem to have come into possession of fount of incomprehensible wealth, for this place and time at least. You have gained a never-ending supply of either copper and tin, or iron. The exact form this takes is left to your discretion, though you may only change it once per-jump if you decided to make it take the form of a property, such as a mine. In future jumps, this will provide you with an unlimited supply of a

material that is both vital for the functioning of the dominant civilization(s) in the setting, and also extremely valuable.

Merchant Fleet (600 CP, Discounted for Noble): Or perhaps a collection of caravans? Either way you have a large number of vehicles and trustworthy men to carry your goods wherever you think they might sell. While the men, whether they be sailors or caravaneers, default to merely maintaining, transporting and guarding your goods they can also serve as skilled merchants in their own right if you'd rather delegate the grunt-work to your employees. Strangely, regardless of whether you or one of your subordinate merchants are supervising your fleet/caravans, they never seem to be attacked en route to their destinations nor stalled by inclement weather conditions. This won't protect you personally from attack, but your goods will make it intact to wherever you intend, so long as it is physically possible.

In future settings you will receive a proportionally equivalent number of vehicles and trustworthy employees appropriate to the setting to transport your goods.

Clay and Papyrus (100 CP, Free for Priest): You'll likely be doing a lot of writing during your time here and under normal circumstances appropriate materials to write on tends to either be expensive, time consuming, or both. Naturally, someone of your stature shouldn't be dealing with such mundane burdens, and so you are now the proud owner of a crate filled with an unlimited supply of either high-quality Egyptian papyrus or clay tablets enchanted to remain malleable until you're satisfied with your work, at which point they will harden as if baked under the sun for days.

Staff of Jumper (200 CP, Discounted for Priest): It won't turn into a snake, but it hardly needs to. So long as you hold this staff anyone who sees you will assume that you speak for a foreign, but very real, god. Since most cultures present in this time are polytheistic this will only ensure that when you speak people will both pay attention and consider your words. If you want any more than that, you'll have to prove your god is worth obeying...

Idol of [INSERT DEITY HERE] (400 CP, Discounted for Priest): Worshiping a disembodied spirit or some far-off deity is all well and good, but sometimes people need something a bit closer to home, something easier to grasp. As a humble servant of the gods, it is only natural that you possess something to meet those needs. Your possess a visually appealing representation of a deity of your choice, the design of which you may choose freely. Those who are weak of will, uneducated, or unduly superstitious will be utterly convinced of the existence and power of the represented deity upon first seeing it, and those who already believed in that god will be absolutely sure that the idol is inhabited by the spirit of the divinity it represents. As the caretaker

of the idol, those affected by it will look to you to share the represented god's wisdom and impart their will.

Sacred Ground (600 CP, Discounted for Priest): When you take up the ritual knife and spill a man's lifeblood upon the altar, you are doing naught but your sacred duty. But to cut down a man kneeling in supplication before the eyes of the god, within their own holy house? *That* is naught but blasphemy. This is a truth known to many of the myriad races of men, from the warriors of Mycenae in the west to the shining craftsmen of Dilmun where the sun rises. Now you, oh servant of heaven and earth, will have the power to inform the people of which lands the gods hold sacred in their hearts.

In practice, you may select plots of land, which may be no larger than two hundred cumulative acres, which will from that point forward be universally recognized as sacred land. No man, woman or child who holds even the slightest shred of belief in the gods may commit an act of violence upon this land. The only exception is in the case of someone who has no belief in any gods, who may commit whatever acts of violence they wish on this sacred ground, with the caveat that those who hold this land sacred will invariably be incensed to the point of tearing the blasphemer limb from limb.

Weapons of War (100 CP, Two Free for Warrior): Whether it be spear or sword, sling or bow, ax or maul, this item is a pristine newly created weapon of the highest mundane quality. While it doesn't possess any supernatural qualities, circumstances tend to fall into place in such a way as to avoid this being broken or otherwise rendered useless. If the worst should happen though, you will find a copy of the weapon in your warehouse the next day.

A Blessed Quiver (200 CP, Discounted for Warrior): The inherent limitation to any archer, and spear-thrower is that he can only carry so many arrows or javelins on his person. But you are no ordinary warrior, and so you need not suffer the same limitations. Whether by the will of the gods or inexplicable happenstance, you have acquired a magic quiver that will never fail to provide you with ammunition. The only limitation is that it can only provide a single form of ammunition at a time, and to switch types you must deposit an example of it into the quiver.

War Chariot (400 CP, Discounted for Warrior): Both the most valuable and undoubtedly the most expensive part of any army during this period. Whether you wish for a two-man Egyptian chariot suited for battle-field archery, a more flexible three-man Hittite chariot, or the primarily ceremonial Mycenaean chariot for speedy movement across the battlefield, yours will be among the finest of its kind. Your chariot comes with an incredibly skilled charioteer, or two in the Hittite example, who will ensure you're taken were you want to go when you want, avoiding or running over any obstacles as you wish. Strangely, arrows and shot never seem to strike you

while you stand within this chariot's cart, though they may strike your horses. Should either your charioteer(s) or your horses perish in battle, they shall be returned to life within a day's time.

The Host of Jumper (600 CP, Discounted for Warrior) You may have been entrusted with this grand host by your king, or perhaps these are a band of thugs and mercenaries held together by your personal charisma and purse strings, or as a forethoughtful king you've just decided to preempt Tiglath-Pileser III and founded for your kingdom a standing army. Regardless of the how and why, you now stand at the command of an army twenty thousand men strong, with sixteen thousand infantry complemented by two thousand chariots each carrying a two-man team. The composition of your infantry as well as the army's command structure and officer corps is left to your discretion, but you are still limited by the technology of the period.

Beyond matters of material composition though, your army has two unique features. The first is that the discipline and morale of these men is the stuff of legends. So long as you are leading the army in person, not a single soldier here would even think of fleeing from the field even if faced with total defeat, and commands are transferred down the chain of command and followed with a near perfect efficiency, given the means of communication available. Even if you are not physically present to oversee the battle, these effects remain in place, though to a somewhat lesser degree. The second major quality of your army is that, through strange confluence of good fortune, your army will always find sufficient equipment, supplies, and local recruits to offset any losses suffered in battle or through disease and starvation born attrition.

In future jumps, this army can be automatically updated to the setting's standard level of technology, training, and organizational structure, should you wish it so. This army will also maintain any modification in organizational structure, equipment, or simple recruitment you make after this jump.

Companions

A Fellow Traveler Upon the Road of Time (100 CP, 300 CP/400 CP): Ah, Jumper, you're still here. I see there's a good number of people traveling with you, or perhaps just a few good friends? Either way, if you'd like to give them a role in this story, you can import a single companion for 100 CP, giving them a background and culture of your choice, and the associated discounts, and a stipend of 800 CP.

If you prefer to buy 'in bulk', then for 300 CP you may import up to eight of your companions in the manner described above, but with a stipend of 600 CP, and for 400 CP can given them each the 800 CP stipend instead of the mere 600 CP.

A Child of the World of Yore (100 CP per purchase): Or perhaps you've found someone here you want to take with you? Whether they be some great king, a famous scribe, a pious priest, a wealthy merchant, or a humble commoner, if you can convince them to follow you beyond their world you may bring them along. As a parting gift from the world of their birth, upon their departure they will receive 400 CP to spend as if they were an imported companion, with discounts for whichever culture and origin best fits their own history in this world.

Drawbacks

In the Beginning…unto the End (+000 CP): Perhaps you don't want to arrive just as things start declining. Maybe you want to see the true height of this period in Near Eastern civilization, or perhaps how it all began in the first place? Either way, by selecting this drawback you may decide to appear at any date from 3300 BC to 1178 BC, and may voluntarily extend your stay to the as far as 530 BC, if you want to see the final fall of Assyria and Babylon as independent polities.

Comparatively High Literacy (+100 CP): While you might not expect it at first glance, the Middle Eastern Bronze Age was a period in which the extant people possessed an almost unprecedented level of literacy among both trained professionals and the rest of society. Though, it's important to note that compared to more modern times, such an achievement will seem quite quaint.

Regardless, while this is still true, you won't be seeing much of it. Regardless of what position in society you may occupy, you can never seem to find any literate people willing or able to work under you, and even if you're not looking for a subordinate it seems fate itself is conspiring to ensure you're never able to acquire the services of any sort of scribe. Hope you enjoy doing all that writing and recordkeeping yourself.

"Tell Jumper: Nanni sends the following message:..." (+100 CP): That's...a lot of complaint letters, Jumper. Honestly, I didn't think you could even get that many tablets composed entirely of customer complaints and demands for restitution in this day and age...Anyway, you seem to have developed a rather nasty reputation, much like a certain merchant specializing in the importation of "high quality" copper ingots. No matter the quality of the goods or services you actually provide, it seems that people always think you're trying to scam them with substandard goods. Even if you're not a merchant, this reputation will follow you. As a general your warriors and soldiers will think you a coward leading them to an early grave, as a king or offical your people and subordinates will constantly suspect you for robbing them of what is theres, overlooking their concerns, or just being a general incompetent. If you happen to be a priest, then you'll find it incredibly difficult to convince anyone you're actually speaking for the gods and not your own selfish interests.

Strangely, this won't actually stop people from paying for your services or following your orders, but there won't be an end to the grief they'll give you over it, and their demands for

repayment or compensation will be a constant for your stay. Hopefully you weren't looking for gratitude during your stay here.

Ea-nasir, God of Cheapskates (+100 CP): Or, if you'd rather your name be clear...it seems every merchant you run into has the same degree of trustworthiness as the infamous 18th century Babylonian merchant, Ea-nasir. They'll assure you that their goods are of the highest quality, so well in fact that you'll even believe it. For a few hours, afterwards you'll realize that whatever goods your purchased are of a much lesser quality than you thought, to the point of being worth only a fraction of what you paid. And despite whatever cosmic powers you might wield...you'll find that all you can do is write a formal letter of complaint to the merchant. You won't ever get any response, and you'll get the strange feeling the merchant in question had a good laugh about it and is now storing it in his basement. Or something.

Trying to work through middlemen won't stop this, all you'll get for your troubles is a severely abused, verbally that is, servant and the same substandard goods...if you're lucky. You might get nothing at all, despite having given payment. The authorities don't seem to have any interest in getting involved, and nothing you can do will change this.

Ancient Jumper Theory (+200 CP/+300 CP): "Alien technology? Psychic Powers? Magic and Gods? Nonsense, all of it! You live in a grounded world, where evidence of the divine is lacking to all but the most spiritual, if you can trust such unreliable and often drug-addled folk, and the supernatural is almost certainly just a pile of old superstition. And the next person who brings up aliens is getting sent right off to the mines! So, Jumper, I'm so sorry about those crackpots, trying to paint you into being something you're not. You definitely aren't some alien god wielding powers beyond mortal kin. No, you're a human, a great one to be sure, but no demigod. And anyone who's saying otherwise is just some charlatan trying to devalue your achievements. Mankind has always walked upon its own feet, it is not some child needing a godly parent to guide its steps. So go forth Jumper, show history what a mortal (wo)man can do!"

Er, anyway, as you've probably surmised you no longer have access to any of your blatantly supernatural powers or items, and any pre-existing technology more advanced than what can be found in this period is disallowed...though, not necessarily the knowledge behind said technology. You still have all your skills, naturally acquired or perk-given and if a power could conceivably exist within the realm of nature and is subtle enough to not be noticeably apparent as inhuman, such as healing two or three times as fast as a normal human or being a bit stronger than you should with your current built, then it can skate by. If you'd like some more points though, you can also extend this effect to your companions.

But It's Just a Scratch? (+200 CP): For most of human history disease has been the most efficient means by which human lives were lost in war. Even a small cut could easily lead to an infection that can quickly disable or outright kill the infectee before any means of treatment could be determined, and the less said about the infant and child mortality rate of this period the better. In return for these points, you too will get to experience these 'wonders'.

Whenever your skin is pierced or cut, if the wound it is not immediately washed with a disinfectant or attended to by a trained physician, you will have a one in three chance of contracting a heavily debilitating illness and a one in ten chance of catching an illness that will kill you if not treated and cured in a week's time. For the purposes of this drawback, your immune system is reduced to the level of a normal human from this period. That being said, the diseases are not given any greater lethality than they naturally possess, so while your theoretical healing factor will not prevent the infection, it very well may keep you alive through it...though, you'll still need to find an external cure to be rid of it.

Who Were the Sea People(s)? (+200 CP): We don't know, not really...but you will. The exact degree to which the attacks of the enigmatic Sea Peoples were responsible for the Bronze Age Collapse is almost as heavily debated as their identity, but given how often you'll be dealing with them, you might develop some ideas of your own. No matter where you go or what you do, you will always have a decent number of hostile Sea Peoples chasing after you, quite intent on relieving your shoulders from the burden of carrying your head. If you're the king of a great nation, you'll have to deal with a roving horde of comparable size to your own armies. If you're a great general or warrior, you'll have to deal with a small but highly mobile army of marauders trying to chip away at your forces, and if you're just a 'humble' priest or merchant, it'll just be a dozen or two savage warriors seeking to cut you down and strip your corpse and properties of valuables.

Defeating whatever forces have been put against you in a direct battle might buy you a month or two of peace, as the marauders retreat to lick their wounds and make up for their losses. If you slaughter them to a man, or capture the survivors and sell them into slavery or some equally grim fate, then you'll have a full year to relax unmolested. But no matter what you do, no matter how thoroughly you slaughter your foes, sooner or later more will come for you. Strangely, it seems like the more attention the Sea Peoples give you, the less of them there are to attack anyone else. Perhaps they're not the demonic spawn of Set afterall?

War in the East (+300 CP): The alloy ‘bronze’ was one of the central fixtures of civilization in the Near East during this period. It was the best metal to make tools from, being more durable than any other alloy the people of the time had to work with. Even compared to later iron tools, whose use would overtake bronze following the age's collapse, the sheer durability of bronze was unsurpassed. The reason bronze fell out of favor has little to do with the metal's material qualities at all, but instead with its availability.

To create bronze, you need both copper and tin. In the Near East, copper was not a very common metal, but copper rich regions like the Island of Cyprus ensured that the region had a steady supply. To acquire tin though, most polities had to import the comparatively rare metal from a handful of mines in what is now Afghanistan through a complex network of trade routes spanning more than a thousand miles.

By taking this drawback, you have brought a grim change to this world. For the duration of your stay, the-land-that-will-be-Afghanistan will experience an upsurge in conflicts between the trading cities on the coast of the Arabian sea, the tribes in the mountains, and the nomads of the central asian steppe causing a deterioration of the vital trade routes between these eastern lands and the civilized lands to its west. Because of this, the availability of bronze tools, weapons, and armor have dropped by an order of magnitude in the Near East and the price of those goods still available has risen to the point where even the wealthiest of kings struggle to equip even a fraction of their armies as the trade-oriented economy of the region begins to collapse.

This will be an age of suffering and chaos for the people of the land. Hopefully you'll be able to make something out of it.

> **Shiny Rocks** (+200 CP): If you’d like to compound the above issue, then this is the drawback for you. While all the other kingdoms and empires are struggling to find a new source of tin whenever they’re not busy keeping their economies from imploding, a particularly warlike kingdom has made a peculiar discovery. They’ve learned a way to economically mine iron and shape it into durable tools, weapons, and armor. These tools aren’t as durable as their bronze equivalents, but they’re much easier to make and with their new knowledge iron is much more readily available to them than copper or tin.
>
> Because of this the kingdom in question, defaulting to Assyria if you are not yourself Assyrian, has gained a degree of economic stability in the current crisis and can now equip a much larger portion of its fighting-age population with quality weapons and armor than any of their neighbors could at their height, the less said about current circumstances the better. They also now believe that it is their divine duty to conquer as much of the world as they can.

Hopefully you weren't too attached to your current rulers, and don't live in a city with a particularly brave governor, as these new conquerors won't take resistance well. As a side note, for some peculiar reason none of the other cultures seem to be able to adopt ironworking on their own, perhaps you could help with that?

A Dark and Superstitious Time (+300 CP): Humans are generally practical. If you have a new tool, technique, or bit of random knowledge that you can prove to be useful, people will generally accept it once they see the benefits of doing so. Of course, this process becomes harder when this knowledge conflicts with local cultural customs or religious beliefs, but even then you'll generally find more practical or cynical individuals willing to get whatever leg up they can.

When you're involved though, none of the above is true. Unless it can be clearly extrapolated from existent beliefs and knowledge, no innovations or knowledge you try to introduce will be accepted by the inhabitants of this world. They will in fact react violently to any attempt to do so, though they won't be suicidal about it. Even if you're the god-king of your nation with blatant supernatural power, your subjects will do everything in their power to resist foreign knowledge and ways. Hope you enjoy the local ways of life!

No! Wash the Ice First! (+300 CP): A good servant is worth his weight in gold. You'll likely find yourself thinking that quite often during your stay here, because your chances of finding one is about as good as getting stuck by three bolts of lightning at once. Any servant or worker in your service, or even assigned to help you by their actual employer, will be extremely incompetent. Any orders you give will be misinterpreted at least half the time, usually in a manner that actively works against whatever you were hoping to accomplish. Even if they actually do what you want, you'll find that anything you don't explicitly include in your instructions will never be carried out, no matter how obvious it should be.

You'll likely want to be serving your own drinks, unless you enjoy dirt and shit along with your ice.

A Glorious King in Ruinous Times (+400 CP): Usimare Ramesses the Third was by all accounts a capable ruler, and is considered by most the last capable Pharaoh of the New Kingdom. Regardless of how great or poor a ruler he was, Ramesses had the misfortune of ruling during a tumultuous period in Egypt's history. Throughout the entirety of his reign, piracy and raiding from Libyans and various 'Tribes' of Sea Peoples were a constant threat, and the Pharaoh had to repel not only a simultaneous land and sea invasion by the Sea Peoples, but two separate invasions by confederations of Libyan tribesmen. Combined with consistently poor crop yields which lasted for two decades, the cost of these campaigns severely drained the Pharaoh's treasury to the point where the great king could barely feed his most prized labourers. After thirty two years upon the throne, Ramesses was assassinated as part of a failed plot by his wife queen Tiye to install their son Pentaweret as Pharaoh. The authority of the Pharaoh would not recover for the rest of the New Kingdom, and Egypt would be functionally split between army officials in the north and the Priests of Amun in the south.

Much like Ramesses the Third, you too find yourself in rather troubled times. The Sun shines dimly upon the earth and plants will grow at only a fraction of their normal speed, crops fail with a frightening regularity, and the prices for imported food have risen more than twice over, assuming there's anything for you or anyone else to buy at all. Whether you be a king or merchant, any workers your hire are only half as effective as they'd normally be, for what man can work when he and his family are starving? And even if you pay them in food, you'll find them striking every other week, demanding more pay to keep up with the rising prices of...everything.

Whoever happens to rule your kingdom will have little time to address any of these issues, even if they could relieve their people's suffering; for on all sides your people face foreign encroachment. Whether they be savage barbarians or your people's ancient rivals renewed in strength, great hosts march on your cities seeking the ruin of your people. Your king, assuming you are not the ruler of your culture, will attempt to rally his army to repel the invaders, but his victory is uncertain against any one of his opponents, and he will have to face many during your stay here. Should your culture fall to foreign encroachment or internal collapse, you will be sent home as if you had met a violent end.

When the Gods Walked Among Us (+800 CP/+1200 CP): By default, this Jump takes an agnostic take on the divine and the supernatural. If gods and spirits exist, they do not act in a way that a modern observer would be able to clearly differentiate from coincidentally timed natural phenomena, or in more direct encounters, a particularly vivid hallucination. By taking this drawback though, you reject that mercy.

Not only are the gods, and other supernatural entities that feature in your culture's religious tradition, existent but their direct involvement is objectively discernible. As son of Kemet, you might see the Sun-Barge of Ra soar across the heavens and should you be fortunate enough to encounter him you will see that the Pharaoh is indeed Horus incarnate, a single blow from his sacred flail sufficient to shatter mountains and immolate armies. Every belief that your people hold about the nature of the world and the divine, even those that would seem contradictory to your mortal mind, are entirely and objectively true. Unlike everyone else though, you do not benefit from this. The priest may be able to commune with the gods and call down their wrath, and the king may be an eighteen foot tall giant who shines like the sun, but in their place you receive only what you would have in the absence of this drawback. Naturally, if you die or the world ends during your stay, you're being sent home.

If you feel like truly risking your life and that of the world, you can have another four hundred choice points. In return, instead of this drawback only making you culture's religion objectively accurate, it does the same for all of the cultures represented here. Naturally, the world will be a lot less stable, politically, economically, and cosmologically, and your purchases in this jump are not made equal to the challenges you'll face here.

The End of History!

Not really, but for you it might as well be. Regardless, you've spent a good decade here, or lived many centuries in this world. Either way, you're still alive and hopefully had a good, educational time. Or not. But you're alive...or maybe undead...and that's what matters! Naturally, the effects of any drawbacks on your person will be rescinded and you'll retain everything you purchased here. Clearly the gods smile down upon you, as they have presented you with three choices.

Homeward Bound: If you're satisfied with you journey to the far-off land of the past, then we can send you back to your world of origin.

Settling Down: You want to stay? Perhaps you've found someone you care for, or your legacy is not yet secure. Either way, you can forsake any future adventurers or hopes of returning to your place of birth to remain in this world forevermore.

To Further Glory: Ah, I had a feeling you wouldn't be satisfied with those paths. You're the type of being who shapes history through your mere presence, it'd be a pity to stop now. I'm sure there are many epics yet to be written of the deeds you'll accomplish yet.

Notes

An Empire Eternal: If your empire/kingdom is completely destroyed, it will appear in the next Jump in the state it entered the prior Jump. The manner in which the empire appears is left to your discretion. It might spontaneously appear in the present upon your arrival, or it might've always been present in the setting, and simply didn't impact its history until now. Alternatively, it could appear in the setting's past, and have since fallen or changed beyond recognition. By default, your kingdom/empire maintains modifications, including expansion, made in future jumps, though you can choose to keep what you left this world with if that's what you desire.

Recommended Readings

- 1177 BC: The Year Civilization Collapsed by Eric H. Cline
- The Armarna Letters, Translated by Wiliam L. Moran
- The Hittites: The History and Legacy of the Bronze Age's Forgotten Empire by Charles River Editors
- The Hittites: And Their Contemporaries in Asia Minor by J.G. MacQueen
- (If you're rich): Karduniaš. Babylonia under the Kassites 1 by Walter de Gruyter
- Kingship and the Gods: A Study of Ancient Near Eastern Religion as the Integration of Society & Nature by Henri Frankfort
- Writings From Ancient Egypt translated by Toby Wilkinson
- The Treasures of Darkness: A History of Mesopotamian Religion by Thorkild Jacobsen