A Brother's Price Jumpchain

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Jumpchain by Brother_Anon or Bean_Counter

Good day to you, Jumper. Here we have a nice new jump for you to adventure in. What is it you ask? Well, it's a lovely setting that, well; admittedly it could be mistaken for a harem... No, jumper, come back, I said it 'could be', please, let me finish.

This is an alternate universe, of sorts, where man are vastly outnumbered by women, and unlike some juvenile fantasy where men are cherished and worshipped by scores of women, where they are kings, glorified and satisfied, the realities here for men are distinctly more down-to-earth and potentially unpleasant. Men are cherished here, yes, but as property.

In this world, specifically the Queendom, rather than how it was in the world of your birth, Jumper, it was women who did just about everything, as there were too few men, too cloistered where they were, too do much of anything, beyond have wives and children who did the sorts of things history books are made of.

It was women who ruled and continue to rule; women who invented and pioneered, women who made this world what it is. Whether they are deserving of praise or criticism for this I'll let you be the judge.

In this world, the virtues in your world that were associated with masculinity and the male gender are here flipped to be considered feminine and the domain of women. Here women are the violent gender, the ones who fight wars, and shed blood on both sides. Where men are seen as, or felt should be, gentle and refined, left home (albeit guarded) when their sisters, wives, and daughters go off to war, left to raise their own sons to be accepting of a life where they are not permitted to say 'no' when a woman asks.

Whichever gender you wish to be this jump, Jumper, it will allow you a perspective quite different from what I'd dare you you'd see just about anywhere. After all, in your various jumps full of magic and wonder, or space and science, how many times did you see such a complete inversion of something so fundamental to your parent culture? In any case, I hope you find it interesting, and an enjoyable jump.

Here 1000cp.

Have fun and, Jumper, just, er, please don't end up in a crib, okay.

On Families

Here in this world families are not structured in an atomic form that you may be used to Jumper, with one man (the husband), one women (the wife) and their children. Due to the lack of men, families are built more communally, where a single family is founded by a group of women, who may or may not be related themselves with a single man, more if possible.

These women are led by the Eldest, both a title and an actual name, subsequently given to the eldest born girl for each generation, who leads and guides the family, keeping everything in order and keeping the family coherent despite any internal disputes or friction.

The Eldest of a family are indisputably the most powerful person within their generation but also the one held to the highest standard, educated and disciplined severely to ensure they become proper leaders whether they have the natural knack for it or not. Should something happen to the eldest born, the position and title, but not the actual name of Eldest is passed on to the next eldest Sister in that generation still alive.

The founding Sisters and Husband have children together, where all the resulting children while technically half-siblings with only one consistent parent (the Husband) are nonetheless treated by this culture the same as full-blooded siblings, with concomitant taboos regarding relationships between them.

These families can grow very large, with between a dozen to thirty Sisters and one Husband, the number of children even if most of the Sisters only have one child and only some have two, can grow enormously with every generation. Successful families sometimes split, sending branches of the family elsewhere to thrive. Relationships between different branches of the same family can vary from cordial to hostile.

For each generation of a family they face the problem of how to get a Husband for all the Sisters of that generation; many times this is addressed through ‘swapping’, where one family swaps a brother for another families, each brother becoming the Husband for the other family, allowing both families to have a Husband and have children. These would be husbands have little say about this process, it being wholly in the hands of the Eldest where they end up. Where ‘swapping’ is not possible the family aiming to acquire the brother must provide a substantial dowry to pay for the privilege, a Brother’s Price, you could say.

Families have another matter to be concerned about for their survival, the envy of others. Families often have to be aware that their possession of men-folk will attract the attention of those without, and without having some means to fend them off, or the appearance of such to intimidate them away, an otherwise successful family could find itself subject to raids and lose their men-folk, if not being devastated in the process. Given how important their men are for their prosperity and continuity, that is a disaster under any circumstances for a family, as such any family that will endure takes enormous care to protect its men-folk, often to the point where the women will gladly lay down their own lives to ensure their safety for the greater good of the family.

Families also have to be careful of two other major concerns that arise from their communal nature. This culture embraces the idea of collective responsibility, especially in the matters of major criminal acts like treason against the crown. When such crimes are committed and proved to the satisfaction of the ruling monarch, the entire family is subject to punishment, although the treatment of the men differs from the treatment of the women in such cases (see below in On Gender for details).

Another case is where, due to the fact that multiple women are sharing the same man, sexually, any sexually transmitted diseases possessed by one quickly finds itself passed on to all or most of them before it can be identified. Entire families have whethered and died in tragedy and pain because one of the Sisters decided to try out a Crib. Adultery is a serious matter in this world due to how easily such a thing can happen, whether the adulterer is a Wife or Husband.

In another related matter, out of fear of such a thing happening to them, families interested in acquiring a Husband are extremely sensitive to any notion that their prospective stud has been in any way 'sullied'. This is especially true for nobles who can afford to be cautious where poorer families may be inclined to take the horrendous risk due to a lack of alternatives, as the risks involved may still be less than that of using a Crib.

As such any rumours, true or false, about a male losing his virginity before marriage can destroy his value as a prospective Husband, and can end up in him being sent to a Crib to recoup his families loses.

It is worth mentioning while covering this topic, that one of the reasons for such a family structure, is the means also to provide support for children as should their immediate parents die, they will still have Aunt and Uncles and older siblings to protect and raise them, but if they did not then they would have very poor luck indeed as this culture frowns severely on adoption. The only reason given for this is that it would encourage the poor and callous to reproduce excessively and pass on any girls, burdening others with their own progeny, until such times as they had a son, which they would benefit from exclusively.

Given how important the Family structure is here, every Background except Drop-in will automatically be assumed to be part of a Family as appropriate.

Their social status shall be determined by your own choice of background, although this may be overridden by taking drawbacks.

They do not count as companions but you may choose to carry them with you to future jumps and import them into other jumps if you please. This can be changed by taking an option available in the Companions section.

Gender

This is a world where there is an incredible imbalance of men relative to women born in each generation.

The cause of this has never been explained and as such could be due to a multitude of potential factors. It is worth noting however that this state of affairs has been the case for long enough that no one seems to remember a time when it was ever any different.

To put it into scale, a family where the gender ratio was considered impressive had a ratio of 1 brother to 8 sisters in one generation and 1 brother to 7 sisters in the preceding generation, and on the other side of the scale, there are families where in a single generation there can be 30 to 40 sisters but not a single brother. Most families hover between these two extremes and are both hopeful and dependant to one degree or another on there being at least one brother born in order to swap for another man from another family.

Swapping is the only practical way for many families to continue, as otherwise paying for a man is very expensive and out of the reach of most. Fortunate families who have more than one brother born in a generation are objects of mixed envy and admiration as they are able to both swap and sell their men-folk, ensuring the continuance of their family while also enriching it in the same generation.

Due to this massive disparity in numbers, there is concomitant disparity in representation. Men are property here. There is at best a polite fiction otherwise but even that is rare. Men can be bought and sold, but not as any common ware. Men are treasures! And like any treasure there are those who would stop at nothing to steal them, or contrive some means to get their hands on them.

And here is where things turn nasty.

Due to communal responsibility, where the sins of members of a family are reflected on the whole family and where something bad enough, such as treason, would demand the whole family be punished, or executed, the entire family right down to the infant children and those ignorant of anything to do with the crime. But that is just for the womenfolk, men are too precious to waste. Men in such unfortunate families, as well as those sold off to pay for debts incurred by their sisters or wives and men simply found one day by unscrupulous women without adequate defence, find themselves in the most horrible places you will likely find in this setting, Jumper.

They are called ‘Cribs’ and they are an affront!

Cribs are places where the men within are imprisoned, force-fed potent aphrodisiacs that reduce them to the level of mindless, rutting beasts, and where paying women too poor to afford a man of their own come in to ‘rent’ the services of these men made into beasts. These women pay to be accosted by these tragic men with the hope that they will be made pregnant from the experience. There is no guarantee of course as so many have to go again.

Sexual transmitted diseases are rampant in cribs. The horrific conditions and treatment lead all men forced to ‘service’ in a crib to have short painful lives.

Cribs exist in multiple forms. All are fortified buildings, more akin to a prison than a place of business, appropriately. Some however service the public and are the most dangerous when it comes to STDS with the lowest chance of conception resulting in male children, as the better 'stock' finds their way to private and/or military Cribs, used exclusively by a limited group of women. These restricted Cribs have much better standards for clientele and how their 'stock' are treated but are still horrible places, where even the most extreme cases of humane treatment are still forced prostitution.

It should go without saying that these men, forced to breed, have no say over their children or who they are to service. They are men treated purely as a means to an end.

Most women are either emotionally distant to men, due to a lack of contact with them, or are regretfully resigned to the necessity of cribs to maintain their population, as without them a country simply couldn't sustain their population and would descend into anarchy as bands of women would wage small-scale war on those other women who did have men.

No one takes any effort to try and claim that Cribs are in any way a good thing at most they argue that they are a necessary evil. No one speaks up against them; they only ones who truly care are either resigned, imprisoned and powerless or terrified and powerless.

Should you find this a nauseating state of affairs, something which offends your sense of justice, your morals; Then bide your time Jumper and keep an eye out for Scenarios to come.

As in this world the choice of gender has massive consequences, you must understand that this choice will be far more important here than in most jumps you have taken. That said, whichever gender you wish to be, you may take freely. Good luck jumper, whatever you choose.

That said please note that men gain a mandatory drawback that provides CP that cannot be gained by women and does not count against the Drawback limit.

This jump does not aim to discriminate against those who are or wish to jump as a third gender or non-gender, if you wish to jump as such, you may. Please note that you will be treated as a man as far as this jump, including discounts or freebies and available drawbacks, and the people in setting are concerned, if you are capable of making a woman pregnant, even if just in theory (basically having a John Thomson*). If you are not then you will be treated more-or-less as a woman both by the jump mechanics and by people in setting.

Be warned however that masculine or androgynous jumpers otherwise considered 'women' can be mistaken in-setting for fertile males and treated as such.

If you are a man, you are 15 years old, one year before you are set to be sold or bartered or swapped, by your family. You have that much time to influence where you end up. Just remember, you have very little real power. To get what you want, you need subtlety and to keep on the good side of your woman-folk.

If you wish you can increase you age to as much as 17, with your next or eighteenth (at the latest) birthday being the deadline instead. This is a broad change to the setting, not just for you, should you choose it.

As a woman, your age is 1d8 + 10, but you may choose a specific age within that range for free. You will be expected to marry along with your Sisters a single man, who will be your collective Husband. You will not be expected to be intimate with your Husband until you are between 16 to 18, at your discretion. You do not have to be intimate with your Husband at all, but note that this is unusual behaviour that will need to be explained to your family. Hope you have a good reason or excuse for them, Jumper.

Drop-ins do not have any pre-existing family or marriage arrangements, regardless of gender, unless chosen in the companions section. Those of the other backgrounds can expect to marry into, or be married to, someone roughly on the same social level, although Royals may have to settle for someone as lowly as landed gentry of royal descent. You still count as your chosen background regardless as to your spouse.

Location

All locations are located within the Queendom.

1 – Capital

2 – Estate

3 – Farm

4 – Shop

5 – Wilderness

6 – Old Battlefield

7 – Riverside

8 – You may choose any location from the above or any other location in the Queendom you please.

Drop-ins use the above location table.

Non-Drop-In Men start in either the Capital (Royal Castle) if Royalty, an Estate somewhere in the Queendom if Nobility and a Farm or Shop somewhere in the Queendom if Landed Gentry.

Non-Drop-in Women may choose to either start in the same location as Non-Drop-In Men based on their background or can use the location table.

Backgrounds

Drop-in

You finding yourself in your starting location, dazed and confused. You have the good fortune to be found by a pair of elderly spinsters.

Childless, near death and almost completely blind, they tell you the truths of this land, and warn you of what you need to avoid. You dare not linger and draw trouble to your benefactors, you decide to leave and make your way.

And keep their warnings in the front of your mind.

Landed Gentry

They fought in the war, your grandmothers. On both sides and were of value to each. They fought hard and learned hard, and eventually got what they needed to settle down, this band of sisters, with no blood between them but what they shed for one another. It was war, so some... many of them didn't see the end of it, those grandmothers-who-never-were, who you'll never meet. But you know their names and heard their stories on the knees of your grandmothers. You pretended not to notice how wet their eyes got. Everyone knows that girls don't cry.

They didn't want to lose anyone else they loved, so now, even years after the war and two generations on, your family remains as sharp and well-trained as though it stopped yesterday.

Even your father, swapped for a brother, was trained and taught as he become one of the family; 'til he was as good as the uncle you never see and can barely remember. One of your mothers told you that he could shot the wing of a pigeon in flight before Eldest was even born.

He's gone now, and the times a-coming for another swap.

Nobility

Who truly rules, the 'rulers' who give themselves airs and trinkets and call themselves 'royalty' or us, the people who get things done? We are the ones who make sure taxes are collected, who make sure the steam-boats run on time. We are the ones who oversee the farms and factories. We keep the riffraff and street or river trash and whatever, in line. It's our draughters and sisters and mothers who bled and sacrificed for this land and in the civil war, arising from their indecision, their mistakes! We were on the winning side, weren't we, so where is our compensation?

For now, it is alright. Let them have their pretence, let them, out time will come, when we are good and ready to take what is ours.

And you'll help, won't you sweetling. Of course you will, it'll be dangerous, but I can trust you, can't I... can't we, your family?

Royalty

By divine right you rule. Or rather, your family does, and has done for quite some time. Rebellions come and go, fortunes wax and wane, yet here you are, still standing. This is not to say that things couldn't be better, of course. Only a few years ago your family has undergone some... difficulties.

A terrible marriage that created suffered and division amongst your sisters, the sudden death of your much loved father, then a terrible act of sabotage that murdered most of your elder sisters along with a despised man who you flat-out refuse to acknowledge any relation to, and many innocent bystanders. And now, you and your sisters, as sure legged as newborn colts, have to find your way with little guidance, from your grieving and self-doubting grandmothers, through the morass of managing and ruling an old and complicated Queendom, full of old, entrenched power blocks that see your family's temporary weakness as their opportunity. Thankfully the Divine Right of Queens protects your family from the worst types of treachery, for now at least.

Your family needs you, your Queendom needs you. You must pull your weight, even if that means some... personal sacrifices.

Perks

Please note unless explicitly mentioned in the body of the perk, the benefits of the perks below will persist into subsequent jumps and will not be affected by your gender or shall shift to work for your current gender or approximation as mentioned in the On Gender section.

General

Variable - Beautiful

You select one and only one of the below:

200cp – You are unspeakably good looking. You are striking enough to make heterosexual persons of your own gender seriously consider batting for the other team, just for you.

400cp – You are so stunning that it is a curse to those around you. Those entranced by your beauty will tend to be slavishly obedient to you and give you are more leeway than in healthy in a relationship. You could do horrible things and be excused with barely a slap to the wrist, but only by those entranced by you.

Note: this is not literally a curse. 'Curse' is used here to describe how others will fall over themselves for you directly due to how stunning you are. People with unconventional standards of beauty may be unaffected. This perk, in either form, automatically adjusts to any racial alt-forms you take to make you comparably beautiful by that race's standards.

You may take the Nothing in Between Drawback for no extra points and take either form of this perk on discount.

200CP - The Look of Love

Discounted to Landed Gentry and Drop-in

You can determine how interested a person is or would be in you, by locking eyes. If they are attracted to you, or would be if they got to know you, then they can't look away from you. If you are or would be attracted to them, then you too cannot look away from them. If you or they can look away, not finding the gaze mesmerising, then either you or they do not have sufficient (or potential) interest in the other to make a go of it.

The locked gazes only lasts a few seconds, and in that time, you and they can only do things you and they would normally be able to while being heavily distracted, such as walking towards one another. Using this as a weapon to intentionally hurt someone is very difficult, that said, accidents happen, especially when people are really distracted.

Be warned, in cases where you trigger a one-sided Look of Love in another person; your own disinterest may not be obvious to them, or they may simply be smitten and selfish enough not to care that you don't and never will reciprocate, and will seek to pursue you romantically.

200CP – Aversion

Discounted to Royalty and Nobility

No-one wants to be chased for the wrong reason. Or to be pursued by those who just want something from them, rather than them themselves. To be used and discarded is a tragic experience for one who thought themselves in love.

Thankfully for you, that's not something you need to worry about. You subconsciously but unmistakably recognised when someone is trying to romantically to get close to you in order to gain some sort of perceived benefit.

You can also recognise this behaviour when it is being directed at other people, allowing you to protect your loved ones from these vultures. Of course, whether that person believes you or intends to 'trust in their heart' is up to them, or how convincing you are.

Be warned however, that people are complex, and you may find someone who is both sincere in their affection but also has a material reason to pursue a relationship would be flagged by this sense, whether it is used for you or another.

Male Perks

One 200cp Male perk can be purchased for free; the other Male perks are discounted for Men

200cp - To be a Treasure

It is a mixed blessing to be seen as a thing rather than as a real breathing person. On one hand, things don't have much say in what is done to them, on the other; people don't damage or destroy treasures lightly.

Should you ever be put under the mercy of an enemy, unless they know full well that you are extremely dangerous and uncontainable, they will take you hostage rather than kill you. The reasons may vary but it will always be that they see some value in keeping you alive. Be warned that only their greed protects you.

200cp - The Nurturing Sex

Even the most introverted and unhappy little tyke can become happy and exuberant within minutes of your attention. You know just when to act silly, and when to be serious; when to treat them as the kids they are and when to act like they're miniature adults; you can easily impart valuable life lessons that has been either taught or experienced by you, quickly and with no real room for misinterpretation or distortion, although complex or technical topics that a child could not reasonably understand won't be any easier to communicate.

In this world, the value of husbands is great, but the value of a husband who is good with children, is heads and shoulders above those who aren't.

200CP – A Virgin Promise

Discounted to Men

Being able to convince people that despite any evidence or speculation to the contrary that you are indeed a Virgin, is quite the task, something many falsely accused cannot manage. Many a man has felt the terror of being thought impure, rightly or wrongly and felt the horrible prospect of being sent to a Crib by stone-faced Sisters breathing chill air down their neck.

Some are lucky, many are not.

You however, there is no doubt in the mind of any who look at you that you are indeed a pure and virgin person. Untouched by carnality; unblemished by sexually transmitted disease. Pure and precious.

However, this is only the case where you actually are a virgin in truth, and as not every jumper can be assumed to be so, as a means to this end, you may once per jump, at the beginning,

which happens automatically this jump if you take this perk, seal away all memories or influence past events of physical intimacy had on you. All traces removed, boxed and locked away leaving you pristine! You may remember past romances and relationships but everything from chaste kisses to rumpy-pumpy shall be sealed away. You may optionally choose to seal away the memories of the romances and relationships which had any carnal content as well.

You may choose, upon legitimately losing your virginity for these memories to return in a suitable manner, or to remain in part or entire, sealed forever or until some future point when you are not a virgin where you can manually unseal them, or permanently delete them.

This perk works even to deceive supernatural efforts to determine your virginity.

300CP – Love In Many Facets

It is often said that there is no limit to the depth of the Human heart, metaphorically speaking. Now, for you, that is true. You can find it in you to give your absolute fullest in terms of love, caring and compassion to as many people as you can imagine.

Caring for the ills and hurts of an entire world, completely sincerely and without being diluted by the sheer number of people; that is to feel as intensely for each of them as you would if your feelings were focused on only one person is now possible for you.

You can have a harem of 10,000 and love each as intensely as your One True Love, if you have some means of giving the equal time and attention, then each could easily believe that they are your One True Love.

There is no limit to your heart; love as many as deeply and as intensely as you can or wish, Jumper. Be happy and make those you love happy as well.

400cp - Little Boy Mask

Women so rarely have any real contact with men, many of them having no contact with them outside the cribs, so that they don't really know how to deal with them when they find them. You are very good at playing on this and acting in a weak and pathetic manner that others find believable. All to get them to lower their guard and give you the chance you need.

You are capable of adjusting this with consideration to your audience, to give the same weak, vulnerable impression. It doesn't just work on women who are not experienced with men, nor do you need to be a man for this perk to be used. Please note that this will only really help you if you act quite weak, enough to provoke pity or contempt in your audience, and cannot be used more subtly, and those who know full well that you aren't weak, who have seen your strength with their own eyes have no reason to believe that anything has changed will not be affected.

Female Perks

One 200cp Female perk can be purchased for free; the other Female perks are discounted for Females

200cp – Eldest

You are a natural leader amongst your gender. Those of the same generation and sex as you, tend to naturally see you as a guiding light, a strong leader to listen to in times of trouble and peace. This effect can be challenged by the strong willed and those with strong biases against you or what you stand for.

In this jump, the cultural convention is to name the firstborn daughter, Eldest. If you are not the Eldest in your family, then you will be expected to buckle-down and get along with them, including take orders, but even then with this, you will be a definite second-in-command. In the case of a man, you will never, in setting, be considered comparable with the Eldest, but can expect for any reasonable order or request to have some gravitas and not be automatically disregarded by those with a low opinion of men.

200cp – Berserker

In defence of those who are closest to you, those who you love deeply and sincerely as friend, family or lover, you can tap into incredible reserves of strength and ferocity.

The greater the danger and the greater the negative consequences, to your loved person, the more of a boost you get. This caps out at twice your max, and cannot be sustained for more than a few minutes at a time. You may only use the benefits of the boost in order to try and aid the loved one, and must focus all your efforts into helping them, or the boost becomes unavailable. You have this bonus on for one person at a time and it cannot stack with any other situational boost.

200CP - Guaranteed Fertility

Discounted to Women

In this world, women are particularly driven to have children. Whether through culture or evolutionary pressure, some women who have denied themselves the opportunity to have children have found themselves becoming psychologically distorted from now going ahead and having at least one. Pity then, a woman that despite any effort she makes cannot conceive even as those around her become rotund with new life, she remains barren and in a culture that blocks her from even adopting unwanted children.

Here then, for you is a guarantee, that so long as you have the form of something capable of biological reproduction, normally capable of having children, then you shall never experience anything which would reduce your fertility below what is typical for that form. Wounds to the womb

shall heal perfectly; genophages shall be rendered impotent; contraceptives shall fail, curses shall falter. You shall have your new life, jumper. Should you will it.

Bear in mind, in the case of things like contraceptives, both you and your partner must be equally willing to create new life to circumvent them, which then begs the question why you are using contraceptives in the first place? Well, I don't judge Jumper. Moving on.

A man who takes this perk can also guarantee the gender of his children if given at least 24 hours advance notice of conception, where he can 'instruct' his body on to produce sperm of the right kind for that gender. A woman who takes this perk can be guaranteed not just to fall pregnant when they wish as described above but also to have trivial difficulty in both pregnancy and childbirth.

300CP – Share and Share Alike

Discounted to Women

Most people find it difficult, emotionally, to accept or handle their significant other being intimate with another person. Jealousy, fear, insecurity. These things can be incredibly harmful to your emotional well-being.

Now however, that is a thing of the past.

You can have a spouse who is intimate with other people without it affecting your relationship with one another or how they regard you, or you regard them. They will never make hurtful comparisons or favour another; instead compartmentalising things so as not to harm or offend and giving equal weight to each of their lovers. You and they also find it easier to communicate with one another, and your shared lover/spouse can also act as a capable arbiter or mediator between you and another lover/spouse,

Similarly you may be the one having relations with other people, in that case the perk works much the same, but working primarily on you rather than the shared lover/spouse as above, influencing you and how you behave with your lovers/spouses.

This does not help at all if someone is cheating however, everything must be above board without secrets and with mutual agreement and understanding.

This ability is essential for the smooth operation of a Family in a setting like this, as wise Sisters and Wives would understand that in the past where an imbalanced approach was taken Husbands within Families, it can be devastating to the internal cohesion of that Family, creating internal enmity between jealous Sister-Wives that the Family could ill afford in this dog-eat-dog world.

400cp - Battle Harem

When in a group of those who share at least one demographical feature with you and one another (say, like gender, or age (give or take a year or so), and are united in purpose, you and they find yourselves much more capable and coordinated.

A band of women, working together, for example, to protect a male relative, will be highly efficient, if not perfect guards. Truly extraordinary persons or unknown variables can interfere.

Any variable demographic will be weaker the more members exist on the margins. For example of a group where all other demographics are the same where the youngest is 20 and the oldest is 21, will be more effective than the same group if one member was 25.

Background Perks

All 100CP perks are free to their Background.

All other perks are discounted for their Background.

Drop-in

100cp – Blur

You can blur any one variable about your appearance, making it ambiguous to any who see you. No one will see anything odd about this at the time, but perhaps in hindsight...

You can blur the variable of gender, and appear of ambiguous gender, making it easy for a man to pretend to be a woman, or a woman pretend to be a man.

Alternatively you could use hair colour, age, skin colour, height. Making one variable... variable, and quite possibly confusing a great many people when they try to remember some time later what you actually looked like. At the time they interact with you, a person will subconsciously select a definite variable in face of the ambiguity in order for their mind to make sense of it. Context is important in determining how they fill in the blank you present.

For example, if your 'hair colour' is selected as variable, a person who likes you, or expects to like you, or would like to assume or expect you to be nice, will see you as having their favourite hair colour; whereas someone who expects to dislike you, or even hates or fears you will see your hair colour as a colour they associate with negatively.

If you select 'skin' to be variable and meet a racist person, they will likely fill in the blank with you being, the same skin colour as them, unless they have some negative preconceived notion of you as a person, which will change it to whatever skin colour matches the ethnicity they are most racist against, in that context.

If you select 'race' and use it in a jump of say, Wk40, and appear before an Ork, they will likely assume that you are an Ork yourself, so long as nothing else disproves it, similarly an Eldar could be tricked by this, but of course the Eldar are the most likely to pick up on something being wrong about you, while an Ork would cheerfully disregard a veritable mountain of evidence and still regard you as a fellow Ork so long as you act... Orky.

If 'gender' is selected as a variable, a person will see you as the gender you portray yourself as based on your other mannerisms. Act masculine (by either this world's definition or your own) and you will be seen as a man, and similarly for feminine and women. Please note that preconceived notions and expectations can surprise you and make a viewer interpret your ambiguity in a manner other than what you expect or want. Be careful about being viewed as a man, in-setting, whether

you are or are not. In the wrong circumstances, that could be bad, especially due to reaction of others may reinforce the preconception that you are indeed a ‘man’.

100cp - Untrodden Paths

You have a knack for finding ways to where you want to go that other people do not conventionally think of, or would simply miss. You will find short-cut paths through overgrown forests so as to travel faster than your pursuers, or through a set of factory buildings to ambush your enemies from an unexpected direction. Those who follow you will find it difficult to follow in your counter-intuitive paths, but not impossible. You can lead others along these paths with you without problem.

100cp - Keen Eye

You have seen a lot in your day, in this and other worlds; All sorts of shady dealings. Or maybe someone placed you on their laps and told you the stories of their youth, and the bargains and betrayals they lived through. In any case, you have an acute sense of the sort of person who uses and subsequently discards. Anyone who seeks to use you for something and then dispose of you afterwards might as well be screaming their intentions to your keen eyes. The more habitual they are about the practice, the more obvious they are.

Of course, nothing says that you can’t play along.

200cp – Elusive

You are as slippery as an eel. You can hide from any mundane searches or investigations, with ease. You are highly competent at concealing your physical tracks, and even your scent is concealed. You could spend three years on the capital, eluding any discrete searches for you by both friend and foe, and navigate the underbelly of that and such cities, making both friends and enemies amongst the lowest of the low.

200cp - Technical Purity

Sometimes, in life, we have to make little compromises. Sometimes you just have to say to someone who really wants what you can’t or won’t give, “Okay, here’s something. Now leave me alone.” Whether it’s a particularly amorous pursuer, that you can satisfy with a kiss, rather than allowing yourself to be defiled outside of wedlock; or a group of fan-girls who want your body, but would settle for a flung article of clothing, as you run in the other direction.

This isn’t perfect: some people are just unwilling to compromise in the first place.

200cp – Luck of Fools

Often times the last actions a woman takes are reckless ones, ones that get her killed! You understand that recklessness is not wise or prudent, that it comes with great risk, but with rick comes reward and your recklessness may well be all the makes the difference between war and peace for your home and family. What is a little risk to life and limb when the stakes are already so high? Fortunately for you, you possess tremendous, if unreliable, luck when you act recklessly or thoughtlessly in the pursuit of your duty or for those you love such as friends, family or close companions. Rather than resulting in your death, instead you can at worst expect some painful injuries. This is just general good luck, not a guarantee and as such cannot be relied upon especially the more it is drawn upon.

600cp - Swimming in the Court

You have taken to the politics of this land with vim and vigour that may well have surprised you. Whether you are a new hand and an old veteran of politics, this place has invigorated you with its interesting slant on traditional politics. The introduction of such large, united and capable family units, in the place of, what are often just singular individuals, has surprisingly extensive changes on the ways politics operates. You have not only found that fascinating, you have found that it has inspired you to become a much more capable political manipulator.

Your power is behind the scenes, in modest bargains, in secrets kept and whispered into the right, or wrong, ears; in little nudges and subtle dances of your unwitting puppets. Your power is more like influence, subtle and discrete, but can move mountains, in time. And that there is your weakness, 'in time'. You cannot command things to happen right away, you can only cajole for them to happen eventually. Still, perhaps in time you can accomplish things, no Queen or any amounts of Commands from on high could manage.

600cp – Proxy

It is a sad thing that sometimes you cannot be where you need most to be. Perhaps you are a criminal and meeting Royalty face-to-face would lead to you being invited to the dungeons. Perhaps you are a man, who understandably likes to not be in a crib for the rest of a short horrible life. But trusting intermediaries to talk for you is never as good as the real thing. Too much risk of miscommunication or misunderstanding, or perhaps a deliberate ploy by your ambitious pawn. But now that changes.

By mutual agreement, between yourself and another, you may project your awareness into their body. Where they go, your mind and awareness follows. What they see, you see. And if you request, and they submit to your request, you may take control and speak and act through them, as effectively as though you were present, but in another person's body, with their face and reputation shielding your own.

Be warned, your own body is vulnerable during this out-of-body experience.

Landed Gentry

100cp - Military Training

Those of your mothers with a background in the military saw no reason why not to share those invaluable skills to their children. Discipline made them the women that they are today, and like hell will they let their kids be weaker than them.

After years of training in firearms you can shoot the broad side of a barn at your absolute worst, and at your best could shot the wings of a fly at several meters. Also, you know enough about brawling and fighting to be a fierce combatant. And what good soldier didn't know some first aid.

100cp - Thievery Skills

Your other mothers knew that sometimes the skills you need are the skills, nice people frown upon, unsavoury skills, the skills of a thief. You are competent at pick pocketing, lock picking and sleight of hand and may learn thieves cant.

100cp – Teamwork

The power of one is always less than the power of many. A family is always stronger than any single member. And to make the most of that strength, to defend the family, everyone in it has to learn to work together.

You and those you work close together regularly have a strong rapport that allows for excellent teamwork, especially in performing actions that you and your teammates have already gone through drills for. This only works with those you have good relations with already.

200cp - Prudent Placement

You have an inherited a mix of military and architectural expertise from your mothers and father. You have an excellent sense on just about any terrestrial terrain where best to put fortifications, and array a camp in the midst of war. In a more peaceful use of this skill, you can use it to make sensible layouts for farms; putting the barn there and planting trees there to act as windbreaks, and putting the sty there, downwind.

When being used in a focused manner on a complex structure such as a house, it can help design way to build the house in order to maximise, comfort, efficiency in day-to-day living and defensibility.

200cp - Sisterhood of the Night Training

It is not enough, you have been taught, to just be stealthy, you must be capable of stealth when distracted as well as you would be if actively concentrating on remaining unnoticed and hidden. By training and engraving the practices of stealth on your mind and muscle memory, you find yourself able to remain as unnoticed and hidden as your skills would otherwise allow, regardless of any change of emotional state or distraction.

You naturally are also pretty good at being stealthy, so good in fact that you could walk up to a well-protected man or woman, in public, steal a kiss and be gone before their guards even notice, so long as said man/woman does not raise an alarm.

200cp - Meet Them On Their Level

You have an uncanny skill of lying, where people who are liars themselves find you far more believable in proportion to how deceptive a person they are. Try to lie, with just this, to a person with integrity, however, and they'll see right through you, assuming you aren't skilled enough to fool them on your own merits as a fibber.

Please note this only works if the person it is being used on regards you in general as a trustworthy sort, who would either not lie or keep their word. If you are recognised as a skilled liar, then you will naturally be too untrustworthy to be believed even by the worst liar.

600cp - A Shining Coin

Opportunity knocks but once, and when it does, you better answer.

From learning from your many mothers past experiences, you have become ridiculously astute when discerning good opportunities for advancement or expansion. This works best when the opportunity would benefit a group that you are part of, rather than just you as a singular person.

600cp - Band of Sisters

Blood may come to matter after a generation or two, but to start off, most families start as mongrels, and collections of strays. What united them, what still unites them, if not blood?

Sisterhood. Wading through hell for a sister to drag her half-alive to safety. Being there for her when she suffers yet another disappointment from visiting a crib. Weeping with her when her child dies stillborn. Pain forges the strongest chains.

Let those chains strange our enemies, and bind us together as a family.

Any group you form and lead will be especially robust in terms of its interpersonal relations, where they are strengthened rather than weakened by adversity. Your collective pain steels your collective resolve. Together you can achieve anything.

Nobility

100cp – Captain of the Canals

You are a skilled seadog, or rather riverdog. When it comes to boats on rivers, you know your stuff. You know enough to evaluate the worthiness of a boat, the discernment to select a competent crew, and the contacts to use these skills well and ably either for business or pleasure. Being a capable sailor also allows you to travel quickly and easily in lands with ample rivers and canals, like the Queendom, giving you a substantial advantage in speed over those travelling on land, and with the ability to transport larger amounts of cargo at the same time.

This skill and experience is distinctly limited to freshwater environs, but can also act as a springboard to learn about sailing on the open sea, allowing you to learn such skills and become a competent sea-(wo)man in record time.

100cp - Golden Face

You are quite skilled in using your attractiveness to detract from other things about you. By flaunting your good looks you can hide the hate in your eyes, the contempt in your smile, the dagger up your sleeve or the poison in your belt. Obviously this only works when someone is truly entranced with your good looks; someone who finds you plain or ugly would not have any difficulty in seeing the things that are hidden from your other victims. Beauty is in the eye of the Beholder.

100cp - For the Lock

All nobility, have certain basics things they absolutely must know if they are to remain nobility and their family it to thrive. Basic bookkeeping and how to run a business, is a useful skill-set even for those not of noble birth. Actual nobles tend also to benefit from some more theory than practice in their education, such as economic theory.

200cp - Conceal and Cover-up

Dirty deeds are simply a necessity for those with any real aspirations. Play by the rules and you are letting yourself be played by those who made them. But, one cannot be crude and flip the board, no, that would just mean losing the game. One must perform one’s naughtiness out of sight and with as little evidence as you can manage, break the rules out of sight and they might as well not be broken, at least for the other players in the game. That is how to masterfully play the game of life, by cheating, ruthlessly, remorselessly, and with none of the shame the sheep would try to have you feel.

200cp - Blame Shifting

You did nothing wrong. It was them. Those... people. It was their action or inaction that forced you to do what you did. Can't everyone see that your actions, no matter how unfortunate were forced out of you because of them? True, they didn't make you do it, or ask you to do it, but they must have known, why else would they do what did, they must be held culpable for your... indiscretion. It's only fair.

When caught in the act of wrong-doing, you can try to shift the blame to a tangentially related 3rd party, and excuse your actions, no matter how horrible as it was all because of the 'them'.

Will backfire if you try to use it on the same people you are trying to shift the blame onto, instead making your guilt obvious to all witnesses.

This only facilitates blame-shifting, it does not make guarantee anything. The better you are at standard mud-flinging, the better you chance you have of successfully passing the buck to someone else and getting away with your misdeeds.

200cp - Discrete Poisoning

It such a shame when someone dies quickly. Out of the Blue. Such a surprise. Old age, of course. Couldn't be anything else. Certainly couldn't have been you. No, no. You are the last person in the world anyone would suspect of using poison to kill someone, shy of being caught in the act. Right? You would never, of course. Hahaha.

600cp – Frenemy

If you wish to harm a foe, but not to be harmed in return, where is the best place to be relative to your foe? Far away, where they cannot harm you, but now you cannot harm them; unless one or both of you use proxies? A defensive sort of battle, doomed from the start. At arm's-length where you can both wail at one another until one falls? Not wise unless you are clearly at an advantage. Then where? Their blind spot close enough to stab them in the back, awkward enough for them not to retaliate after the dagger sinks in, outside of the flailing of a dying woman, and what a small cost for victory is a few bruises.

You can get close to someone, befriend them and to all appearances, even supernatural means of detection, appear completely sincere in your friendship. It does not help you make or maintain the friendship beyond seeming being sincere and while this friendship must be (apparently on your side) mutual and only provides cover from third party's gazes if so, it is a perfect effect for those third parties.

Your 'friend' on the other hand is capable of, should they discover enough evidence to discover your real intentions, seeing through to your true motives, perhaps even before you launch your otherwise perfect sneak attack, and subsequently has a very good chance of finding you, wherever you are in order to have a suitably dramatic and lethal final confrontation with you.

600cp – Lysistrata

Sometimes the best way to get what you want is through inaction. Through choosing to stop something that you were doing. You can tell whenever you are dealing with someone who benefits from a service, good, or something along those lines that you are personally responsible for providing, where you are wanting them to do something that they are otherwise unwilling or unlikely to do, whether withdrawal of that service or supply of that good is sufficient to make them do the thing that you want them to do.

The best and most classic example is of the withholding of sex to a partner or spouse. You could for example, wish for your spouse to perform a particular task, you can then consider as a purely mental action, whether threatening to withdraw the prospect of sex would be sufficient to get them to perform the task. This allows you to only make these threats where they are guaranteed to actually work, preventing your threats from losing force from a history of threats that are dismissed as unreasonable.

This would not help however, if you are not the only source of the service, or if an equal viable alternative exists that the target can switch to.

Royalty

100cp - Evaluating Gaze

Entire dynasties, Queendoms and empires have fallen or faced calamity because of a poor choice in partners for the future ruler. From Daji to Keifer, a poisonous influence invited into the court brings about nothing but pain for the royal family.

And yet, those experiences, those hard lessons have refined the wisdom and discernment that royalty needs and you now have. You can determine with a little contact with a person, their relative worth as a person in the role of spouse, either for yourself, or another.

This is not perfect, unfortunately, as a person however much that they would make an excellent parent, may still be a poor advisor; and a good person can still be naive or idealistic. But for the position of wife or husband to yourself or those you protect, monsters need not apply.

100cp - Cold Judgement

There are many who would benefit to you being a fool or rash, and if you are not so in the normal course, then they would seek to put you under pressure to force you to behave as such. You however are made of sterner stuff than they can imagine. No amount of pressure can stop you from making the decisions with the same composure and competence, and thoughtfulness you would be able to make if under no special pressure, at all.

These fools could not break you, what makes them think that they can bend you?

100cp - Active Royalty

Being Royalty is not all fun and games, it is as much a lifestyle, a job, an obligation as much as it is a privilege. You must be up to the task of working actively in maintaining the Queendoms administration, or legislature. You will be called upon, if Royalty, to settle disputes and as such must have the skills to weigh two sides of argument dispassionately. You also must have the bureaucratic skills necessary to both find and file important information.

This gives you a broad but basic competence in the active day-to-day affairs of managing a Queendom. You may build on this foundation with experience, and even as you may distance yourself from the day-to-day minutiae and trivia of ruling, you will always remember these ground-floor tasks.

200cp - Pursuit

You have great luck in all matters pertaining to the pursuit of another. Whether it is tracking thieves with stolen merchandise or seducing a romantic interest, you can pursue them to the ends of the world.

It is a shame that this doesn't really help you be prepared for when you catch them, such as catching up to the thieves only to be soundly beaten and nearly killed, or having taken liberties with some young thing, you now have to wonder if their family knows and wishes you ill. But even then your luck helps you out and gives you a means to succeed or survive, for example, the thieves don't kill you straight away and are scared off by a playing child who then runs off to get you aid; or the relatives find some reason to forgive you your transgressions, albeit perhaps insisting on a shotgun-wedding.

There are pretty strict limits to how far this will protect you from your ill thought-out courses of action or just plain recklessness, and even then can only save you through luck, not divine intervention. This doesn't help if someone really wants you dead, or have explicit orders to kill you.

200cp - Rough Weather

Power attracts people, some wholesome and most loathsome. Being a person of power yourself, you are bond to attract people to yourself, not as a deliberate act on your part, merely due to the magnetism of being powerful.

As such, you are well-advised to be discerning with those close to you, and not to allow 'fair weather' friends to get too close or be trusted with too much.

You have the singular good fortune that such flighty people tend to pass you by, and are easy for you to recognise and point out to others.

200cp - Reciprocal Promises

Royalty do not give their word lightly. Every promise you make should be treated as binding, after all how can the common people rest assured that they are in good hands if they cannot trust you to keep your promises.

Where you make a promise to another, and are reciprocated with another promise of equal weight, with neither side being under any duress, the promises become binding to both parties. Both parties can mutually agree to dismiss both promises, but one side cannot unilaterally break their promise, even if they think the other party has already done so.

600cp - The Eldest of the Queendom

You are a Queen. Perhaps not in terms of actually having the title, but you certainly carry the aura of authority, and you voice rings with the tone of command. Should you take leadership over a group, you will find few will be able to resist your commanding presence and natural leadership.

Please note that would not automatically make you terribly good at ruling, except you are, phenomenally good. Should you take uncontested rulership over a nation or state, you may treat that nation or state as an extension of yourself. Aspects of yourself can conceptually enhance or aid the nation or state and abilities you can use for yourself can be applied, in a much weaker form for the nation or state.

Your strength can aid its' industry or strength it's force of arms and ability in war. Your agility can enhance transport within its borders. Your charisma enhances your peoples own culture, to become attractive and gregarious, attracting the respect of your neighbours.

Supernatural abilities also can provide small benefits, the ability to make and manipulate fire could grant your nation a small increase in heat over the year allowing for better weather and greater harvests, for example. Please note that these benefits can only be as strong as an effect that could be brought about due to good fortune, happenstance or a discerning ruler. Blatantly supernatural benefits are not permitted, but a host of small, very mild benefits stacked together can help a nation flourish far better than one dramatic display of supernatural might.

600cp - Theatre of the Past

Art imitates life, it therefore makes perfect sense that one should be able to backtrack from art to the life it imitates. Through the lens of a theatrical performance based on real life actual events, you can perceive the actual historic events that took place, seeing the unvarnished truth of what happened and allowing you to fully sympathise with the persons involved, in particular, one key person who you predominately sympathise with.

These visions are not sufficiently clear to be able to derive very specific information such as passwords or key codes, only the truth of the story, including both the facts and feelings of those involved.

Please note that to any observer, you are simply watching a play. Any unusual reaction may be noted and commented on.

Items

General Items

200cp – Everlast

This vial of Crib-drug, in your hands can be used by yourself or given to others. While a potent aphrodisiac, its influence on the mind is diluted, allowing a person to remain in control of their faculties. It's primary benefit however is that it gives the consumer the benefits of Guaranteed Fertility when consumed and for 36 hours afterwards. Remember that the perk gives slightly different benefits to men and women. In the case of women, the aid in dealing with pregnancy is an exception to the normal 36 hours limit.

You have a set of six vials and the instructions necessary to make more, but only of the mundane form of Everlast that reduces people into rapacious beasts, unless at the time it is made you have less than 6 vials of the fiat form, in which case the vial of Everlast shall work as described here.

200cp – Purity Ring

While wearing this ring of white gold, you shall be assumed by any who see you to be a Virgin, similar to the A Virgin Promise Perk. Unlike the perk however the sealing away of memories is not included and the seeming of virginity is entirely that, a seeming, a lie and illusion the ring perpetrates.

Should you ever have whoopee daisy with another person, while wearing the ring, the ring shall corrode into scrap metal and all those previously so certain about your virgin status will find themselves spontaneously doubting it.

000cp – Wedding Night Dodge Pack

As not all jumpers would want to have to choose between near obligatory sex or taking the Drop-in Background, here is a way for you to fulfil your role as a man or women in a family unit in this world without actually getting it on. This is free for this jump but must be purchased for 100Cp to carry forward.

This set of items includes three things:

A simple length of carved wood. This stick needs simply be applied gently to the head of a target who is wholly and rightfully expecting an act of intimacy with you. They shall immediately fall asleep and have a very... interesting dream and upon awaking shall not be able to realise that the

dream was not reality. Your dream-self's performance will match your own skill and ability perfectly, resulting in no unrealistic expectations. Their time asleep shall be similarly proportionate.

A simple ceramic container, containing a handful of blue and pink pills. This container cannot be opened until you have voluntarily bled onto the lid. The container generates pills based on your DNA and any woman who then consumes a given pill immediately becomes pregnant with your child, without conventional conception. The effect of the pill can only take root in someone who subconsciously wants a child with you and the pill colour determines the gender of the child, pink for boys, blue for girls. The pill can be consumed conventionally or placed in the navel cavity. You may use a blood sample from another person to reset the container to provide pills based on the source's DNA instead, they must be on some subconscious level willing to have children with the person or persons who consume the pills and vice versa for it to work. This cannot be used to allow for hybrids or similar, being effectively a shortcut for the natural means of reproduction and abiding by the same limits, mostly.

A Baby Bump pack. This simple combination of a contoured bag and straps can be comfortably worn by any woman (or man I suppose) and helpfully sidesteps the issue of being pregnant by providing a Jumper with an external artificial womb. By simply wearing this item and using either the stick above or inserting one of the above pills into a cavity at the 'navel', this artificial womb can successfully conceive and carry all the way through the course of pregnancy a single normal child. This does mean that technically this item along with an appropriate pill would allow you to perform parthenogenesis. The item can camouflage itself to appear a perfectly natural part of the body or remain an obviously distinct item as the bearer wishes and can even be removed or treated roughly without causing any issue with the pregnancy. The bag provides all the developing foetus needs. Birth is as easy a drawing a zip and dealing with the umbilical cord.

Between these three items a Jumper has the ability to: deceive their lovers into believing they are being intimate when they are not in reality; induce pregnancy in both themselves and others, determining the other parent in advance; successfully be pregnant while not actually being pregnant and so on. This should allow a jumper uncomfortable with the premise of this jump to side-step the most uncomfortable and awkward aspects of it.

You are under no obligation to take or use these items.

Male Items

The 100cp Male items is free for Men; the other Male items are discounted for Men

100cp – Veil

While veils do little to nothing to hide a person's gender on their own, they do effectively disguise how attractive an example of their gender a person is. This veil, which need not be a veil, is a garment or accessory that, when worn, disguises your attractiveness, reducing your (potentially) stellar good looks, to merely average. This does make it easier to go about unremarked and unremembered.

For an extra 100cp this item instead allows you to perfectly manipulate your attractiveness to all viewers, from the most attractive you can be to the plainest you've ever been. This is however a blanket affects that influences all that see you.

200cp – Fashionable Attire

We are all slaves to fashion, darling, so bend over... and look at this beautiful mahogany wardrobe, full of the most fashionable clothes you could find in the setting you are in. Dresses, Suits, costumes of all sorts, for summer, for winter, for courts, for parties. Be the belle of the ball, darling.

Just note that, for men, the local fashion includes a very... revealing sort of codpiece, all the better for prospective suitors to evaluate the merchandise*.

400cp – Dowry

A simple chest, full of your hopes and dreams. You have such memories about this or rather the things inside. Small trinkets and knickknacks; wedding china, and lace finery. Delicate ornaments wrapped in linens. These things represent the softest, kindest and most sentimental part of you, jumper, and update to include small items of little monetary worth and purely sentimental value from future jumps (explicitly nothing that can be purchased with CP, unless purchased and stored in the chest).

The chest can contain more than it appears at first, but does still have a limit of about three times its apparent volume. Nothing is stopping you from upgrading it however.

By going through this chests contents, mulling over each item, unpacking and laying them out, cleaning or maintaining them or simply to enjoy the sight of them, you will find yourself gaining a measure of inner peace, that you may have thought lost forever. Remembering who you were in the past, allows you to heal from emotional injuries and turmoil, much more quickly and fully than if left to your own devices.

Female Items

The 100cp Female items is free for Females; the other Female items are discounted for Females

100cp – A Girly Rifle

Every good girl needs a good gun. A Rifle, specifically. A girl without a gun in this world is like a crib-stud without meat and two veg*, pointless and out-of-place.

Used in defence of yourself or your families interests this rifle becomes just a touch better, hitting harder, being more accurate and bypassing defences as though through incredible skill or luck.

200cp – Steamboat

The majestic Steamboat, one of the fastest modes of transportation in the Queensdom, while not useable on the open sea, this boat is ideal from travelling along the well developed and maintained network of rivers and canals common in the Queensdom.

An absolute joy to just while away the afternoon, on the deck with a chair and some iced tea; or to run and organise conspiracies and/or criminal enterprises from. As an added bonus, blood doesn't stain the floors. Of course if you want to be legitimate and lawful about it, you could use it to transport goods, or something equally boring, darling,

400cp – Wainwright Cannons

Somehow you have a second set of Wainwright Prophets, a set of 8 reliable cast-iron breech loading 10-pounder cannons. Each of these cutting-edge cannons weighs in at 900 pounds, and are six and a half feet in length. Named after the Prophets of the Queendom's religion: Joan, Bonnye, Anna, Judith, Gregon, Larisa, Nave and Ami.

They come automatically installed on your steamboat, if you purchased it, or as standalone cannons on carts for mobility. These large and cumbersome firearms can kill with extreme lethality, accuracy and, best of all, are extremely reliable, allowing for easy maintenance and rapid firing. Also comes with free blood-stained directions as to make more.

Background Items

All 100CP items are free to their Background.

All other items are discounted for their Background.

Drop-in

100cp – Map

You have quite enough disadvantages being a foreign entity in this world, Jumper, without also being lost. Here, let this guide you and keep you safe from pitfalls.

200cp – Disguise

You may not be a master of disguise, but with this kit, and its useful instruction manual, you can still do pretty well for yourself in the disguise stakes.

Includes a boa and lipstick that guarantees any who see you were both to see you as a whore, although perhaps as a very exotic one (you could be a dragon, the size of a house, but wear this boa and lipstick and you will have people propositioning you, assuming they find the idea of laying with a dragon interesting, or a challenge). If used by a man, the combo has the peculiar effect of convincing viewers that not only is the man a whore, but is also a woman pretending to be a man, although this only works for those not familiar with the man in question.

400cp – Hideout

A little out of the way space, about the size a single modest sized room. Whatever form it takes depends on your starting location where it will be found nearby, within a few miles. This space is one where you can linger and rest for a time at least without fear of being found even by those actively searching for you. Its inviolability however diminishes over time as it is being used, so it's best to use it only for as long as you absolutely have to, Jumper.

A new hideout spawns near your starting location in the jumps following this, where it makes sense, Jumper, following the same rules. If the location is one which does not make sense, or will only be accessible for a short time, you may choose to defer it to another location available on the roll list which you travel to immediately after leaving your rolled starting location.

Landed Gentry

100cp – Guns

Farms and estates, far from civilisation, are too tasty a target for bandits for them to go unprotected. These guns are just the thing to protect a family's holding against thieves and raiders.

These guns work especially well if used by a team working in common cause, being more accurate, doing more damage and being much more intimidating to others.

200cp – Farm

This charming and well-built Farm is one recently purchased by your or your family, or perhaps your family has been here for some time, and built it brick by brick from the foundations, either way it is solidly built, easily defended and well-considered in terms of the layout between the central farmhouse and the surrounding outbuildings and barn.

The farm is quite large and for its size is unreasonably productive for the place and time, capable of feeding a large family of around 100 with enough left over to sell. The farmland can only harvest mundane crops, and it's fields can only sustain mundane farm animals, but beyond that the farm is quite adept at taking on improvement and alterations, so long as it remains distinctly a 'farm' and not something else.

You may freely import it into other world past this one, in countries or area where farming is already taking place, slotting it neatly between its new neighbours. Alternatively you may create a doorway from your warehouse where you may travel to a small pocket dimension where the farm will be located. If you choose this option it will not affect the farms productivity although it will complicate getting goods to market. Also the farm cannot be used for inter-jump storage; that's the Warehouse's job. An exception is made for stored and processed food held for sale and associated sundries.

400cp - Proof of Royal Blood

No-one can deny that your blood is blue, that you are a member, however distant, of royalty. This proof comes with no associated obligation, nor any actual authority, but it does mean that you can gain some other less direct benefits from your status. For example, you may increase your chances of a desirable marriage, or even marry into the main line of the royal family, thanks to this. For perhaps you and your family are due certain tax reliefs thanks to your relationship to the crown. In other worlds, this proof also works for the purposes of magic, such as a sword that can only be drawn by someone with royal blood, this now means you. If it requires the specific royal blood found in setting, then this allows you to claim that your background is distantly related to that settings bloodline royalty, although it does not allow you to gain any other benefit from that relationship, like a bloodline magic power or something along those lines.

Nobility

100cp – Code Book

The best codes and ciphers are those kept to yourself and those you trust. This book contains and creates magnificent ciphers to allow for secret communication. As a bonus, the ciphers are easy for the informed to understand and can be learned and memorised quickly even by the not terribly intelligent.

200cp – Estate

Nobility are a grasping lot, always seeking more. More laws in their favour, more taxes to enrich themselves, more favour from the court and royal family, more and more, and more.

But one of the things they want the most is royal warrant to ownership over land. From land comes wealth in this day and age. And wealth is what every family needs more of.

Whether a given family will have a boy child is largely up to fate, all they can do is have children and hope for the best. Only the desperate and the lucky can afford to gamble on their family's fortunes on having boy children. But land, that is something that can be worked, where success can tangibly be linked to one's own efforts rather than the fickle hands of fate. And should there be no boy to swap for the next generation to have a Husband, then wealth for a Brother's Price shall have to do instead.

The estate is quite large and for its size is unreasonably productive for the place and time, much like the Farm, however rather than producing food, estates are equipped more for industry than agriculture, with blacksmiths to metal-works, leatherworks to joiners, to mines and mills. The sheer amount of finished and worked good that is produced by the estate is enough to keep an entire family of roughly a hundred people in good style, fit enough for court even for a few of the more public members of the family. Worked by mindless shadowy automatons where you or those employed by you aren't filling in, the estates continues to make goods reliably as you proceed into future jumps, although it is not capable of handling significantly more complex procedures than it currently manages.

The estate, like the farm, may be improved over time, but must remain an 'estate'.

You may freely import it into other world past this one, in countries or area where industry is already taking place, slotting it neatly between its new neighbours. Alternatively you may create a doorway from your warehouse where you may travel to a small pocket dimension where the estate will be located. If you choose this option it will not affect the estates productivity although it will complicate getting goods to market. Also the estate cannot be used for inter-jump storage; that's the Warehouse's job. An exception is made for mundane material held in storage to be processed by the Estate and some storage is set aside for finished goods to be held before being transported for sale.

400cp - Royal Charter

You have in your possession a single-use royal charter with it you may make one enduring command, borrowing the power of the local monarchy (assuming there is one). You may not make a command that is obviously against the interests of the royal family whose authority you are borrowing, although some uses are more obvious than others in how it may negatively impact them. The royal family in question will not be able to overturn or negate your use of the royal charter for at least 10 years, unless you request or allow it.

You can only make a command within the power of the royal family and can only do so once per jump.

Example uses would be granting a town a charter to become a market town or even a city; or pardoning a criminal, although they are only pardoned of the crimes they are known to have committed at the time, and may be arrested again on different charges; or declaring war on another nation, which, as above, must persist for at least 10 years, unless released.

Royalty

100cp – Tea Service

"Come, sit down. Rest your feet. Here, have a lovely tiny cake, ooh lemon cake, and some earl grey in some of the finest porcelain china in the Queendom. Now, what shall we talk about?"

This set of cups (with saucers) and a charming tea pot, with always just enough tea to fill or refill all the cups with tea of whatever blend you, or your guests like the most (nothing supernatural of course), with never-ending sugar and milk or cream jars, and a lovely silver tray always with a veritable assortment of little tasty bites of sugary sweetness or savour delight (all of which give you no calories but also no actual nutrition), is now yours Jumper, to bring out in meeting small groups of people, perhaps a family visit or a parley between the leaders of armies or nations.

Any who are offered to join in and have a cup of tea, or some of the nice things on your silver tray shall be sorely tempted, even if not normally partial to tea or such food. Their normal hostility or ill will towards you shall dissipate just be brandishing this set sufficient that most shall not refused you without an enormous monstrous hatred or distrust of you.

With each sip and bite, all parties shall find themselves calmer and more rational as well as becoming open to compromise and mutual disclosure. This can help enormous everything from peace-talks to business deals to fraught family reunions.

Outside of allowing calm and rational discussion as above, the individual person's are still in possession of their own faculties. They will not agree to things not in their interests without very good reason, as they would normally, this does allow you to have opportunities to create in conversation with them and the others or enlighten them to such a reason.

200cp – Castle

This magnificent beast of a fortification is a castle with some history to it. It has seen its share of bloodshed and war. It has cradled in it bosom and protected with has thick walls the defenceless men and children of royal families long past.

This venerable old soldier is now yours, through inheritance or a gift or through royal writ.

Within these walls you will find yourself not only protected by a well-made fortification but any authority you possess over the lands surrounding the castle shall be reinforced and projected further, even to the point on infringing on neighbouring territory and authority if you'd like. Moreover your authority and the respect of your people becomes very tenacious, tied on part to the Castle itself not having fallen to a foe, with the other part being tied to your own proven ability as a ruler and holder of that authority.

Even a poor ruler with a castle like this would be very difficult to rout from their lands, and intruders would find themselves unpopular amongst the locals.

Unlike the Farm and Estate, this feature can only be imported into a future setting to gain you its benefits and even then only on land where you hold some authority, where it can begin to amplify that authority. You may however explore the castle from your warehouse at any time that it is not deployed. Again, the Castle cannot be used for inter-jump storage, except for arms and armaments for the Castle's own use.

400cp - Royal Seal

It is useful to have absolute and irrefutable proof of your standing. Makes things neater by getting recalcitrant or disbelieving functionaries and guards to move aside and let you do your damn job! And here it is, a Royal Seal. By brandishing this seal, you are able to prove without a doubt, so long as it is true, in this or previous settings (relative to when you use it, not when you purchase it here), that you are foreign royalty and deserve the regard and hospitality that one of your station can rightfully expect.

If you are actually are royalty in this or future settings, then this would count as having absolute proof and confirmation of that, no matter how obscure the fact of your relation to the crown actually is. You could be the only person alive that knows, with no other proof and this would still act as indisputable proof, so long as it is in fact true.

Companions

Men have a Family and Mentor for free

Women have a Family and a Husband for free

Drop-ins, either Men or Women do not get Family, Husband or Mentor for free. They do get Aged Spinsters for free, however.

300cp – Family

1 Purchase Free to Non Drop-ins

Who are we without family, Jumper? Those who we love, those who infuriate us, those who protect us and in turn are protected. There are times when you'll want to strange them and times when you forget all past frustrations and for the first time in a while, love them and almost weep at the sight of them when they show their mettle and dare the odds for the sake of their, your, Family.

You may import 8 companions.

Each companion gain for free: a background matching your own, their own independent age roll and must be import, for free, as female. They gain 600CP to spend on Perks and Items. They each come with Guaranteed Fertility for free.

You may spend 50CP to add an additional Sister to the Family, or spend another 300CP to remove the cap altogether and import as many Sisters for the Family as you wish.

This Family may be the family you leave behind as a Husband or the Family you marry into, at your discretion. You may make a second purchase of Family to choose both Families if you wish.

300cp – Husband

1 Purchase Free to Non Drop-in Women

This is the man you welcome into your Family. This young man, timid and frightened; shall you receive him warmly or keep him at a distance?

A Husband gains for free: a background matching your own (or Landed Gentry or Nobility of you are Royalty), their age is set to the age a Man can be married in setting (by default this is 16, but there is an option to change this to as old as 18 in the gender section) and must be Male. They gain 600CP to spend on Perks and Items. They come with A Virgin Promise for free.

This companion may be purchased by Men with a Family, either for the Family they leave behind, the companion being the man they are being swapped for, or being a co-husband for your

own Family. Please note that the later arrangement is extremely unusual and is likely to prompt extreme envy and frustration from others.

300cp – Mentor

1 Purchase Free to Non Drop-in Men

An aged man, knowledgeable in the art of being the perfect Househusband, capable and willing to teach you what he knows and gently guide you to be an excellent addition to any family.

This companion may be a relative in your original family, a father or uncle or grandfather, or a similar figure to your Wives in your new Family. Is the former then they can help you while still at your original family, preparing you and helping you with negotiating terms with your family to get a good family. If the latter, then they can provide advice and support when you are trying to settle into the new paradigm on your new family.

This companion may be purchased by Women with a Family also, where they default to being a relative of themselves and acts much the same.

A Mentor gains for free: a background matching the appropriate Family, an age roll of 2d8 + 30, and must be Male. They also gain 600CP to spend on Perks and Items.

300cp - Aged Spinsters

1 Purchase Free to Drop-ins of any Gender

These old women, hard and withered from years of hard-work and hardship, are kind for all the pain they have endured over the years. Both old women carry their years with difficulty, backs bowed and eyes obscured with cataracts, but between the two of them they manage to live reasonably well for the elderly in this harsh world.

They run a modest shop, making just enough to cover their own expenses. Maybe it is through this shop that you know them, Jumper?

These aged women have by some means come into contact with you and find themselves fond of you. They will share their accumulated local knowledge and aged wisdom with you freely. Should you have a Family and a Husband, or be a Husband, these old dears shall be so obviously harmless that they will be welcome in your home where normally no non-Family member may enter without someone's hand being ready on the butt of a gun, just in case.

These old ladies are not capable of much, and would be a liability for a Jumper on the run, but they will help where they can, and are not without their contacts. You would be surprised how much they can help a subtle Jumper.

Both companions take only one companion slot if imported, also they gain for free the following: The Landed Gentry background (although technically inaccurate), an age roll of 2d8 + 60

and must both be Female. They gain 600CP to spend each; and perk in this or future jumps that they both select that could benefit from teamwork will do so to a remarkable degree if they work together.

Drawbacks

You may purchase perks that contradict Drawbacks, but for the duration of the jump, the Drawback trumps any perk from this or another setting that would trivialise it.

You may only gain at most 800CP from Drawbacks

200CP - Too Pretty for this World

[Mandatory and exclusive for men, does not count against Drawback limit]

You are water and every woman here is thirsty. Unfortunately they are more likely to kill you by accident while fighting over you than anything else. You may want to stay indoors or be guarded at all times.

Alternatively you can get good with disguising yourself from being a man, to pretending to be a woman, who is in turn pretending to be a man, with or without a feather boa and may or may not be seen as a prostitute.

100CP - Won't Be Hurt Again

You have traumatic memories of the other sex, and wish nothing more to do with them. This can be overcome, but only through examples of the absolute best and most remarkable members of the other sex to show a counterbalance to the wicked person/people who hurt you.

100CP - Deformity

You have a minor, embarrassing physical deformity. It is easily hidden usually, but fate seems to conspire against you for make is apparent in embarrassing ways.

200CP - Traitor in the family

You have a known traitor in your family history. Whether people come to wonder whether you're as capable of treachery as your ancestor, depending on how you behave. But take one step out of line and they will assume the worst of you.

200CP - Technical Incest

You are in love with someone who you are technically related to, but share no actual blood relation. It is super awkward for all involved. Society does not approve of such relationships, seeing no difference between this and actual incest.

200CP - Blind Spot

Someone really untrustworthy is in your personal blind spot, it would take 3rd party investigation and confirmation for you to realise that this person had conspired against you, even after some pretty obvious-in-hindsight warnings flags being raised.

200CP - Paperwork Shuffle

Important paperwork seems never to be where you need it or is conveniently (to other people) edited or changes often to your detriment. Worse still this always seems to happen when you are too busy to properly vet your paperwork before processing it and only find out what has happened afterwards and are too busy to properly correct it.

200CP - Bitch

You are a cold person, Jumper. Ice cold. Seeing others in a negative light comes naturally to you. Cynicism over the motives of people you haven't even met leaps from your lips at a moment's notice. Whether this is your natural state or you were just hurt before, now you are a very judgemental and harsh person. You can work through this, but it is much easier to do so when somehow you own negative biases are used against you, either deliberately or accidentally.

For example: being forced by your own spite, against a third party, to get close to a person who is warm and kind enough to thaw your chilly heart.

200CP - Lover

Well, it's a shame you are not a whore (You aren't, right?), 'cause you certainly have the mentality for it. Not only are you shallow and sex-obsessed, you are also incredibly manipulative and insincere in your treatment of others. Don't expect to make any real lasting friends while you are here, Jumper.

200CP - Child

You have an irrepressible streak of childish mischievousness and are a born troublemaker. Your restless energy finds outlets that are quite likely to earn you disapproval, and may in the worst cases lead to actual danger for you.

200CP - Mother

You really want to be a parent, to the point of obsession. Unfortunately fate will serve to complicate matters needlessly by lowering your fertility to the point where it will take some real perseverance to make it happen. For a man, a low sperm count is a pretty major demerit in terms of your relative value compared to another man. Fortunately it's not something that would come up until after your married, and everything is a done deal. May strain relations between your original family and new family however if there isn't some sort of compensation.

200CP - Sinner

You are known, or have undeservedly been given the reputation for, being a breaker of the rules of hospitality, taking liberties where you should not have. Prepare to have a very cold reception if you go to any home other than your own.

200CP - Saint

You refuse to lie, even to a liar, a traitor and murderer you would still feel obligated to keep a promise made under duress. You can still choose to lie through omission, but you wouldn't like it, and would find it difficult to keep the signs of your discomfort from showing. This will bite you at least once in your time here, and hard.

200CP - Ain't Ashamed

Shame, as unpleasant a feeling as it is, tell us something; that we did wrong and need to do better in future. A person who can't feel shame won't learn from the discipline that comes from being caught doing misdeeds. You just can't learn jumper, at least when it comes to improving your behaviour. Expect to irritate people and even the most forbearing to find your shamelessness less than charming.

200CP - Hell

It was one decision, made either in a previous jump or in your background that ended in disaster. That one decision has undermined your confidence in your own judgement massively, to the point where you are inclined to defer to other where you can and dither where you can't. Indecisiveness lead to tragedy and through tragedy, we make our own hell on Earth.

200CP - Dream

You have... opinions regarding cribs. Strong opinions; vocal opinions. Opinions you can't help but wax philosophically about at every opportunity to any potential audience. Expect for a lot of people to find you a tiresome, monotonous bore. Even those who might agree with you that cribs

are horrible, see their dark and tragic necessity for civilisation to prosper and hear no good suggestion from you as to how to replace them.

200CP - Nothing in Between

You are a bit dim, with nothing in between your ears. The truth hurts, but you are more than a little bit dim. You can still be cunning and manipulative; just don't expect to be terribly good at your ABCs.

300CP - Cheating Heart

You just can't help yourself. Even when it makes no logical rational sense, and is a massive risk, you still want to have an affair with someone you know you shouldn't. You may take this along with Technical Incest, if you choose, in which case, your obsession for adultery is focused on the subject of that drawback. You still have to keep it secret.

300CP - Poor Plebs

You and your family start out with no wealth, and cannot benefit from wealth stored in your warehouse or any special ability that creates money from thin air. You must either: beg, borrow or steal to make your way in this world, jumper.

400CP - Busting Out Of The Crib

[Men only]

You start this jump, not in the location that you rolled, but instead you wake in a Crib, as one of the new 'studs' to be used and abused for the betterment of the owner, oh, and the country too, of course. You have already been drugged and are very disoriented. While freeing yourself before the first customer comes along is possible in a window of several days while negotiations are going on between your 'owner' and noble clients, it will not be easy to escape while not falling into a worse situation. From the frying pan into the fire, is an apt expression here.

It would be best if you had companions to rely on here, Jumper. They can both rescue you and take you somewhere safe to work through the withdrawal symptoms of the drugs Cribs use.

Variable - Defiled Forever

200CP – if you are a woman

400CP – if you are a man

You are seen as soiled goods. Whether you are a man who had sex out of wedlock, or had an affair, or a woman who is known to have frequented a crib known to harbour STDs. This can be either inconvenient for a woman, or catastrophic for a man and by extension his family.

Taking A Virgin Promise does not mitigate this Drawback, but it can influence what it regarding. Instead of having an STD, maybe there are some truly unsavoury rumours circulating about you that people believe enough to judge you for...

Scenarios

Each Scenario removes the 10 year time limit for your being in the world, Jumper.

You can take multiple Scenarios, but can only benefit from the reward from one of them, with the exception of I Dream of a Cribless World.

You must accomplish all the Scenarios you take before you can leave.

I Dream of a Cribless World!

Cribs are an abomination. No matter who says what in their defence, they must be destroyed from this country and you are the one to do it Jumper.

You need only destroy the institution of Cribs in the Queendom, to the point where you can be reasonably sure they will not return when you leave, although you may go further than destroy them in neighbouring countries and even the whole world if you can and would like. How you achieve this is up to you, but please note that you may take this scenario along with other scenarios.

Your Reward: From this point on, any act you take that can be described as Righteous and in the defence of an abused oppressed minority shall be re-enforced to an almost comical degree. Fundamentally similar to tremendous luck, relevant only when in the active pursuit of defending that minority, your endeavours shall be blessed and much more likely to be successful and end well for the group you are trying to help.

Fix the Scales

People suffer here, needlessly due to the bizarre difference in proportion between the number of men to women. Your goal is to end that suffering by whatever means is available to you, short of genocide. Whatever solution you provide must be persistent and not dependant on you for upkeep. Solving the problem but only while you are here is not good enough, Jumper.

Whether through genetic engineering, a great feat of magic or some other feat, you must solve this matter.

If you have no OCP ability to address this, then fear not, a solution exists somewhere in the Queendom. A reclusive scientist, frenziedly trying to understand why all her children are girls with not a single son; A long forgotten temple of a fertility god, requiring only the right rites and sacrifices to make right what is wrong; A buried star-ship with out-of-this-world technology. Whatever it is, it can only aid in this scenario and cannot meaningfully benefit you in any other way, by whatever contrivance.

Your Reward: From this point on you will have a fountain in your warehouse, that you may deploy in future settings; This fountain provides a special elixir that corrects any problem with the drinker's reproductive health, evening out unusual ratios, removing curses or genetic diseases that affect reproduction and so on.

Man-Power

Men are property and property has no say in the running of a country. But you'll change that, won't you Jumper. Men live here too, don't they and they deserve to be put in positions of responsibility to help manage and contribute to the country as much as any woman does!

Your goal now, Jumper is to put a man in a position of considerable authority over the Queendom. This authority must be real, open and authentic. They must hold the position for 5 years at least in order to meet the victory condition.

Bear in mind that this scenario only addresses empowering one man, not the entire gender.

Your Reward: You gain the ability to rise to a leader ship position in a given organisation that would ordinarily penalise you for some aspect of yourself, such as ethnicity, race, gender, religion, sexuality, etc which they unofficially oppose. You couldn't be black and a leader of the openly racist Ku Klux Klan, but becoming a black CEO of a company with a secretly racist Board of Directors is possible. Bear in mind this only removes a penalty it doesn't not give you anything else

Endings

Cribbed and Out

Should you find yourself in a crib, beyond the point of rescue and about to be raped with nothing stopping it from happening, you shall be given mercy and your chain shall end with you being sent home.

Stay

Okay, you want to stay, fine. Have fun here if you want, anon. Here's a parting gift from Jumpchain

+1000CP

Home

You yearn to return to your homeworld, Jumper. Okay, return with all that you have gained, with our blessing and fond wishes.

Move On

Hah, your spirit for adventure still tugs at you to go on and visit more strange worlds, eh, Jumper. Very well, good tidings on your journey. Take care of yourself.

Notes

In the Case of Little Boy Mask, to elaborate on the final sentence: “Please note that this will only really help you if you act quite weak, enough to provoke pity or contempt in your audience, and cannot be used more subtly, and those who know full well that you aren’t weak, who have seen your strength with their own eyes have no reason to believe that anything has changed will not be affected.” To use an example, if Superman, or Jumper as a Kryptonian, was to use this perk normally, a guard would not believe you to be weak as they know full well that Kryptonians are very strong, but if they see a glowing green rock next to you (assuming they are aware of Kryptonite and it’s weakening properties) they will see you as weak and the perk would take effect. Of course nothing says that the glowing green rock actually has to be Kryptonite, just close enough to fool them.

Please note that Royal Seal and Proof of Royal Blood, while similar differ in context and in applications. Royal Seal cannot be used to gain the benefits of Proof of Royal Blood, unless specifically stated in the perk text for Royal Seal and vice versa.

*This means penis.

Notes for Changes

Changelog 31/12/17 - Thread #1970: Apollo 13 Edition

General Revision

Corrected some spelling and grammatical errors

Noticed duplicated perk in Drop-in tree – changed perk to Luck of Fools

New General Item – Wedding Night Dodge Pack

Tweaked Item – Veil – provided upgrade

Expanded Location Table – still inadequate but good enough for this version – will prioritise in future revisions.

Changelog 9/7/17 #2

Rearranged some general perks into gender perks sections

Added drawback cap – 800CP

Misc. format tweaks

Changelog 9/7/17 – submitted to thread #1601

Polished up Ages section

Companion section filled on

Added more general perks - A perk to make it easier to genuinely love multiple people with equal intensity and manage the relationship and another for being able to be part of harem comfortably

Tweaked the Drawback Section

Clarified 400CP Beauty perk a la – “I do however feel like the 400 beauty upgrade could be reworded a bit. While I know whats its based on, I feel other anons might take it the wrong way.” Feedback from anon.

Changelog 8/7/17 – submitted to thread #1599

Added more introductory information on setting, familes and gender.

Tweaked the wording of some general perks

Added new general perks and items.

Added scenarios

Fleshed out item descriptions, especially the Farm Estate and Castle Items.

Allocated prices to Drawbacks – draft only, will need to be revised.

Misc. things that were not recorded.