

RING OF FIRE SERIES

Jump by Sivartius & Aehriman

It all began with the Assiti, enormous aliens beyond time and space as you know it. They created magnificent works of art by the bending of time, but as a byproduct, caused several new timelines to form by displacing little bits of this and that. So a Norwegian cruise-liner is sent back to the Diadochi, the civil war following the death of Alexander (*the Alexander Inheritance.*) The time of the dinosaurs is visited by conquistadors, Native Americans from three different time periods and a 21st Century maximum security prison (*Time Spike.*) And, in the events concerning us here, the West Virginia mining town of Grantville in the year 2000 CE swaps places with a bit of Germanic countryside near Badenburg in Thuringia, from 1631, midways through the devastating Thirty Years War, just between the infamous Sack of Magdeburg and the Battle of Breitenfeld.

Well, once they establish what's happened, the Uptimers organize a New United States under temporary president, former president of the miner's union chapter, Mike Sterns. They also begin "gearing down" using their 21st Century tech while it lasts, when not cannibalizing it, to build a 19th Century techbase they can actually sustain. And casually destroying every force that comes their way looking for trouble. After half a year, an election is held with Sterns and his liberal democrat Fourth of July party against John Simpson, an unpopular corporate executive from out of town who rallies the racist/ethnicist/chronist vote, and Sterns is confirmed as the leader of the uptimers. Eventually, after a cavalry raid, they come to terms with Gustav II Adolf Vasa, the king of Sweden, in which Protestant Germany forms a kind of constitutional monarchy with a congress and everything, the United States of Europe (USE) with himself as the Emperor and a capital in a reborn Madgeburg, while Grantville and the former NUS territory becomes the administrative center of the State of Thuringia-Franconia. The upper house of their parliament comprising the regional governors and mayors of major Imperial cities. Protection in exchange for the USE getting uptimer technical expertise.

This is a good thing, because word is getting around. Committees of Correspondence spring up to inform Europe of the good news of the Enlightenment, American Revolution and the universal rights of man. In England, Charles I is particularly disturbed when his personal physician returns with word of civil war and regicide, and orders the leaders of the Roundheads arrested or killed while importing large numbers of foreign mercenaries, to all signs blissfully unaware how his actions are further damaging the relationship between the crown and common man.

An alliance is formed, the League of Ostend, between France, England, Spain, and Denmark to seize control of the Baltic, curtail the USE and conquer the Netherlands (Spain insisted). After the first battles the Spanish and English kind of fall off, and the French are defeated on land and the Danish at sea, finally agreeing to a dynastic marriage to the Vasa and a renewed pan-Scandanavian Union of Kalmar, and from here on, things get complicated with a lot of running threads the whole world over.

Italy - A delegation of stoner pharmacist Tom Stone, his children and Father Mazarre of Grantville to the medical University of Padua goes off the rails when Pope Urban VIII summons Father Mazarre as the defense in the trial of Galileo Galilei, delayed because of news of the miracle in Germany. This is a test of character, and after a failed attempt to assassinate the Pope, Mazarre is elevated to Cardinal. However, these events inspire Cardinal Gaspar Borja y Velasco to lead a Spanish army in a 1635 coup and declare himself the new Pope, though Urban is smuggled to safety by the uptimers.

In 1636, while putting together a modified Vatican II conclave, Urban is assassinated, and Cardinal Bedmar elected pope, deepening the schism.

Central Europe - A wave of rebellions, loosely organized under 'the Ram' sweep the state of Thuringia-Franconia, with widespread support from the uptimers.

Following the Baltic War, Gustav's hungry eye falls on the rebellious provinces of Saxony and Brandenburg, and his old foe Poland. With Michael Sterns now appointed a general, he quickly subdues the former and invades the latter, winning a fine victory but falling into a coma after a head injury. His chancellor, Axel Oxenstierna, moves the Emperor and government to Berlin, and proceeds trying to lock uptimers out of government and roll back their social advances. After months of inaction, Michael Sterns leads his army to free the Emperor, who wakes, and drubs Oxenstierna's army, ending the civil war.

AGE, RACE & GENDER

Any of the above can matter a great deal in the Seventeenth Century, so feel free to change any of these to whatever you like.

PERIOD OF BIRTH

Pick one.

Uptimer You were born in the 20th Century, probably sometime in the latter half, transported to the present by the Ring of Fire.

Downtimer You probably grew up in the 17th Century, though you may have been born up to thirty years before it started.

ORIGINS

Pick one.

Out-of-Towner: (Drop-In) You aren't native to anywhere around here. Maybe you were just in town for the wedding of Rebecca and Tom, or just passing through? Or if down-time, a traveler, or one of the many, many foreign mercenaries in Germany.

Politician: Maybe you have experience in organizing and leading people, maybe you just stepped up in a crisis. Either way, you have people you have to protect.

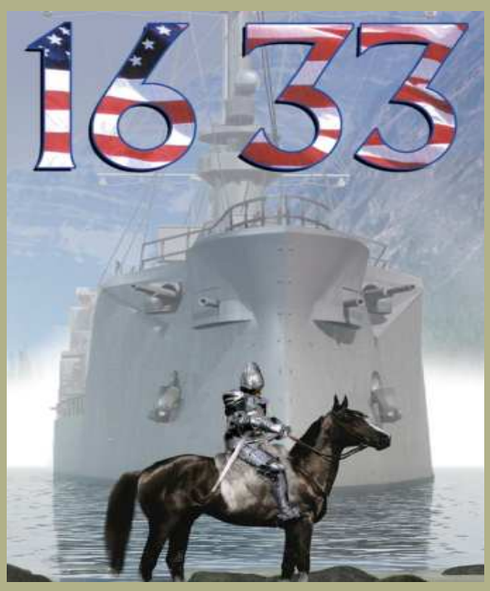
Doctor: A healer, eh? Always in desperate need, and in this century you could make quite the name for yourself. Or perhaps you're not that kind of doctor, but merely an accomplished scholar or natural philosopher?

Cleric: Perhaps tending to souls matters more to you than fleshy concerns. You're a priest, or a minister depending on your precise religious affiliation. People look to you for wisdom and comfort, now more than ever when things are so chaotic and uncertain.

Spy: A trader in secrets and lies. Your masters are so far away, and if discovered they won't lift a finger to help you. You must be prepared to think on your feet if you want to survive and thrive.

Soldier: No shortage of those around, whether a foreign mercenary brought in for the conflict, a conscript, a veteran or a volunteer, the way of the sword is yours, and the clamor of battle is where you feel most at home.

Noble: 100, Part of the upper crust, in whichever age you began in. Wealth and privilege are old friends and constant companions. Try to remember this all comes with duties and responsibilities as well.



PERKS

Discounted Perks are half off. 100 cp or less are free to the discounted Origin.

General Perks

Amideutsch: Free
And they say Americans are horrible with other languages! Everyone here picks up at least a pidgin period German in a very short timeframe. Like them, you are gifted in languages and never take more than two weeks or so to become fluent.

Excellent Hygiene: Free
The other problem these kinds of stories need to ignore to work is disease. Germs evolve fast, and moving people four hundred years in either direction is begging for either group to have a massive plague-related die-off. Fortunately this won't be a problem, as you can't catch mundane diseases, nor spread them. Because that would be a heckuva way for this story to end.

Big Guy: 50
From Tom Simpson, to the Stone boys, to even Jeff Higgins once he turns some fat into muscle, Grantville is apparently full of unusually tall, muscular people. Now this includes you, making you somewhat stronger and a lot more intimidating when you need to be.

Jooli: 50
The uptimers didn't want women in the army either, but a few showed them better. Julie Sims is enough of a markswoman that her name became the default title for a sharpshooter. Your age, race or gender are never obstacles, socially anyways, to doing what you want. If there's a rule, people make an exception for you.

Esoteric Skill: 100
For such a small town, Grantville sure is chock full of Civil War reenactors, HAM radio enthusiasts, and people who build steam engines for fun. Well, it is West Virginia, after all. For each purchase, become an expert in an anachronistic, suddenly useful craft like blacksmithing, swordsmanship, restoring old Model Ts or something similar.

Mary Simpson's Protege: 100
Mary Simpson has a gift for fostering culture. You may not be a “genuine Name”. Not yet. But you have the potential to become one. Choose some art, whether that's painting, or piano, or sculpture, or ballet. You have a natural talent and a degree of training. If you put in the effort, you could become an artist spoken of in the same tones as Mozart or Michelangelo. Can be taken multiple times.

Love At First Sight: 100
Some people don’t believe in love at first sight. Here, it happens an average of three times per book. There’s someone for everyone, and you will meet that someone and feel an instant electricity. You will work together incredibly smoothly and whatever fights or differences you have, the universe itself will conspire to give you every possible opportunity to make things right.

Gearing Down: 200
Even with Jumper shenanigans, it's going to be just about impossible to maintain a late 20th century tech base. There just isn't the support structure. You’re going to have to build the tools to build the tools to build the tools to even start to think about building some modern day gadget. However, you (and a number of other people in this setting,) have a positive genius for either finding a way to either kludge together what you do have to make something that can kind of pass (which is how we get Bell, Gustav, & Jupiter airplanes and the ironclads,) or use Uptime knowledge and downtime materials (and perhaps an uptime component or two,) to make something that falls somewhere between the two (which is where we get airships, the timberclads, and Captain Cantrell's steam frigate.) Note that this perk is specifically NOT restricted to “Uptimers”. The Ottomans, without the help of a single uptimer, created airships, wagon Katyushas, and friggin' steam tanks.

Superiority: 200
A famous fable by the uptime author Arthur C. Clarke, about a technologically superior fleet defeated over and over because they invest in untested superweapons, ever striving to increase their margin of superiority, and cannot match a foe that can arm everyone with reliable weapons that are just good enough. Required reading in the uptime US Navy, and copied and distributed by order of Emperor Gustav. It can be a tricky balance to find, between quality and reliability, to say nothing of quantity. You have a gift for hitting that sweet spot where you can give everyone the best

weapons that are fit for everyone, and maybe arm some elite units with superior ones.

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Period Discounted Perks

Good Hygiene and Good Nutrition: 100, free Uptimer
By the standards of the 1600s, modern day Americans are extremely beautiful. Growing up with toothpaste, good nutrition, and good medical care means they don't need to worry nearly as much about pox scars, or scraggly teeth, or lazy eye, or any of a number of preventable but unsightly issues, and perfect teeth quickly come to be the identifying mark of uptimers. Now you can benefit from this. No matter how different a race or culture your beauty will still shine through, and strange features will seem exotic, rather than unsightly.

Strait-Laced: 100, free Uptimer
I've forgotten more about efficient administration than you'll ever know, Simpson tried to communicate with his facial expression alone. The Americans, as a group, are fussy, uptight, obsessed with cleanliness and good order. Well it seems to have worked out for them, they ruled a continent, and not by means of anarchy. You run a tight ship, but that means you tend to have a clear idea of where everything is and belongs, and who is responsible for what. In a world without standardized forms, this is a blessing beyond compare.

Making Waves: 200, discount Uptimer
Taking a step back, the Ring of Fire happened and the world changed forever. It may be the single most significant event in human history since the birth of Christ, and it is estimated that anyone from the original timeline not conceived within six months of the event will probably never be born, because the circumstances and timing of their parents' lives will be so altered. Galileo is exonerated, the Edict of Restitution revoked and on and on and on. Even William Harvey just happening to be in the area for a heart consult, and learning of the English Civil War altered English history in profound ways. You have the ability to make great changes from small beginnings, rippling out to create new effects as people you interact with go on to interact with others, on and on and on. If you do not disable this perk, you might completely derail events just by being nice to a passerby, but what a ride it will be and if you don't disable this perk, you will have indelibly left a mark on the world.

Trash to Treasure: 200, discount Uptimer
They say that one man's trash is another man's treasure and you know this is the truth. Whenever you focus on an item you get an impression of what it can be used for, or who it can be sold to. In a world where a pair of old lawnmower engines can become the motive force of a dirigible, anything produced uptime is likely to have

some kind of valuable use. You are also great at scrounging, like realizing the treasure trove of spring steel to be found in garage doors and recliners.

Von Uptime: 300, discount Uptimer
Class systems can be a real pain, especially for an outsider. They have their system of valuing people, and you don't fit. Now, even if you don't fit into how this system works, your essential qualifications will shine through. Natives will generally either fit you into a positive category, or create a new category for you and yours.

Toughened Up: 100, free Downtimer
The paintings never show the victims of plague, the fields of tiny graves without names. You, like Cervantes, are no fool, you know that stories rarely have saccharine happy endings, but end in death and sorrow. You have been hardened to tragedy, inured to loss, and no matter how life beats you down, or what gets brutally ripped from you, you can pull yourself from the ashes and carry on living.

Lucky Hans: 100, free Downtimer
Ask anyone in this time period what they think of the Germans, and they'll mention a riotous and friendly, happy-go-lucky crowd. Oh yes, pious and hard working, but also informal, hard partying. This stands even more in contrast to the uptime Americans, who used to think of themselves as rugged individualists. You know how to have a good time and not take life, or death, too seriously.

Part of the Furniture: 200, discount Downtimer
In this day and age, servants are part of the furniture. Nobles do not say 'please' or 'thank you' or address their servants at all when possible. They may say something like 'it will bring another chair' or simply announce their needs to empty air, trusting that all will be fulfilled. You know how to bow and scrape and disappear beneath the notice of the great and powerful.

Playing Catch Up: 200, discount Downtimer
When you think about it, it's pretty amazing how fast downtimers pick up uptime knowledge and techniques. From Pump Action Shotguns to Airplanes, more and more of the actors are downtimers. You now have a greatly increased speed of figuring out the purpose, principles, and processes of higher technology. Keep in mind, this basically makes you the Hans Richter of ultra-tech, and being able to operate something is not the same thing as operating it safely.

Lances vs Tanks: 300, discount Downtimer
Being on the losing end of a tech advantage truly sucks. Whether it's Hussars vs APCs, or Fighter Jets vs Flying Saucers, life often isn't fair, and sometimes it's unfair in the enemies favor. Now you will know how to work around those odds. Provided you do a little observation or research, you'll be able to find out some of the

weaknesses you could exploit. This doesn't change what is physically possible, it just gives you the insight to find the possibilities that are often overlooked.

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Origin Discounted Perks

***Who Gives A ----!?*:** 100, free Out-of-Towner
Can you believe these crazy uptimers, who agree on practically every matter of consequence, are screaming at each other over at-large versus household voter registration? How absurd. You have the ability, as an outsider, to take a step back and see how silly so many of the things people care and fight over really are. You're also really good at pointing this out.

Common Courtesy 100, free Out-of-Towner
Treat others as you wish to be treated. Mary Simpson became known as *the* Lady of Madgeburg, simply by treating her staff and others with dignity and respect, as she would uptime. The nicer you treat people, the nicer you get treated in turn, the more kindnesses and favors come your way, and the faster your reputation as a really good person spreads.

Invaluable Asset: 200, discount Out-of-Towner
Alternatively, you can be a huge jerk and while you won't get benefits, people will put up with it, because you're just that useful and important. Oh, this perk also exaggerates the extent to which people see you as being useful and needed.

What's a Concealed Weapon between Friends: 200, discount Out-of-Towner
You know that there are Laws, and then there are Laws. You know which rules you need to follow, and which ones you can ignore. More than this, those around you know this as well. So long as the person involved does not have it out for you personally, you don't need to worry about getting in trouble for"minor" or "excusable" infractions.

Grantville's Only Practicing Philosopher: 400, discount Out-of-Towner
You're flatly amazing at thinking on your feet. You could be dropped into a debate with a celebrated philosopher and still hit on the right thing to say after a couple of false starts. You can turn the worst thing to ever happen to you into an advantage, and being surrounded by angry soldiers into a chance to reinforce your own importance and control.

Black Swans: 400, discount Out-of-Towner
The Ring of Fire was an event no one could predict, in either century, with effects that will be felt for centuries. Maybe you went through it, or were in the vicinity, or took on some of the outside-time nature of the Assiti, but you are virtually impossible

to anticipate or predict. No matter how many times you try something, it will always come as a surprise to your enemies, unless you explicitly tell them what you're going to do.

Roll the Dice: 600, discount Out-of-Towner
They say if you roll the dice often enough, it'll come up snake eyes eventually. Strangely as a metaphor for meeting celebrities. But you seem to be playing with loaded dice, as you practically trip over celebrated doctors, philosophers, writers and so on, or tremendously capable people, whoever you need. Whether befriending a man like Ruy at the bar, encountering a well-connected figure like Rebecca Abrabanel first time out or saving a small child like Barry from an artillery barrage. Your fortune in general is enough to make someone suspect that there's some kind of author looking out for you, as even misfortune becomes an opportunity to make helpful connections.

Hidalgo, True and Pure: 100, free Politician
They say you only get one chance to make a good first impression. By luck or by skill, most people are very impressed when first meeting you. You can do a lot to sour that impression of course, but even years later, people will think back to that first moment when you seemed a storybook hero(ine) come to life.

Riding Between the Lines With a Treaty: 100, free Politician
You have a certain flair for the dramatic, whether it's riding between two armies waving a sheet of paper and proclaiming peace, holding a Fourth of July party in the dead of winter, or holding a parade and spending money like water in a recently conquered town, you know how to get people excited for new ideas, and throw one heck of a spectacle.

One Hundred And Fifty Years Early: 200, discount Politician
The sad truth is, crowds of people don't go in for nuanced and complex political discourse. Notice how political rallies never have long silent pauses as people reasonably consider the speakers point. You have the gift of taking a complex political position and boiling it down to a certain essence, a simple and powerful slogan people can get behind, like starting the American Revolution a hundred and fifty years early.

The Titan's Choice: 200, discount Politician
Machiavelli once said a Prince should be generous in his rewards and terrible in his wrath. It creates the best contrast between what happens when you make the boss happy, and when you don't, you see. In a similar vein, a master artist once painted a portrait of Mike Sterns offering a happy and prosperous city in one hand, a flaming ruin in the other. You are quite good at outlining the benefits of any partnership or cooperation, finding ways to make deals really work, and hardly ever need to be gauche enough to mention the "or else" part aloud, because people can get that themselves.

Bottom Up: 400, discount Politician
It takes nerves of steel to turn a furious riot into a rally. But to even realize such a thing is possible requires something almost no decision-maker has in these times, a connection to the common man, the ability to view the world from the ground up instead of top down. To remember what it's like to be a working class person, in tune with what the man on the street thinks and feels. You never lose this precious insight, no matter how high you might rise.

Diplomatic Mission: 400, discount Politician
They say nations don't have friends, only interests. You don't have to subscribe to the ideals of realpolitik, but you have to deal with an awful lot of people who do. You know how to frame things to appeal to others' cynical interests, to show how helping you helps them and you can be partners, or allies or similar. Now, you can't turn your sworn enemies into friends just like that. But doors never quite close if you have or can provide something people want, no matter how vicious things are between you.

Marvelous Marketing: 600, discount Politician
Like "Judy the Baracudy" you are one of the foremost "style experts" in Christendom. You know exactly how to present yourself or anything else to achieve the effect you desire. You understand that people's behavior isn't based on facts, but on their perceptions, and you are one of the top experts on shaping perceptions in this world. In a time of great flux in a few years you could go from being the head of a local union to the leader of one of the most powerful countries in the world, or go from owning a few barbies to being one of the leaders in one of the world's largest conglomerates. Of course, this IS incompatible with being discreet & unobtrusive, so keep that in mind.

Theological Training: 100, free Cleric
This war, (wars really) is sometimes called the Wars of Religion, and no-one would doubt in this day and age that religion is one of the prime motivators of the human condition, and it's something you have extensive training on. Whatever faith you follow you have an extensive knowledge, not only of your own beliefs, but also those of others. You know the arguments people make against your beliefs, and how to convincingly demonstrate why they're wrong. What's more, when you are arguing for something you truly believe in, your beliefs and convictions shine through, adding emphasis to your speech.

Inspiring Words: 100, free Cleric
It's one thing to know the words, another to speak them with sincerity, to bring comfort to the hopeless, light to the lost. To make people *believe*, heck to make them sing and dance in celebration. You are a skilled speaker, with a passion that shines through and bolsters the faithful in their hour(s) of need. You're also a skilled singer capable of leading a chorus to make beautiful music.

Caritas: 200, discount Cleric
Whether a plague, or a mine collapse or an army coming through, in times of crisis people look to the Church. You have a nearly superhuman gift for organizing charity, relief, can-drives, fundraisers and so on that are both effective and honest. No money sticking to fingers here, the aid gets to where it was meant for, the needy.

Where Religion is A Gang Tag: 200, discount Cleric
It's so sad to live in an age where faith is used less to uplift people, and more as a flag to identify your faction, a way of denying personhood to others. A gang tag, rather than a path to salvation. Like Father Mazarre, you're having none of it. People never seem to hold your religious or other affiliation against you, always considering you worthy of respect and a degree of trust equal to the trustworthiness you personally display. Besides this, you are very good at getting different groups of people to set aside the label and recognize their common humanity. You also have the will to throw down the gauntlet if you decide the world is wrong.

Deus Vult/Gott Mitt Uns: 400, discount Cleric
There are lots of people happy to slaughter and butcher each other in the name of the Prince of Peace, so why not reach out and help people based on this example? You can find a religious or scriptural interpretation for or against any particular cause, lending your arguments some of the weight of divine authority and making your cause much easier to sell to a religious crowd. You could reform a society or help it tear itself apart.

Sanctuary of the Church: 400, discount Cleric
Even in these times of religious strife and hatred, few would dare raise a hand against the clergy. You too must offer extreme provocation before anyone would consider violence against you a reasonable response, people are so conditioned to see attacking you as a shameful act. Of course, those serving a high enough cause or with no compunctions about violating society's taboos will not be so restrained. You may extend this protection to one building at a time, making those within safe from most attackers.

Preacher Man: 600, discount Cleric
It is one thing to know scripture. Quite another to have put in the time grappling with the text, to know how it applies to a wide variety of circumstances and people. You understand people, what they need to hear and how best to phrase your message, and have the endless patience to hear people's problems and advise them on how to solve them, from love to guilt to matters of state. You make the ideal confessor, counselor, missionary or demagogue, and make a very good therapist if you tried your hand at it..

Learned: 100, free Doctor

Like Tom Stone and his storied pharmacology almost-degree, you were just a few credits short of an uptime PhD in a field of academia, or if downtime will quickly train yourself up to such a degree. You are now almost certainly one of the foremost experts in the world. Can be taken multiple times, discounted for Doctors.

Sight of Blood: 100, free Doctor
If blood and viscera bother you, you really picked the wrong field. You've the steady hands of a surgeon and the ability to keep on working even as you're showered with blood and grosser substances, never wavering in focus.

Medical Miracle Worker: 200, discount Doctor
Against a backdrop of some really horrific medical practices, there are a few who really shine. Now, you can join their ranks. Using improvised tools to perform intestinal surgery is trivial enough you can up the ante by inviting the best medical minds of the day to come and spectate. This doesn't allow you to perform something truly impossible but the line between theoretically possible and realistically possible has been blurred in your favor. In this time and area, there isn't a clear difference between Doctor and Pharmacist doesn't exist, so this applies to making medicine as well. You could grow penicillin on moldy bread and refine it into a useful medicine solely using things you found in an average uptime kitchen.

School Marm: 200, discount Doctor
You're a skilled teacher, whether talking downtime doctors into accepting germ theory, demonstrating surgery or any other topic. You maintain total control over your students without ever raising a hand to them.

Read My History: 400, discount Doctor
Those who don't study it are doomed to repeat it. Your detailed knowledge of history, and the perspective it lends as one small part of a chain of human beings, makes you a priceless asset in these dark days. Your ability to think though the consequences of acts, how future generations will view them, make you a shoe-in for the Constitutional Convention, or any legislature. In future Jumps, you have a rough understanding of the local culture and future events, as if you had researched them in depth.

Vaccines: 400, discount Doctor
Vaccines were first developed for smallpox about ninety years into the future, using pus from cowpox sores that was similar enough to provide immunity, but do no harm to the patient. You understand the process for developing vaccines and clinical trials to find a course of treatment for new or unknown diseases, and can easily communicate these lessons to downtime doctors.

Creative Chemist: 600, discount Doctor

From Gunpowder to Rockets to Preservatives to distillation of fossil fuels into useful forms, so much of the modern world is linked with chemistry, and if you're going to recreate them, you need to know how they work. Fortunately, if you didn't before, you do now. You have the entire periodic table memorized and are familiar with all the major reactions, as well as the makeup and creation methods of the most useful substances from gunpowder to sulfa drugs and chloramphenicol. In addition you are skilled in "bathtub chemistry", knowing how to make things using an improvised setup, (in admittedly smaller quantities,) and are good at minimizing the associated dangers.

'Gars': 100, free Spy
You should have been an actor, you are skilled in makeup and disguise, and can slip seamlessly into a role. You understand how a foreign mercenary or a farmer should walk, talk, how much they should know on a given topic and what their opinion should be, at least enough to avoid rousing suspicion. If all else fails, you can bank on absurdity, because who would imagine the Americans' greatest enemy stomping around dressed as Santa Claus, distributing presents to the children?

No Need To Be Scared: 100, free Spy
You can be one charming so-and-so. After all, courtesy costs nothing, and friends you make now might be able to help you out or pass on information later. It's so nice to have friends everywhere, in this business more than any other.

Serial Number 007: 200, discount Spy
The art of cryptography, 'secret writing' and codes is an ancient one. But the best codes aren't strings of numbers that can be interpreted only with a private key, though those are quite good. Rather, the best codes are the ones that the recipient understands but no one else finds remarkable, that no one will try to interpret a hidden meaning in. You are the master of these kind of codes, whether telling agents to be alert by placing a particular laundry add in the paper, or hiding an order inside a reprimand for a soldier forgetting their serial number, you can share information with your friends and baffle your enemies.

Maskerovka: 200, discount Spy
In a world full of hostile plotters, it's important to be able to keep some aces up your sleeves. However in a world full of enterprising spies, keeping any advantage truly secret can be difficult. The more money and effort you put into hiding something, the more conspicuous you can make it. Fortunately you are a master at misdirection. You know just how to play upon people's preconceptions and stage spectacles in order to distract from possibilities you don't want others to consider. This also makes you an excellent stage magician.

Extended Family: 400, discount Spy

You have a great skill and also good fortune in building vast networks of contacts that span entire continents, like the Abrabanel family. They may be your family, friends, or friends or friends or family. Either way, you almost always know someone who knows someone in a position to overhear important conversations, or provide a skilled and discreet professional on short notice, and you never lose track of who knows something or can provide a given service in your vast web of contacts.

Reading the Tea Leaves: 400, discount Spy
One of the main reasons to have a spymaster is to be able to ask how foreign leaders will probably react to this event or that piece of information. Fortunately, you are a master of getting inside someone's head, understanding the context and constraints they operate under, their viewpoint and what they probably know or don't know. This won't be much use if a random person charges you with a piece of pipe, but knowing which way a certain officer will jump in a coup is relatively easy. This gets more effective the more you know about your subject.

What'd Florida Ever Do To You?: 600, discount Spy
Learning information is only one part of a spymaster's profession, arguably the least part. A spymaster must *control* information, who has, who gets it, which bits in which amounts. The most certain way to do so is to identify the spies in your midst, and feed them misinformation. Or turn them so they can do it themselves. You are a most excellent spyhunter, but where you really shine beyond all compare is the art of misinformation. You know what verifiable bits to feed someone so they trust their source, and when to ram the knife of perfectly believable lies up to the hilt. You can send armies scrambling to comb the Florida Everglades for gold by claiming the California gold rush was soon overshadowed by gold there, have fun with the malaria. In the Concert of Europe, you become the conductor if just a few princes are foolish enough to try and spy on you and yours.

Cookie: 100, free Soldier
An army marches on its stomach. An experienced soldier will dump ammunition to carry more food. He might need the ammo, but sooner or later he *will* need the food. So a good cook who can work with improvised tools and turn fresh game or trail rations into something more is to be celebrated, and you are one such cook.

Take it Like a Man: 100, free Soldier
Being a soldier in the 1600s requires a level of stoicism in the face of discomfort, physical pain, or terror that many modern people would say borders on insanity... from the other side. Marching through the guts of the people who were standing in front of them? Check. Going through 18 hours of dental work without anesthetic, and without any complaint or flinching? You got it. Making wisecracks while watching someone performing surgery on you? Yep. Now you can too.

Ice-water Veins: 200 discount Soldier

A surprising number of people have this. Whether or not they have any combat experience they can pull off solo acts of heroism without a blink or a twitch. This doesn't make you a better poker player (unless the stakes are life and death,) but when the chips are down it's like your fears and your action are completely disconnected. A part of your mind could be quietly pondering, or even gibbering in terror, while you calmly pull the trigger.

Rate of Fire: 200, discount Soldier
The foremost quality in mind of any soldier of today. Not accuracy, not range, but rate of fire. When shot and pike armies face off, the side that can fire fastest, wins. You can fire four rounds per fifty seconds, about the limits of musketry, and teach others in the same drill. Even with uptime weapons, firing as quickly as possible leads to no loss in accuracy.

Early Modern Major-General: 400, discount Soldier
You have the rank to lead a division in your forces' army, or any equivalent force in future Jumps. You're a fair hand at tactics and strategy, but like Mike Stearns, your real genius is in logistics. In enforcing sanitation, making sure all your men have adequate clothing, boots, food , medical care and can move around quickly. After all, in these days privation and disease kill far more soldiers than bullets or blades and arriving with a much bigger army does a lot to sway the odds in your favor.

Sims Marksmanship: 400, discount Soldier
There are tender-feet, and there are marksmen, and then there's you. You almost never miss, and your definition of "miss" would put other shooters to shame. A mile and a half shot across a raging battlefield with a commercial hunting rifle, and if you "miss" it could turn an instantly fatal "sniper's triangle" shot into a completely incapacitating shattered jaw. Expect to be noticed.

Father Tilly!: 600 cp, discount Soldier
You have never failed your followers, and they know it well. Your followers have a degree of loyalty and motivation that many people find hard to even comprehend. You could hold your army together through a full day of artillery shelling in the open standing covered in the gore of their comrades with no way to strike back after you'd lost all your cavalry and artillery and have no possible chance of winning so that you can retreat in darkness with whoever survived rather than having them routed or captured. You are THAT inspiring.

Class: 100, free Noble
Some things money can't buy. Such as good manners, grace under pressure, and refinement. A certain *je nais se quoi* hangs about you, that announces you as a person of wealth, taste, and style. You are also skilled in improvisational poetry.

Von Jumper: 100, free Noble

You aren't just some tiny little Reichsritter. Not you. You have a name that is recognized and acknowledged, even beyond your home province. Buying this again increases the magnitude of your title; Baron to Burgrave, Burgrave to Count, Count to Reichsfürst, Reichsfürst to Landgrave, Landgrave to Margrave, Margrave to Pfalzgraf, Pfalzgraf to Herzog, etc. etc. No matter how many times you take this you can't make yourself the Holy Roman Emperor simply from Jumpchain fiat, you are capped at Elector/Archduke status, but may import your title to any applicable Jump hereafter. All purchases after the first are discounted (only the first is free!) to the Noble origin.

Divine Right: 200, discount Noble
You are entering a time in which mainstream political theory is based on the idea that those who rule are given their position by God. In your case, you were given your position by Jump-chan. From now on, whenever you are in a position of authority, those underneath instinctively know that you have a right to your position. Treason is still possible, but even the traitors will have to admit that you deserve to be where you are.

Not A Lie: 200, discount Noble
The aristocracy, chosen by God and possessed of superior breeding since time out of mind, are better suited than other men to rule. This is a lie, except in your case it isn't. You are a skilled administrator and magistrate, able to understand the needs of your community and fill them as well as anyone could.

Thanatos Gambit: 400, discount Noble
For most Jumpers, death is the end of their chain, but for you, death is only the beginning. To use this perk when you enter a jump you must declare a suitably difficult and dramatic goal, and create a plan for accomplishing that that keys off your death. If you die in the jump, and your plan comes off and accomplishes your goal, then you are revived at the end, and count as not dying for the sake of the jump.
To be eligible the goal has to be something large and dramatic by the standards of the setting, and something that would never have happened without your intervention.

Til Next Time: 400, discount Noble
Common soldiers who lose often die, but in the more civilized games of politics and hegemony, things are different. Officers and gentlemen get ransomed back, or find a position in the new order. Like Prince Ulrik, or Turenne, people tend to see you as a worthy opponent, an enemy they can trust or work with, and let you go to fight another day, or try and become your friend to use your talents for themselves. You can lose this status if you behave in an unworthy manner enough, though they will tend to give you the benefit of the doubt.

Wheels within Wheels: 600 cp, discount Noble

You are a plotter par excellence, able to keep track of multiple schemes with timelines stretching well beyond your lifespan. Furthermore, you have the ability to incorporate all the facts that you are aware of, and even the smallest hint is enough to allow you to begin taking countermeasures. That said, if there's something you truly didn't have any knowledge of it can gum up the gears of your plans quite effectively.



COMPANIONS

Wrecking Crew: variable
You can import or create 1 companion for 50 cp or 8 for 400 cp. Companions get a free background, free background perks and items, and 600 cp to spend on perks and items, and may take 400 cp worth of drawbacks.

Canon Character: 100
Is there someone from this world you would like to adventure with? With this, you will be able to meet them under favorable circumstances, and provided you can convince them you may take them with you when you leave. Characters who are romantically paired with other characters will not go with you unless you bring their romantic partner as well, but if you'd like you can choose to meet a nearly identical expy of them, who is unattached.



ITEMS

Get 400 cp to spend just in this section. You may take one item each for free at 25, and 50 cp value, discount one 100, 150, 200, 300 and 400 cp item apiece. All Items fiat-backed to self-repair if damaged or return within a week if lost.

The King (free) The Americans insist they have no king, but nevertheless show reverence to the figure in your new picture, a young man in either a suit, leather or a rhinestone encrusted jumpsuit. Perhaps the strange discs accompanying it can shed some light on the mystery of this King of Rock and Roll.

Wallet full of Cash: 25
$10,000. To be able to carry that much around in cash, you must have been very well off uptime. It will take a while for downtimers to accept uptime money, but they always will accept uptime goods, and nothing's better for buying uptime goods than uptime money.

Toilet Paper: 25
Am I cruel not to make this free? This is a pack of 6 rolls of 4 ply toilet paper that never run out. Just FYI all the toilet paper in town will run out before the end of the year, and as of 1637, 5 years in, there is no prospect of new toilet paper being made. If unused, the toilet paper will disappear within a few minutes once removed from the roll.

D&D Books: 25
A set of complete D&D gaming manuals, guides, novels and dice. Only goes up to 3.0 as 3.5 came after the Ring of Fire. Also includes Shadowrun, World of Darkness and other roleplaying games published before September 2000 AD.

Duct Tape: 25
If you're coming here, I'm expecting you will do a lot of kludging, and what type of redneck shade tree mechanic would you be if you didn't have this endless roll of triple strength camo pattern duct tape. This duct tape will hold at temperatures from 200 degrees to -200 degrees and even in vacuum.

Teufelwurzen: 25
The devil's root, known in English as the potato. Long believed to be a potent aphrodisiac that turns ordinary people into depraved monsters, the uptimers have a very different perspective on the spud, calling it a wonder food with an immense per-acre yield. Minds were changed when the Americans introduced the potato chip at a cookout. You have several sacks of potatoes for growing or eating that replenish monthly, and a bottomless cooking pot of homemade chips.

Radio: 25
It's a radio. It never runs out of power, and always gets perfect receptions, but other than that it appears to be a normal radio. However a bit of searching will reveal an extra hidden dial embossed with the letter J. Turning this dial will tune your radio into different Jumps you've already graduated. Just how you're able to receive radio from a universe where time is stopped is something it's best not to think about.

Stations include music, talk, and educational programs. You can pick programs up even from settings where the idea of radio doesn't exist.

- **Ham Radio:** 25 For an additional payment you can upgrade your radio to a HAM radio. In order to talk to someone in another setting, you need to know some unique identifier about them that no-one else in the setting has (their "handle") and it's up to luck whether they happen to be available when you call (again, don't ask me how that works with stopped time. It's mumble mumble quantum mumble mumble probability states mumble mumble waveform). Even if they are available, it's up to them if they want to answer, and of course they don't know of anything that's happened since time stopped, except previous conversations.

A Bottle of Frogshead: 25
This is a bottle of low budget, (but still decent,) wine from a small uptime winery in California. A small sticker on the side reads 2.99. It comes in a gilt engraved wooden box. Besides being a decent wine, it has a few special properties. First, it improves markedly with age, and never goes bad. The longer you hold onto it, the better wine it is, and the more it's perceived value. Hold onto it for a year and it will go from decent to pretty good, another year and it becomes very good. Time accumulated can carry over between jumps, and if you wait long enough it may acquire some truly supernatural properties. Time spent in an area of stopped time like the Warehouse does not count towards it's duration, but areas of accelerated time accumulate as if they were normal time. It's second property is that it's an excellent gift (or bribe.) A gift of this bottle opens doors, smooths gears, and improves attitudes. This obviously scales with the age of the bottle. The God-Emperor of Mankind won't be impressed by a 1 year old bottle. On the other hand, a DMV clerk probably doesn't have the pallet to appreciate a ten year old bottle. The final boon is that you are Fiat decreed to have it. If you sell it, or give it away, or it is stolen, or destroyed, a brand new bottle shows up in the box at dawn the next day. Trying to abuse this to get more bottles results in all extant bottles becoming sour and worthless, and bottles that have left your possession do not continue to improve for this and the next Jump.

Instrument: 25
You can't be much of an artistic performer without the appropriate tools, so here they are. Whether this a grand piano, a fully stocked painting studio, or your perfect writing desk, now you have the implements necessary to bring some culture to this dreary world.

Ring of Fire Series: 25
The complete book series, including the Ring of Fire short story compilations and all the Grantville Gazette B-canon ones. Should give you at least a solid grasp on who is who and what they want, maybe forewarning of future events. Of course, the more you involve yourself, the more you deflect from the version of history committed to the page. Change the cause, alter the effect.

Coffee Can: 50
I'm not going to get between Jumper & his coffee. This large can of non-instant coffee refills over the course of a week. It isn't luxurious gourmet coffee but it is genuine coffee. Even if you don't drink coffee yourself, plenty of grantvillers do, and some will barter for uptime goods over anything else.

DJ Setup: 50
Loudspeakers, a laptop and a CD collection both vast and eclectic for 2000 AD. Can be used for a party or psychological warfare. Most downtimers appreciate Classical and Country, less so Rock and Rap least of all.

Dyes: 50
Tom Stone's supply of dyes, mostly used for making tie-dye shirts. In this day and age, anyone wearing such ostentatious garments would be incredibly wealthy, and indeed you can make really good money selling these off.

Future Masterpieces: 50
Shall a master become a student, even of their future self? What glory is there in making a copy? These books contain the greatest paintings and symphonies of 17th-19th century artists, and instructions on how to paint and play.

Grantville Gazette: 50
The newspapers of the dozen or so largest, or most significant, cities in the world are delivered on the day of publication to you, irrespective of distance. Even if they don't have newspapers, you get the papers they would have had, had they existed.

Leather Jacket: 50
Padded enough to arguably count as light armor, this jacket is comfortable in any weather and temperature.

Little Blue Book: 50
The Sears catalogue was for almost a century the gold standard, they used to use it to teach kids how to read. This came about because it was first released in an era when manufacture and transportation exploded… just like they are now. You have the new Little Blue Book published by an uptime business concern, high-quality items of virtually everything to exist at this time, and overnight delivery once you tear out and mail off an order form from the back. Updates in future worlds.

Spice Rack: 50
A refilling spice rack. A modest fortune in local currency if you sell it off, albeit less so with the Ring of Fire and all the competition. Naturally, it's also good for flavoring your food.

Refilling Jerrycan: 100
One of the primary constraints on the use of uptime tech is the scarcity of fuel. Even after oil wells are opened there are perennial shortages. This 20 liter starts filled with either gasoline or diesel and slowly refills itself with whatever fuel was last placed inside it at a rate of 1 liter per hour. It is no more durable than a regular jerrycan, and doesn't offer any special protection from the fuel. Also, if it is punctured the can will no longer refill until it has been repaired.

Reloading Gear: 100
There's no way around it, in this setting consumables are a problem, and one thing you definitely don't want to run out of is ammo. Well, with this purchase and a little work you'll be able to mitigate that problem. Have the gear to reload any firearm you possess, and a large cache of reloading supplies for any firearms that were designed on or before February 2000. If you want to reload your Storm Bolter shells you are going to need to supply your own materials, but if a weapon uses ammunition produced before the Ring of Fire you can make it.

Encyclopedia Set: 100
Everyone laughs at the encyclopedia salesman, until you're sent back in time before the internet. Fortunately, you have two complete sets of Encyclopedia Britannica, the 1970s edition with a great deal of technical explanations and diagrams, and the mid-90s version with less technology, but more on pop culture.

Generator: 100
So much of the goodies of modern society depend on electric power. That's fine, right up until you go somewhere it isn't available to you. Fortunately I have a solution for that for you. This generator is about 2 foot x 2 foot x 2.5 foot, and weighs enough that an average grown man in average shape can lift it, barely. It has 4 small caster wheels that roll easily on hard smooth level ground. Why is this worth points? First, it never needs fuel or new parts. Second, it provides enough power to run a house, small farm, and large home shop, in whatever setting you are in, with a minimum of 2000 technology. Finally it is completely discreet. It's utterly forgettable, even in stone age settings, never makes any noise or releases any smell, and doesn't show up on sensors of any kind.

Locked Set: 100
The decision was made early on not to restrict any future knowledge, save this. Any textbook on history, chemistry or engineering above the high school level was put under lock and key, accessible only with governmental approval. Well, you just happen to have a duplicate set, a nice spread of college texts on all these matters. In future Jumps, this updates to include secret history reports and cutting edge research governments don't want publicized.

Rubber: 100

So important to modern industry, they sent a mission to the New World largely for it, you have a ton of rubber that replenishes weekly.

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Weapons

Bowie Knife: 25
A large knife of good uptime steel, always available when you reach behind your back or in a pocket. For some reason, despite the existence of similar or better weapons, yours is considered uniquely cool and intimidating, much as future generations may one day react to a katana sword.

Cardinal Rifle: 50
Basically a reproduction of a sharps rifle, this large bore, breech-loading, cartridge firing rifle is miles beyond the pre-ring of fire state of the art. You can choose a carbine (designed to be fired from horseback,) or infantry (heavier, longer, but longer range). Either way, this thing kicks like an enraged mule. This thing is a buffalo killer, and it'll put a man down like nobody's business.

Lorenzoni Rifle/Pistol: 50
These weren't scheduled to be created until the 1660s, but as a favor to you I'm going to make them available. This is a flintlock lever action breach-loading pistol or long-gun. You can choose whether it is rifled or unrifled. The pistol can fire 10 shots before new powder and bullets must be added, the long-gun can hold up to 16 rounds. Because I'm nice I've solved the fragility, fowling & blow-back problems. The “lever” is a crank on the side. For reloading there is a small latched compartment on the butt. It has two sections, one for bullets, and the other for powder. The barrels are match grade. If you want, they can instead be Kalthoth repeaters.

Curiosa: 150
For all the bloodshed, (and perhaps because of it,) this is the heyday of the invention of firearms both weird and wacky. If you want to commit mayhem in “style” here you go. If you can imagine it, someone probably actually made it. For those of you having thinking of something, I've included a list of some after the end, from the (relatively) common to the utterly outre.

Personal Weapon: 150
This is a shotgun, pistol, or rifle that was legal for civilians to purchase and own in February 2000 without any special license. Remember that during this time the “Assault Weapons Ban” was in effect, so if the rifle you want has more than 2 of certain features you can't get it this way. Though a couple sawed-off shotguns do appear in the books. Another thing to keep in mind: Modern smokeless powder is

going to be in limited supply, and black powder won't cycle semi-auto firearms well, if at all.

Illegal Weapon: 200
This is a weapon that was illegal to own at the time of the ring of fire without a special permit or tax. This includes anything defined as an “Assault Weapon” by the ban, as well as a short barreled or sawed off shotgun, a short barreled rifle, a weapon capable of fully automatic fire, a WWI era cannon (along with one for each piece of ammo, but I'm giving you a break on that,) or a suppressor, because apparently a device that protects your hearing is somehow a firearm by itself.

M-60: 300
You have a 1970s or older vintage squad weapon. If you're old enough, perhaps you smuggled it home as a prank. Perhaps it was left to you by a family member. Whatever the case, it is most certainly illegal in the uptime US, so you might want to keep it under wraps. After the ring of fire, it becomes a vital military resource, so if the wider world finds out you have it, expect to have it requisitioned. However, you can choose to be enlisted as the head of the unit or squad tasked with it's maintenance and operation. You have 3x the ammo that a typical squad armed with. Expansion doubles the amount of ammo you receive.

Napalm: 300
Jellied gasoline that sticks and burns. Mostly deployed by catapult in this book series, this is a frankly horrifying weapon of war. You get two hundred gallons, replenishing weekly.

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Vehicles

Rickety Wagon: 25
From a distance this thing looks more like it should be on a burn pile, rather than on the road. Looks can be deceiving however. Underneath the bed it has been discreetly reinforced so that it will never fall apart, and could probably take a collision better than a new carriage. The axle and shocks have been completely replaced with a modern design, but covered in wood, so that unless someone actually crawls underneath and takes a close look they won't realize anything is different. This wagon won't look out of place in any princedom in Europe, but it can stand the rigors of the road better than anyone looking at it would believe. There is also a hidden compartment under the seat that is twice as big inside as outside.

Cotton Harvester: 50

A horse-drawn wooden cart that automatically picks and “cleans” cotton through an internal cotton gin. It’s not the most powerful or useful vehicle, but it is way cheaper and less objectionable than purchasing slaves. Comes with plans for more.

Steam Tractor: 50
Perhaps you are one of the Grantville steam-heads. For whatever reason, you possess a steam powered vehicle. While this in no way measures up to a modern day vehicle, it does have some advantages. First of all, it can run on wood, charcoal, or coal, all materials that are readily available during the 1600s. Second, it can serve as a pattern for creating more steam engines and steam vehicles, which will be extremely useful.

Dirt Bike: 50
You get a dirt bike to tear over the terrain with. In a setting where a “good road” means it doesn't have full grown trees growing up in the middle, a dirt bike can be very handy for getting around. The steed of the uptimer knight errant, it still depends on fuel, but it's faster than a horse, and you don't need to feed it.

Car: 100
It's a car. This could be a station wagon, a jeep, or a hot-rod. Even a school bus. It must have been available for purchase during or before the year 2000. There is a perennial gasoline shortage, and outside of the ring of fire a properly graded and graveled road is considered the best since Roman times. Still, a truck can be a very useful thing, especially if you have a source of gasoline, or have it converted to natural gas.

Coal Truck: 200
You have an uptime commercial vehicle. This might be a coal truck, or a beer truck or other box truck, or a garbage truck, or even a semi and semi-trailer. Whatever it is, it's yours. In the books the town’s coal trucks were converted into APCs immune to small arms. What you do with yours is up to you.

Fishing Boat: 150
This is a small sailing boat. It's got a small hold inside, and it's almost completely nondescript, perfect for playing “Guns of Navarone”. I've discreetly added a small trolling motor under the water line that never needs any fuel, just in case. There are swivel mounts on the railings, that were originally designed for small artillery pieces (called swivels,) that are basically large muzzle loading single shot shotguns, and there are four of them in the hold, but if you happen to have a modern day or futuristic weapon that is designed to accept a pedestal mount it will fit them too.

Steam Barge: 200
A steam powered river barge. Given the state of roads in 17th century Germany, it isn't a surprise that goods go by water whenever possible. This will carry as much as a

20 foot storage container, and is surprisingly stable. It can travel at the speed of a jogging man.

- **Timberclad:** 150 For an additional payment you can upgrade to a Timberclad. This steam powered wooden armored riverine vessel is armored to be pretty much immune to 17th century naval and field artillery. It's carronades are short ranged but quick firing and deadly to men and ships, and it's mitrauses are the next best thing to gatling guns. It's shallow drafted, with no underwater armor, and it is not, I repeat NOT designed for ocean cruises. It's true that one once successfully sailed from Germany to England and from England to the Netherlands, but it's made abundantly clear that this was a severe risk, and even in survival was a most unpleasant journey for all concerned. Comes with a commission as a captain in John Chandler Simpson's navy.
- **Ironclad:** 200 With a further purchase, and my intervention with Simpson, Stearns, & Gustav Adolf, I can upgrade you to an Ironclad. These behemoths are the most powerful vehicle in the world, bar none. They are armored to the point they can shrug of even the strongest shore born artillery for hours with nothing more than some easily removed superficial dents, and can blow a hole in some of the strongest fortification with every shot. They can be pumped out to lighten the draft, or flood down to increase protection and they have removable keels so they can operate in sheltered coastal waters, as well as rivers and canals, and runs on diesel, rather than coal. The Ironclad has 2 carronades and two slower firing fortress killer guns per broadside, as well as 4 mitrailleuse (basically a low tech gatling gun,) mounted one fore, aft, and on each side. There are also two more pedestal mounts on each side, but Simpson wasn't able to get the funding for the 4 extra mitrailleuses.

Bass Boat: 200

In this day and age, travel is by water whenever possible. If you want to carry big load or run some gunboat diplomacy then see the previous entry. This is what you ride if you want to maneuver in tight spaces, or travel in “style”, (anything Uptimer comes to mean rich and fashionable quickly in this setting.) This is a 20 foot bass boat, with a camo paint scheme. It can hold 5 people comfortably, or up to 9 people if you squeeze. Underneath one of the bench seats is a chest whose interior is always cool, and underneath another is one that will get hotter the longer something stays in there. This boat with never capsize no matter what. It has a fish finder with a logo of a chain in a U shape. It will present a clear and detailed image of anything that passes below out to a distance of 100 feet in front, behind, or to either side of the boat.

- **Powerboat:** 100 For an additional payment you can upgrade to a powerboat capable of going 60 miles per hour easily. Alternatively, you could upgrade it to a houseboat with 5 bedrooms, a full kitchen, and a living room.
- **Cabin Cruiser:** 150 Or you could pay even more and have the best of both worlds. A 50 foot cabin cruiser that can top 80 miles per hour and has a small apartment inside.

If you want, the Powerboat, Houseboat, or Cabin Cruiser can come with an 8 cell rocket launcher mounted on the front. It seriously obstructs your view, and unless you're pretty experienced the blast from launching the rockets can cause you to flinch, with potentially fatal consequences if you're the pilot. Unlike the original you can fire all the rockets at once, or one at a time. I would suggest you put some effort into design, because while reasonably powerful, the stock rockets suffer from a lack of accuracy and range.

Airship: 150
Sail the skies in style. This isn't a copy of the Hindenburg, but a non-rigid dirigible. It is slow moving and can't actually carry a huge amount of weight, but it doesn't have to worry about terrain smaller than mountains, road conditions, or bandits. It doesn't need a runway, only a small open area. In many ways it fills the role of a helicopter. Outside of a few uptime components like lawnmower engines to run the propellers, almost all the components can be replaced and supplied by downtimers, freeing a great deal of the logistical burden. You can chose if it runs on gasoline or bio-fuels. For an extra payment, you can upgrade it to a larger Semi-rigid airship which has a greater resistance to contrary winds, greater carrying capacity, and longer range.

A Bell Airplane: 200
This is a home built two person airplane built from scrounged uptime parts and kitchen tile, driven by a car engine, roughly comparable in capabilities to a very small light civilian airplane. Still it's an amazing development for the time and place. It has mounts for 4 rockets or bombs under each wing, and a small cargo compartment.

- **Gustav:** 50 For an additional payment you can upgrade to a Gustav; a larger, stronger airplane with more passenger room and a greater carrying capacity.
- **Jupiter:** 100 Or for another payment you can upgrade to a Jupiter; the biggest, strongest, most advanced airplane of the setting. Not only does it have the largest passenger load and the largest cargo capacity, but it is also amphibious, able to land on land or water. That said, as a vehicle that is on the bleeding edge of what is possible, it has its own issue. The water landing gear is an inflatable leather bag, and at least one almost turned into a fireball when the bag wore out and failed on landing. After this, others had the bag removed, but if you can find a way around that difficulty you could have the most powerful and flexible transportation of the day.

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Animals

Brillo: 25
Brillo is the most ornery, scraggly, territorial, stubborn excuse for a ram anyone has ever seen. His wool reminds people of something used to scrub pots, he is an inveterate escape artist, and for a dumb beast he is incredibly creative in creating

mischief. Are you sure you want to have his twin? On the other hand, he is an incredible survivor, enduring unperturbed through things that turn less robust creatures, (and quite a few humans,) into carrion. He's also highly marketable, with adults and especially children (who don't have to deal with him in person,) finding him amusing and adorable. You could sell quite a line of Brillo themed merchandise. His territoriality also has it's uses. Any outsider who attempts to sneak in is likely to learn a painful and humiliating lesson.

Kitten: 25
A cute fluffy kitten that never grows up, gets sick or hurt, or dies. It's not a great mouser, but will try. Makes a fine gift, but mostly they're so cute.

Angora Rabbits: 50
A breeding pair of Angora rabbits. They breed like rabbits. They have very long hair that is softer than you would believe possible, which they safely and easily shed. This hair can be used to fashion fabric which is as soft and silky as they are. They do need taking care of, as they have been bred to the point they can't survive in the wild.

Donkey: 50
Sometimes you're Don Quixote, sometimes you're Sancho Panza. This donkey isn't as swift as a quality horse by any means, but it is forgiving for beginning riders, with tremendous strength and endurance.

Warhorse: 100
A horse is the way to get around in the 1600s, and this one is better than most. It has a peerless bloodline, with excellent speed, endurance, strength, and bravery. This stallion has been battle trained, he will not flinch at gunshots, explosions, or any other weaponry, and will not run from physical monsters. He's even trained to fight, lashing out with hooves at enemies who get too close. He also looks magnificent, truly a worthy steed for someone such as yourself.

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Properties

A Full Basement: 100
For all you hoarders out there, this is the property for you. This basement attaches to whatever property you've purchased or imported. It comes equipped with 2 large freezers packed tight with things you've either bought on sale or got hunting or farming. One wall is all shelving filled with cans, some purchased on sale, and others canned at home. Other than that it is filled almost wall to wall with clutter. Christmas or other holiday fare, forgotten presents you've never used, an exercise machine you promised yourself you would use, things picked up from yard sales and auctions and thrift stores or clearance sales. None of it was crazy expensive uptime, but now their

use and value is only limited by your imagination or salesmanship. Who knows what you'll find when you go through it.

A House in Grantville: 100
If you are going to be a native of Grantville, you probably should have a house there. Here you go. You can either have a house or a business with an apartment upstairs. Due to some intervention on behalf of the management, you will never have to pay property tax on it, the utilities are also supplied by jumpchain fiat, and as long as they're in the house none of the appliances will wear out or break down. If you want the house can even be big enough that you could rent out a few rooms. Also, the house is invincible to anything short of a bomb.

A Farm: 100
If you've eaten today, thank a farmer. This includes a farm and the necessary equipment to run it. If you are an uptimer then you have a farm that is small by modern standards, and mostly hills, but with modern equipment. If you are a downtimer, then you own a farming village where the growing area is about the same as the uptimer farm, but is run by and has to feed a small village. In this case instead of a tractor etc they have oxen, horses, and plows.

Stage: 100
Whether it's a church, a lecture hall, a theater, an auditorium, or a dance studio, you have a facility designed for public presentations. It seats up to 500 people, and has uptimer lighting, sound, and production equipment. For half again the original price you can increase the capacity by another 500 seats, and can do so multiple times without limit.

Natural Gas Well: 200
This is more an add-on to another property than an independent one. It is a small natural gas wellhead with an unlimited supply of natural gas. It starts out with a 500 gallon tank which you can upgrade out of your own resources if you feel the need. It has an adapter that will mate with any container capable of holding natural gas. The whole setup is Jump-chan guaranteed to be safe. It also comes with a manual for converting a huge variety of vehicles and devices to run on natural gas.

Golden Arches: 200
The headquarters of the Committees of Correspondence wherever they feel they can operate publicly. This tavern, or pizzeria if you prefer, does a bustling trade turning you decent profits. It also houses a printing press for the rapid production and distribution of a newspaper broadsheet or leaflets. Most of all, it attracts the disaffected and disgruntled in any area, becoming a hangout for those who are profoundly unhappy with the way things are, in this and future jumps. Has a sign with the eponymous future symbol for cheap and fast food.

Jumper Castle: 300, discount Noble
If you're going to be a von Somewhere, you need a Somewhere to be from. You can choose to either have a somewhat renovated medieval castle which is good against medieval weaponry and and still somewhat effective against 17th century armies, or you can have a much more comfortable “Chateau” style castle which, while not as defensible, has much more room for visitors and administrative functions, and less drafty cold stone walls.

Jumper Estate: 300, first purchase free Noble
You don't just have an empty title. You're the effective ruler of a semi-independent estate. One purchase makes you an Imperial Knight, with a few villages. Subsequent purchases expand you estate and your precedence, although I'm not going to make you the ruler of Saxony or Hess-kestle just from perks. The real advantage is that, outside of a few Imperial edicts, you get to write your own laws to apply in your own land, and no-one, except theoretically the Holy Roman Emperor, and maybe the local duke, can use the law to override you. However, please remember that if you annoy your neighbors enough they might make war to oust you, and if you are in the CPE/USE Mike Stearns and Gustav Adolph are going to be working hard to strip your independence, along with everyone else.



SCENARIOS

Time Spike, Odyssey and Supplement Mode are all mutually exclusive with each other, but Assitti and Mercenary can be taken with either one. Each Scenario grants 500 cp to rise to the added challenge.

Prince of Mercenaries:
This time period is a heyday for mercenaries, and now you are one of them. When you enter this jump you will be given command of a mercenary unit, consisting of a few thousand foot and a couple hundred horse. With the Ring of Fire this is also a time (see Wallenstein & Saxe-Weimar) when a sufficiently skilled and lucky mercenary commander can rise to become the ruler of an independent principality. In order to get there you will need to ably serve another power, while building your power and influence, and keeping your eyes open for the right opportunity to break

from your employer, and rip a territory either from your former employer or his former enemy. Beware, because the game is crowded enough as it is, and any of the established players will take any opportunity to squash a new player and take his stuff.

Time Spike:
Instead of being sent back to the 1600s, you were sent back to the Cretaceous. After the Ring of Fire, the US government discovered a stable portal back in time to an age when dinosaurs roamed the world. Naturally, they decided to turn it into a top secret super-max prison. Now you're there. You are either a prisoner or a guard, but either way, the portal is closed, and you won't be able to go back until you've served your 10 year term/sentence. During that time, your goal is to conquer the world and turn mankind into the dominant species. You must turn this collection of prison guards and criminals so bad the US wanted to forget they exist into a self sustaining functioning colony with a technology level at least that of the US in the 1800s. Your reward is to be able to take the colony with you when you leave.

Odyssey:
Instead of being sent as part of a small West Virginia town to 1600s Germany, you are a passenger (Drop-in), or crew (Native) on a 2017 cruise ship that is sent to pre-classical Greece, or a Greek of that time. If anything, this is a bloodier and more barbaric time than the 1600s. Your goal is to keep the ship and most of it's people, and established a safe, stable, modern, free society, in a world where mass rape, murder, and slave taking is universally seen as the natural prerogative of the upper classes. Your reward is a modern cruise ship.

Supplement Mode:
Jumpchain doesn't presently contain a lot of ISOT (Island in the Sea of Time) Scenarios, so we'll cut you a break. You can use this Jump as a supplement to any other, provided you keep the premise of a community displaced in time multiple generations into the past. This can be a town, a city, a ship, but at least two thousand people visiting a previous era. Could be Republic City sent back to the time of the Hundred Years War, a starship sent from NJO to the Star Wars prequels, a present scenario, use your imagination.

Assitti:
Unbeknownst to anyone, uptimer and downtimer alike, the Ring of Fire was neither a natural disaster, nor an act of God. The truth is, that it was the result of an act of cosmic negligence on the part of a race of aliens known as the Assitti. Originally they would have noticed what happened and started aiming more shards of space-time at the earth to create divergent timelines until one of them created a sub-race of humanity capable of wiping them out. With your entrance into this world they have realized the dangerous potential of humanity and their own fate, and they've decided to do something about it. Now they've mobilized the entire force of their empire against humanity, and all that stands against them is you. Your goal is to wipe

out every vestige of the Assitti without them destroying your timeline, and without anyone in your timeline realizing that they even exist. This is an endgame scenario. Your reward is the Spark.



DRAWBACKS

Missing Mike +0
One of the major cannon characters is now gone, and it's up to you to take their place. Maybe more than one, to allow for Companions.

Hippie Parents +100
Like Frank, Gerry and Ron, sorry, Faramir, Gwahir and Elrond, your parents had an interesting approach to giving you a memorable and distinctive name. This is widely known.

Wooden +100
You have trouble expressing emotions, and come across as stiff or fake to most people. This can be overcome, but takes great difficulty and people will need to get to know you in order to see your sincere emotions.

Americans are Ignorant Louts when it comes to Language: +100
If English was good enough for George Washington, it should be good enough for everyone, right? In the 1600s England was a backward little country on the back end of nowhere. Unfortunately, English is now the only language you know. What's more, no perks will help you get around the language difficulty or learn other languages faster. You have to learn languages the hard way. If you chose to be a downtimer then you instead know your local dialect, and that's it. People living a hundred miles away might as well be speaking Latin. Have fun using an interpreter for just about every interaction for a while.

Long-Running Series: +100
For each purchase, add five years to your stay, from 1631-1646, then ‘51, and so on. This drawback can be taken up to five times.

Future Sins: +100, Downtimer only
Like little Barry, aka Baruch de Espinoza, it seems your name made it into the history books. Only, for something bad. You might have been an assassin or regicide like Cromwell, or a thief in the time that was, or a heretical thinker like Barry. Whatever the case, suspicion and hostility befall you for the potential of crimes you never committed.

So Weird: +100, Uptimer only
Try as you might, you never *quite* adapt to downtime culture. Not just missing luxuries like the internet or toilet paper, but how culture is here. How central religion is to people's lives, the things they believe or do. Sometimes you just have to laugh, even if it's wildly inappropriate, at these people.

Enmity: +100/200/300/400
Why so serious? You've made someone really really angry at you personally, and now they will do whatever is in their power to either kill you or make your life as miserable as possible. For the minimum price this is a bit player like Fuchs Von Bimbauch or Freher Von Blechada, who controls some portion of something you will have to interact with regularly. This is unlikely to be lethal unless you have a stroke or put yourself into their power, but it will be incredibly annoying and inconvenient.

The next level up is for a tertiary player like Baldur Nordal, Oliver Cromwell (post escape,) or Ruy Sanchez de Cassador y Ortis. They can be lethal, and can really wreck your day, but they are rather direct, and once you deal with them, that's it.

The third tier is for the leader of an organization like Gretchen Richter or a certain French Huguenot spy and assassin. They are still rather blunt, but have a lot more men and resources to throw at you.

Finally at the top tier you have one of the major powers of the day like Richelieu, Gustav Adolph, Murad the Mad or Mike Stearns with the resources of entire nations to devote to ending you, and long lines of people prepared to avenge them if you do somehow defeat or kill them.

Hillbillies, No Respect! +200
A proper 'Murican should only ever bow his head in prayer. It's just completely beyond you to make even the smallest expected token of respect to any of these high muckety-mucks. More and more, you will run across people easily offended by this and likely to make it a serious issue.

Leading from the Front: +200
People die in this world. A lot. Even named, point of view characters can die. Hopefully that isn't you. For the duration of your time here you will always find your

way wherever the most action is. Any perks that would let you hide from conflict are nullified. You WILL be drafted into somebody's military force. Your unit WILL be sent into the thick of every battle. If you try to desert you will run into enemy soldiers, or angry peasant vigilantes, or roving bandits, or other units of your own army. You could travel from England to India and run into conflict the whole way.

Rte. 250 Bar Crowd: +200
You may or may not actually drink at the Rte. 250 bar, but like the residents of that famed hole, you are a bigot through and through. It just boggles your mind that anyone expects you to learn German or tip your hat to a Swedish Emperor. Since when has anyone but your country done or made anything worthwhile? You might not go so far as to say the only good kraut is a dead kraut, but for mebbe nine out of ten, it's true. Don't think a downtime origin will help either, as you'll be remarkably bigoted and superstitous for the era, enough for your neighbors to shun you as much as you shun everyone who doesn't fit in your narrow worldview.

Did You Actually Think You Were Smarter Than These People?: +200
I hope not. Now, for every skill, crafting, or intelligence perk you have access to, one or more people in the setting has it too. What's more for every item you bring into this world, technological or supernatural, there will be someone in the world who, with sufficient study and testing time, will be able to reproduce at least a reasonable substitute. Some of them may be amenable to alliance, but many of them are guaranteed to be on opposing sides. This perk has a very good chance of totally changing the plot.

- **Dropping the Big One:** +200
  You will forget taking this perk. Now, not only will people be able to reproduce your feats, but you have a great big mental blind spot in that area. You will naturally assume that there is no way anyone in this setting is capable of matching you in any area. Even if you are shown that they succeeded at something you will dismiss it as luck, and continue to assume they can't do anything else. You are quite likely to come across as a condescending jerk.

Nerfed: +200
Choose either your out of jump powers or your out of jump gear. If you choose items then all your gear is converted to the level of technology available in the year 2000. It doesn't have to have been in commercial production but it does need to be something that COULD have been produced. Spaceships become airplanes or ocean ships, lightsabers become swords, etc. If you can't come up with a related 2000s item for it to become, then it isn't available. If you choose your powers, then all your out of jump powers are reduced to be in line with what people of the 1600s believed might be real. Can be chosen twice.

Runaway Production: +200
You tend to get easily obsessed with a project, a given topic, an enemy and go way, way overboard to make it the best of whatever it is. Or not rest until you've destroyed it utterly.

The River that Burned: +300
Whether it is shoddy workmanship, insufficient training, or pure bad luck, any project or area you are involved in or responsible for suffers a greatly increased chance of disastrous accidents. These can cause huge setbacks, expensive damages and liability, or even death. Pretty soon your reputation as a jinx will get around. Good luck.

Vows: +300
Whether it be the Jesuits, Richelieu's Intendants, the service of a great noble, or something else, even the Committees of Correspondence, you are responsible to some larger organization who can order you around. You must remain a member in good standing, and the group must continue to exist, or you chain-fail. You've also sworn a number of oaths consistent with your service, which you will feel compelled to follow, no matter how inconvenient.

DeMarce +300
Why does it matter that the drunk you decked is the third cousin's half brother of the wife of the man who was the tutor to the local count's granddaughter? Apparently your adventure was written by Virginia DeMarce. Now just about everyone you meet will have a long and complicated family tree. Besides everyone from the scullery maid on up going on long involved explanations of their family connections, they influence their actions. Just about everything you need someone else to do will involve what essentially becomes a fetch quest. You need to find which of the fifty or more people they are related to is the important one who you need to do some service for to get them on your side in order to get the person who you are interacting with to do what you need. Don't think about asking them which one it is, they won't know what you're talking about. Anti-boredom perks will not help you here, nor will anything that lets you skip or short-circuit it. You have to be there, engaged, in order for it to count. It also means that now you too have a similar family tree, and you will have relatives, some of which you may not have known existed, coming to you to ask you to do favors for them or for someone else. You can't refuse them often without a good reason, or you will send ripples of bad feelings out that will affect your ability to work the connections you need.

Witches and Demons: +300
You are a being not from this plane, with powers and abilities beyond mortal ken. The people of this setting can tell this subconsciously. They will be naturally uncomfortable around you, and will naturally attribute anything unexplainable you do to demonic powers. Remember that in this day and age, even many of the highest and most learned people believe in literal witches casting curses on people and calling up demons to snatch their souls, and they have spent a lot of time figure out how to remove them. Professional witch hunters are respected and listened to, and if they find out about you they will hunt you. You probably can kill a few villagers. Probably a troop of the local lord's guards. Can you kill armies? The more you kill and the more you do the higher your profile will rise and the more great powers will take

notice. One thing that the Protestants, the Catholics, AND the Shiite and Sunni Muslims agree on is that witches must die. Don't expect the people of Grantville to save you. They're pretty shell-shocked by the Ring of Fire. Seeing blatantly supernatural effects may convince them that the witch hunters are right, and then you'll have to contend with modern technology mated to 17th century fanaticism.

Actual Witches: +400
The people of this time believe in witches, alchemists, and astrologers. Now they are right. Across the face of the earth, thousands of eyes looked to the heavens, or into bubbling cauldrons, and foresaw your coming, and were threatened or offended by it. They will not face you head on. That is not their way. Witches are adept at casting curses, brewing poisons, intimidating peasants, and calling up imps to possess your friends, or trouble your sleep, or steal your energy. Alchemists are very good with poisons, as well as being very rich, with near monopolies on many substances you will need if you're planning on crafting, and experts at manipulating the economy. Astrologers are masters of fortune and fate, and extremely skilled at using their divinations to manipulate powerful people into doing what they want.

The Many Deaths of Joe Buckley: +400
Joseph Buckley maintains the publisher Baen's website, and there is a running joke about inserting him into each book only to suffer and die in ever more outlandish and unlikely manners. The Ring of Fire's Buckley was no exception, a journalist who was brutally murdered fairly early on in the story. You aren't replacing Buckley, but you are inheriting the atrocious luck of Buckleys across Baen's work. If there's an invasion or a disaster, you'll be caught in it. If there's a crime in the vicinity, you're suspect number one-through-five. If there's a way for literally anything to go wrong for you, it will. If there's a chance that you can be killed with 17th Century weapons, you'd best sleep with one eye open. I hope you came prepared.

Amerika Über Alles: +500
A lament early on was that if the Ring of Fire had merely been twice as large, they'd have taken back with them a State College campus and National Guard base. Well, now you can experience the timeline where that happened. Besides any foreknowledge of the series being basically worthless, the Americans are far less likely to compromise or listen to the better angels of their nature. Instead, it shall be as a great fortress, treating downtimers like filthy poxy peasants, securing their ever-increasing borders while hoarding knowledge and technology as best they can. In short, evil Americans who are going to do less to bring freedom to Europe and more "bringing freedom" to Europe.

Left In Another Century: +500
Something about the trip through time, or the arrival of a future era, has disrupted the connection between yourself and your powers, leaving you bereft of all save your Body Mod and whatever you purchase here. Don't worry, they'll return to you when your time here is up.

THE END

Return: What so many here would give a limb for, a return to the 21st Century. Warm beds, air conditioning, toilet paper.

Remain: This place isn't so bad once you get used to it. Stay a while.

Advance: Whole new timelines await, with wonders and horrors to boggle the mind.

Appendix A: Curiosa

Curiosa tend to fall into a few categories. One is "Combination Weapons"; a combination of a gun and something else. A second is weapons with more than the expected number of barrels. If you thought that double barreled shotguns or double barreled flintlock pistols were all there is, you're in for a surprise. Next comes Alarm and Trap guns, which are not designed to be wielded, but rather set. After that comes disguised as another item.

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