Cenanon !MO4SfQ4DJo
Accept no substitutes.

EUROPA UNIVERSALIS

The era of the crusades is over. It is 1444, and the last holy war has been lost to the Ottomans on the field of Varna, marking the end of the era of the crusades. At the same time, many things are changing in Europe- the hundred years' war draws to a close, and Constantinople will soon fall forever. New conceptions of power and morality will begin to emerge in this age, and soon, so will new concepts of liberty, equality, and fraternity. And of course, there shall soon be a whole new world for you to explore, colonize, and conquer.

You will stay in this era from the years 1444 to 1836. You can be certain that age will not cause you to die or lose your faculties-though explaining this may be difficult. You may swear your allegiance to any nation you desire freely, though you will find it difficult beyond words to change this. **This does not apply if you take the "import save game" drawback, in which case you must be loyal to the nation and dynasty you began in the Crusader Kings jump.**

Origins:

Philisophe: This is an age of change, an age of thought. The old barbarism and draconic order, held up by emotion and ideology rather than reason and enlightenment, is beginning to crumble. In its place, you shall help to bring about a new age of light and truth, whence all may find true knowledge in the use of their reason. You begin with a modest apartment and belongings.

> **Optimal victory condition**: In order to gain true victory here, you must be well-known as the greatest philosopher of your age – and by the time of your leaving here you must be seen as such by at least 80% of your peers.
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> **Reward**: Wherever you go, nearly all shall see you as a wise man, a bringer of truth, light, and wisdom. Men shall come from far and wide to hear you speak.

Conquistador-100 CP: This is an age of conquest. The horizon beckons, and upon it you may find riches and lands beyond imagining. You shall find yourself on voyages into strange lands, filled with hostile inhabitants. But with the support of your divinely ordained sovereign, you shall endure and prevail,

bringing the light of god and civilization to these hostile lands, earning yourself a place in history. You begin with a minor amount of men and means of transport, in the employ of your sovereign.

> **Optimal victory condition**: In order to gain true victory here, you must be one of the greatest conquerors in history. This shall require you to totally destroy an empire that rules over at least 5 million, and making its remnants totally and directly controlled by your own nation.
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> **Reward**: Wherever you go, you shall always be respected and feared as a soldier and a fighter, capable of toppling all who stand before you. Men shall nearly always treat you with the reverence you deserve.

Merchant-100 CP: This is an age of riches, an age of wealth. New machines are made every day that change the manner in which all men conduct themselves, new resources are found at every turn that may increase the wealth of your nation tenfold, and of course new men are needed to manage these. It is by your will that your nation and its king may gain riches untold- and that you may gain power such that one of your station otherwise never would. You begin with a small trading company beneath you.

> **Optimal victory condition**: In order to gain true victory here, you must found a company that controls at least one fifth of the world's overall wealth.
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> **Reward**: Wherever you go, you shall always be known as a creator of wealth and industry. Men shall flock to you, always seeking to take part in the new wealth you shall create.

Aristocrat-150 CP: This is an age of power, of endurance. Those that would use their clammy fists to strike at the divine bedrock of civilization- you and yours- will never find a way to tear your great institutions down. For you are the guard and lawgiver, the leviathan and sovereign- it is your divine right to hold all of society at your mercy, and to stand as the only capable guardian of men, as is ordained by god. You begin with a minor – insofar as such things can be minor – post in the court of your king, coming with a good salary and an above-average level of privilege.

> **Optimal victory condition**: In order to gain true victory here, you must maintain total control over your empire for at least one century – and it must have the exact political structure you desire, without any interference from the plebs.
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> **Reward**: Wherever you go, your majesty and totality shall never be doubted. Nearly all who know you will seek to gain your praise and trust, knowing that your absolute will shall lead to rewards for your faithful servants.

Locations: **Roll 1d8 for location, or pay 50 CP to choose freely.**

1: Paris: Ah, Paris. She will soon stand triumphant over the many English dogs that have successfully held her under chains for nearly a century, and will come to be one of the greatest kingdoms in all the lands of god. She will be known as a city of wealth, prosperity, and greatness – and eventually, a city of thought, reason, and revolution. Soon, the old order may live or die depending on what happens in this city.

2: Venice: Venice – this has already been a city of great wealth for a few centuries by the time of your arrival here, but it shall soon reach its zenith. Possessing trade routes throughout the Mediterranean, and a battle-proven navy, this city of riches shall remain a beacon of trade throughout most of your time here. However, it shall face its greatest threat in the Ottoman Empire- a new power, threatening to overturn centuries of prosperity. The fate of this city may soon rest upon a knife's edge.

3: Vienna: Truly, this is one of the greatest halls in all of Europe. It is home to the Von Hapsburgs- a name that, if you do not already know, you will soon. It is here that the greatest empire ever known- the Holy Roman Empire – shall be governed for centuries to come. It is here that the advance of the heathen mussulmen shall be stopped, and it is this city that shall become the seat of one of the greatest empires of all Europe.

4: Moscow: This is an old city that you find yourself in, Jumper. A city mired in tradition, taken to the most absurd extreme possible. A city of mere resignation, a city of acceptance. In this land, the words of the sovereign are all that matter, and the stars shall fall out of the sky before the Tsar is held below any other man. This mentality will lead to great victories and humiliating defeats within your time here – and you will undoubtedly be a part of them.

5: Tenochtitlan: You're a long way from civilization, Jumper. At least, from any civilization you would recognize. You have found yourself in the lands of the heathen empires of the Aztec, where you are far more likely to have your heart ripped out of your chest than to have yourself heard. You will not likely have many other options than to wait for salvation – but if you should impress these savages sufficiently, the conquering heroes of Europe may well find you at the head of these unwashed masses.

6: Constantinople: The second Rome, the great city of the emperor Constantine – see how far it has fallen. After many wars, the heroic Byzantines have buckled, and are now ready to break- for in a very short while, this city will fall forever to the heathens of the east, and be lost. Your actions may well save this city- or condemn it to centuries of darkness.

7: Madrid: You will arrive here in the beginning of this city's most magnificent age – the age of Empire. The kings of Castile have driven out their Muslim invaders here, and soon that work will be completed at Granada. But an even brighter future awaits: for soon the kings of this city shall be at the forefront of the discovery of a new land of countless riches, and shall with this build one of the greatest empires that has ever been.

8: Free choice: Can there be any doubt that this is a blessing most divine? You may choose freely from any place on the earth.

Perks: **All discounts are 50% off. 100 CP items and perks are NOT free for origin of choice.**

Discounted Philisophe:

Abstract aptitude-100 CP: There are a great many concepts that shall be introduced in this era despite having been known in nearly no other. Liberty, value, knowledge, enlightenment, reason – and many others for which one can scarcely find an atom of physical representation. It is not solely small minds that find themselves confounded upon seeing the many layers and depths to which this shall go – abstractions upon abstractions, theories upon theories, until some men find themselves driven mad. You, thankfully, are not "some men". You find yourself taking to abstract and unknown theories as a fish to water, with an extreme level of grace and poise.

Legitimate insight-200 CP: It is one thing to claim that you know the true nature of the earth and the heavens, to be believed entirely in your claims, and to be remembered for all time – it is another thing entirely to have actual knowledge as to the state of all things. Though the former may be beyond you, you have a very concrete grasp on the latter, as you have a very clear predisposition to find the true nature of the universe. When contemplating ideas and proofs thereof, you shall only very rarely be lead astray to false notions and ill conclusions.

Respectfully disagree x1-400 CP: It was the vision of Socrates, and later of Kant, that every man should use his reason in questions of interest. That all should be able to question each other's beliefs, and be ready to renounce their own that they may be replaced with the truth- this was to be the true vision of enlightenment, and the dream of this age. Unfortunately, that has scarcely come to pass. In this age, as in all others, you will find yourself mired in emotional reactions, and a nearly religious devotion to ideas that have long since been proven false. And heavens help you should you prove your fellows incorrect! This is the philosphe's lament- how to appeal with rationality to a species that can scarcely be called rational. You, thankfully, appear to be outside this- for you are extremely adept at suppressing emotional and irrational reactions in others, and making certain that they shall come to know the true light of reason and enlightenment. You are also highly adept at burying those who have come to rely upon these same irrational appeals. Of course, you may turn this off at your leisure.

Censorship avoidance-600 CP: It is clear that your ideas are critical, both to you and to all that may come after. The light of your reason must shine brightly upon all of humanity, or else all may be lost. However, many of those that still cling blindly to the old order would not desire this. They would wish that the flickering flame of mankind's reason be snuffed out forever, and that darkness and ignorance reign supreme. To this end, they shall employ every tactic one may imagine – chief among them the simple banning of your writings, and the attempted silencing of your voice. But your voice cannot be silenced. You, and those who help you, shall have an extreme talent in avoiding, subverting, and generally making a mockery of any and all efforts to prevent your ideas from reaching their intended audience. All told, you are adept beyond words at undermining any and all state restrictions on thought.

Paradigm shift-800 CP: It is true that this is an age of enlightenment, and as such, it is an age of change. All modes of thinking must come to an end, and you shall see that this one, false as it is, is thusly brought. For most, this would be a monumental task, with a near-total chance at failure. For you, though, it is extremely easy. For you have an irrepressible ability to change the views and minds of all society on a fundamental level with your words. Indeed, you would be able to cause such a paradigm shift with but a single text, which would be nearly guaranteed to gain the notoriety needed to do so. Obviously, there would be limits- one could not claim the moon is cheese. But with this, you could change all of philosophy for generations to come. Note that you may only cause one shift per jump.

Discounted Conquistador:

Audience with the crown-100 CP: Ah, the crown. It is nearly impossible for you to get anything at all done without their damned consent. The requisition of soldiers, the exploration of frontiers, and of course- the conquest of new lands are all impossible unless you have the agreement of your "divinely-ordained" sovereign. Fortunately, you are quite able to get that. While this will not improve your ability to obtain the consent of the crown to your endeavors, it shall make you much more able to present your case to them, plainly and unadorned, that they may judge it with their "infinite wisdom".

Technological exploitation-200 CP: Ah, the savages of the world are so meek and cowering when introduced to your guns and steel. None of their heathen gods can save them from the might of true faith, nor can any of their masses of hundreds of thousands prevent you from shattering their lines with the strength of your weaponry. And shatter is what they shall do, when introduced to your armies – for you now have the ability to exploit any and all technological advantage you may have to its fullest, most devastating extent. You shall nearly always be able to find the best application of any and all superior technology you possess.

A sense of direction-400 CP: You will often find yourself in the most dangerous, dark, obscure, and downright pointless places. On occasion, you may simply find yourself downright lost. Indeed, the road to treasure, glory, and renown is a long one, fraught with perils, that often proves fruitless. At least, this is true for others. For you seem to have an unconscious pull, a sixth sense that always leads you in the direction of gold, heathens, and general adventure.

Native allies-600 CP: It is scarcely any man that can bring low an empire on his own, or subjugate a continent by his own will. And indeed, while you will travel with a great company of soldiers, even you will not be able to bring down great, large nations with the small complement of fellows that shall travel with you. For that, you have the natives. Indeed, no empire can exist without creating enemies within and without, and you have proven exceedingly adept at exploiting those cracks which universally exist to find allies that can take the brunt of the fighting for you. With this, you shall be able to muster a great army of your enemy's enemies, and grant them the liberation they desire – with a cost, of course.

Quetzalcojumper-800 CP: The legends and myths of the heathen savages that you shall meet in your time here are as numerous as they are fantastical. In their misguided efforts to find god, the natives of your conquests have imagined spirits in nearly every mundane artifact – they see a tree spirit, a water spirit, and many more. Of course, they also see spirits that exist in the forms of men. And many of them will see spirits that exist in a form very similar to your own – and you shall find this very useful. For you shall be able to make nearly every civilization with myths see yourself as a manifestation of said myths– thus extending to you the label of divine. Naturally, this will require you to manifest qualities that are in some way similar to those expressed by their heathen gods, and the effect will wear off should you prove to be underwhelming in their eyes.

Discounted Merchant:

Of rules and regulations-100 CP: When dealing with the official authorities of any land, it is always very difficult to gain consent to trade freely. They will universally cite the divine privilege of the crown as a reason why you must pay their damned tax, and they will note stupid rivalries as a reason to prohibit strictly your trade with other wealthy nations. Obviously, you must find your ways around these bureaucratic bores- and that is what you often do. You have an uncanny knack for getting around regulations and rules to find your way to markets and riches as you please.

Loyal subordinates-200 CP: Dealing as a merchant is unfathomably dangerous. One may find themselves harassed at every turn by brigands who only seek gold, and find their trust abused by those that they had considered their closest friends. In the face of the existence of such men and the general lawlessness that is so pervasive when dealing internationally, one must be beyond careful when selecting those who they must trust to manage their gold and endeavors. Fortunately, you happen to be quite talented when it comes to dealing with such men – you are uncannily capable of discerning the true motives of men, and choosing only the most loyal of followers. Of course, the most loyal followers are not universally the most competent.

Double-dealer-400 CP: What is loyalty in this day and age? Nothing but a joke. Some men may proclaim their loyalty to a patch of dirt, others to a people, yet others to a family, or worst of all – an intangible idea. The only loyalty truly worth anything in this day and age, of course, is one to profit. To that end, you will have to make deals with whoever you meet, including those at war with the nation you supposedly owe your allegiance to. Unfortunately, those who conduct themselves in this manner often find themselves without their heads, or in 4 quarters, or in all sorts of generally undesirable positions. Fortunately, you are quite capable of evading such punishments, and making deals and commerce with whoever you choose to without penalty. Now go forth and earn money! Note that while this helps you avoid punishment, it does not help you in actually conducting your illicit affairs.

Blockade runner-600 CP: Why is it that so many people will seek to put themselves between you and profit? Every single time you try and get any goods shipped at all in this time, it seems that someone's always there to get in your way. Be it a state, seeking so desperately to prevent your mutual enrichment, or a brigand, seeking to squander through piracy that which you have earned through toil. Somehow, there's always someone seeking to make your enterprises less profitable and more dangerous – but you nearly always manage to find a way above that. For you have a very large amount of talent when it comes to dealing with such blockades, and making your way through nearly any impediment in search of profit – the vast majority of blockades will mean nothing at all to you.

Background knowledge-800 CP: Not the title you'd expect from a perk that costs 800 CP, eh? But background knowledge is quite lacking among your fellows. They will often spend years flailing about in misguided business ventures, bound to fail, never recognizing wealth that in many cases rests right beneath their feet. If only that wheat farmer knew that exotic spices could be grown where he lived! If only that quarry manage knew that there was gold so close to him! Ah, but you do know. In fact, for every area and location you gain knowledge of, you will also instantly gain knowledge of every resource that can be extracted or produced at that location, as well as their values.

Discounted Aristocrat:

Respect of the king-100 CP: Ah, the politics of your court. It has been called many things – Byzantine among them – and has oft been the topic of ridicule and satire. It does seem, indeed, somewhat ridiculous to note how the fate of a very important question of the security of the kingdom can rest on one individual, with all their flaws. You, thankfully, are very good at exploiting such systems- as you are very capable of playing to the whims and egos of those that name themselves sovereign in order to attain favor and standing, that you may find support from his majesty for those ventures that may be of service to his eminence.

Blissful ignorance-200 CP: It is oft said of you and your fellows within the blessed aristocracy that you may spend your whole lives in blissful ignorance, never seeking to lift a mere finger to help those in need. This is somewhat true, as it would take a fool not to see the reason to enjoy a life of luxury and privilege. However, issues unfortunately tend to arise while you live out your life, issues that may, sadly, require your attention and concern. The question of which issues to deal with, however, is always a painstaking one, and one that has left more than a few of your estate with gray hair and short lives. That you may be spared this fate, you shall find that issues that you are unaware of are far more likely to work themselves out over time. This has its limits, of course – an entire institution shall not purge itself of vileness, nor shall a social oppression cease. But a single power-hungry bureaucrat or an error in the tax code are likely to not necessitate your attention. Do be warned that this only works over time, and if issues should start to pile up, your ignorance may well be your downfall.

Codes of Chivalry-400 CP: The ancient codes of chivalry, long intended for the usage of knights and nobles of the sword, have evolved in your time. They are now the rites of the serving of tea, and the ritual of the robing of the king. Such rites, naturally, are mocked and denigrated. You have seen many refuse to give respect to social station based on how these new offices and traditions stand. You have seen others exploit their absurdities to give themselves undue authority and recognition. None of this shall stand in the presence of such a loyal servant of his eminence as yourself, however. You shall become extremely adept at warding off attempts at the misuse of tradition and practice, while also being capable of instilling its importance in those who remain ignorant as to its light.

A royal wedding-600 CP: It is natural, in this age, that nations should seek alliances. For in this world where an empire can be rent to nothing in a mere decade, are any truly strong enough to stand alone? Of course not, which is why the bonds of brotherhood are taken up. And to solidify said bonds, it is traditional that the bond of marriage be made – that as two empires are joined in the eyes of god, so too are a man and a woman. This tradition shall now follow you within every world that you go to, Jumper – for every alliance you make shall be, if you should so desire, punctuated by a marriage that shall strengthen your alliance greatly – your partner will nearly always be one of their greatest stock, capable of rearing strong offspring. This also works in reverse – that for every nation for which you shall take the hand of one of their highest in marriage, you shall also take a very strong level of reciprocal devotion from said nation – insofar as those you treat with can feel emotion.

Beloved tyrant-800 CP: This, sadly, seems like it shall be an age of revolution. Already, you can hear the people singing for revolution, for freedom and for bread! Thankfully, you know how to silence such songs. For you have become very skilled in not only dismissing and dealing with would-be revolutionaries, but also to make your subjects content with their rule. For has it not been said that the poor are blessed? Indeed, under your leadership, the vast majority of your subjects shall be content with their lot in life, and radicals will find revolutions nearly totally impossible. This has its limits, of course, as the wholesale genocide of your subjects would prompt resistance, but as for nearly anything else? So long as your brutalities are not too thorough, repeated injury shall be met only with repeated submission.

Items:

Discounted Philisophe:

Spectacles-100 CP: Many times, it can be nearly impossible to discern a man's true intelligence. Whether or not they are a fool or a great man can be concealed behind the countless airs and false premises that men will put up. You have seen many fools that have been known as great men, and great men that were reputed to be fools. Indeed, many shall be skeptical of your own claims to wisdom and veracity – questioning whether you truly know anything worthy of note. For such, there are these – a set of spectacles that shall serve as the universal symbol of a wise man, who must spend much of his time in reading. The vast majority of those that see you in these shall know you as a true scholar and intellectual. Furthermore, they cancel out any sight impediments you might have otherwise had.

Tenure-200 CP: In all ages, men have known the plight of the starving artist. For it seems that it is hard to get by in a field with high amounts of competition and a very small clientele. For you and yours, it is even harder – as very few are willing to pay you to be told inconvenient truths and the undesirable nature of reality. As such, very many of your most enlightened peers die off without occupation or productive posts. You, thankfully, have escaped this. For one of the up-and-coming universities of your day has recognized your brilliance and insight, and, scarcely wishing for their students to remain in the darkness of ignorance, has given you a posting within their ranks, with a permanent tenure. This is not absolute, however, and certain doctrines may see you discharged or worse. However, you are very unlikely to fall into such a predicament, and you seem to be able to get away with far more than most while acting within your station at the university.

Coffee salon-400 CP: In your time, men like you shall be hunted and persecuted for daring to use their own reason. In time, many of you shall even be killed. The question of finding a safe place where one can meet with their intellectual equals and discuss the questions of the universe is one of great importance – and you now have the answer. This modest coffee salon shall travel with you, jump to jump, being in an inconspicuous location at the beginning of all jumps. It shall nonetheless be large enough to house several guests at once while also serving dozens of customers. While it is in use, any authorities that would seek to find it shall be extremely slow and sluggish, to the point where you would only have to make a token effort for total discretion.

Printing press-600 CP: In centuries past, men would devote their entire lives to the copying of texts. It goes without saying, of course, that this was extremely unreliable and inefficient. In your own time, you will be capable of utilizing the invention of the printing press, which will help you to put out many copies of your truthful writings – but this may not be enough for your purposes. For that, there is this device – a modified printing press, capable of putting out up to 100,000 copies of one text within a single day, and distributing them randomly to as many households.

Phenomenology of Jumpchain-800 CP: Mankind is a questioning animal. Where are we? What are we? What is the nature of the universe? All of these are questions that, sadly, may never gain answers – were it not for you. Upon this blank book, you may inscribe on the first page a single question – and it may be as fundamental or seemingly unknowable as you wish – and within the 600 pages that comprise the book, you shall gain a clear, in-depth, and concise answer to the whole of your question. It may, however, be somewhat difficult to truly understand, and shall most definitely require multiple readings. The only items that shall be off-limits are the nature of items that reach beyond any one particular jump you find yourself in – you may not ask as to the nature of Jumpchain itself. Note that this is a one-use item.

Discounted Conquistador:

Journal-100 CP: You will go to many wondrous places, and see many fantastical things in your time here, Jumper. History shall marvel at how you have discovered continents, and laid empires low. Centuries from now, men shall wonder how you felt when burning the heathen cities, and creating your own empires. Sadly, your adventures shall scarcely leave you with time sufficient to record all your exploits, which shall leave history more than a little disappointed. At least, it would, were it not for this curious journal. So long as you keep it on your person, it shall record all that you have done, from your perspective. Note that its capacity is limited, so you shall not record all your adventures in it, but it shall serve as a record of what you've done for centuries.

Bronze cannon-200 CP: Ah, savages. The vast majority you meet shall seek to fight you with stone and wood, if it can be believed. Obviously, this shall be no match to your own European steel and shot. You shall overrun continents and cities with your superior technology and soldiers – and this cannon shall be at the forefront of your efforts. It shall serve as an exemplar of your advantage here – it shall be far more accurate than the vast majority of its kin, and it shall serve to impress savages with a trauma they shall not soon forget. For whenever this cannon is fired, it shall serve to rout the vast majority of those with a lower technological level than what is needed to make the cannon. It comes with 50 shots, which replenish in the warehouse at the end of the week.

Smallpox blanket-400 CP: Wherever you go, these savages will outnumber you greatly. And it does seem sensible – for how should a set of ships be able to transport a force sufficient to face and destroy all the armies of an empire? No, you will need to thin their numbers using more indirect means. And with this token, you shall be able to do just that. For as it happens, you and yours happen to have a number of diseases that the natives of your conquests are vulnerable to – smallpox and the like. For any of them that accept this blanket as a token of your friendship will find themselves coming down with a particularly deadly strain of the disease, and if they should not have the technology sufficient to combat it, they may find themselves wiped out nearly to a man.

Supply-600 CP: It is countless expeditions that have faltered and died for lack of supply. Indeed, you will find it difficult beyond words to obtain supplies from your mother country when you are on the other side of the world. And within the god-forsaken darkness of the jungles, you will not be able to find nearly any replacement for your equipment, making it highly likely that your expeditions will fall into disrepair and low levels of effectiveness. And of course, this all presupposes that you shall have adequate food for your voyage. But with this item, you may safely presuppose as such. For whenever you command an expedition of no more than one hundred men, you shall find replacements for any equipment that is broken beyond your ability to repair within the warehouse.

The galleon-800 CP: All explorers shall require a vessel, and you are no exception. But your needs are undoubtedly beyond the ability of traditional vessels to fulfill – For they so often break down, and need repairs. That cannot be said of this vessel, which can scarcely be damaged by any environment – both it and the passengers aboard it could safely pass through hell itself and emerge all but unscathed. It should take a concerted, particular effort to destroy it by an entity that is reasonably independent from whatever environment it should find itself in to cause it harm. Further, it is not driven by wind, but rather by the indomitable will that is the eternal desire to explore – and so, it can go as fast as any other craft in any universe it finds itself in, with the means to travel in any plane, even those without any form of matter at all.

Discounted Merchant:

Starting wealth-100 CP: It is rare to find one among your number that can truly say they have started with nothing. Always there is some hidden boon, some unknown fortune, some unseen wealth that propelled them to where they are. You are, naturally, no exception. Upon your arrival here, you shall gain a large amount of money, enough to live luxuriously for your time here or to make a significant investment in your company.

Seeds of profit-200 CP: It's always strange how the weirdest things become the most profitable, wouldn't you agree? In your time here, you shall see Tulip flowers gain such a value that a single tulip shall be more expensive than a painting of one, made by a master artist. Perhaps it shall be more sensible that the spices of the east indes shall become highly profitable within your time here, though the ends to which men shall go to take them shall be quite extraordinary. Regardless, you shall stay on top of all these profitable trends with this set of seeds – given the proper climate and care, they shall universally grow into whatever plant shall soon find itself or its products in high demand.

Privateer ship -400 CP: One must always learn to hate their competition, as you have. Whether they are of other nations or your own, they always seem to get in the damn way, and lower your profits. To that end, you have decided to act in a manner that can be generously referred to as bending the law – you have hired a crew of brigands, with their own ship. They are very competent in evasion of authorities and may terrorize any one trade route you designate, halting a significant amount of all trade not under your authority. If they should happen to be captured, or destroyed, they shall respawn at the beginning of the next jump. Post-jump, they will gain whatever sort of vessel is needed to terrorize the trade routes you require closed, be they at sea or elsewhere.

Trading port-600 CP: Ah, trading routes. First it was the Silk Road, then it was the sea routes of the Italians, then the Baltic route of the Hanseatic League rose to prominence. It seems that no trade route will remain constant, despite the efforts of countless nations to constrain or direct them. Always, a new and better way to gain profit is found – and this is always to the benefit of whoever happens to place themselves along these routes. You, then, will find yourself greatly benefitted by the winds of trade and the manner in which they direct wealth, for you control a majority share of the facilities and equipment of one major port along any major trade route. There will obviously be manners of action that shall lose you control of these facilities, and if you are too aggressive the trade routes may move specifically to avoid you. Nonetheless, if you should happen to play your cards right, this will deliver to you the wealth of kings.

East Jumper Company-800 CP: Merchants such as yourself have come to define much of this age, and rightly so. For the wealth generated by you and yours has eclipsed that of the haughty individuals that would name themselves your superior. And now, you can lay an individual claim to such fame. For under your authority is a company that manages an overseas area the size of a subcontinent – and in so doing, maintains a standing army, and has extracted a wealth greater than that made by your own native land. With such being beneath you, can it truly be said that you are not a king by your own right?

Discounted Aristocrat:

Wig-100 CP: With one of your station, it is essential to look the part. Nearly as and in some cases more essential than actually fulfilling your duties. Sadly, the human body does so degrade and decay over time. Your noble countenance will give way to age, ever the destroyer of a great visage. The most insulting and sad element of this shall be the loss of your beautiful hair, ever the clearest sign that one has truly gotten old. Thankfully, in the modern age there are ways to get around such uncomely comings, namely the invention of the wig. Through it, you will be able to give off the appearance of retaining your hair, and it is of such quality that it could convince the vast majority that you retain your hair. May come in any style you desire.

Representatives of the Estates-200 CP: Throughout your time in the aristocracy, you will be called upon to make countless decisions of consequence. They will have impacts on nearly all individuals, and shall cause men to lose their lives and property, as you command. Many men in your position would seek to, or by neglect would remain ignorant of those who they shall have an impact upon. You, however, have a desire to be conscious of the effect you have on your subjects, as that may fundamentally change the nation. Therefore, you may summon at any time representatives of those social groups that are most likely to be affected by your decisions for their counsel.

Scepter-400 CP: You shall have to make many enemies in this period, Jumper. You shall have to make decisions that favor one group over another, and decisions that lead to great popular unrest. Inevitably, there will be many that refuse to see the greater good, and would sooner rise up than simply wait until circumstances begin to favor them, as they always shall under your rule. But no longer. For with this scepter, you shall be far more effective at impressing upon your subjects the importance of submission to your rule, to the point where the vast majority of short-term fallout from your decisions can be totally ignored. Of course, if negative consequences still exist years and decades down the line, you will have to face a very righteously enraged populace.

Duchy-600 CP: Many of your fellows retain their post and privilege for no real reason. Even those among them that have squandered their wealth and live homeless lives, keeping their rights to be above the law solely by means of their birth. You are no such man. For you command a powerful post within your nation – specifically, you stand as the leader of a large Duchy, or equivalent territory. You are thusly one of the most important people in your kingdom, with tens if not hundreds of thousands holding you as their sovereign, second only to the king himself. And of your king? You are one of the very few that he shall always make time and effort to meet with – as your approval shall be necessary for the vast majority of his endeavors.

Jumpsailles-800 CP: Every empire requires a seat of government, and you shall undoubtedly create many great empires over the course of your great voyage. For them, you may make use of this great palace – encompassing 700,000 square feet, it has space sufficient for the governance of a nation of any size, and while you place your governments here, they shall function with a very notable efficiency. Between the gold, the mirrors, and fountains that can be found throughout the palace, the palace has splendor sufficient to impress nearly any man, be he squire or king. It shall always be kept in good condition my a set of NPC repairmen and janitors, and may be placed in any location you desire at the beginning of every new jump.

Companions:

Companion import-50 CP: Each companion gets 400 CP and an origin. You may import up to 8 companions.

Discounted Philisophe:

John Locke-300 CP: One of the greatest liberal ideologues of all time, this man is well-known for his notion that man, owing to his reason and ability, deserves to take control of his own collective and define the purpose of society. He dreams endlessly that mankind can create his own end once the barbarism of war has been risen above, and would like to see this dream realized in your voyages.

Thomas Hobbes-300 CP: Known as the opposite of John Locke, this is a man who looks at man and sees hatred, violence, and death. The only way that they may be brought to order, he believes, is to keep them within one group, one collective, one nation – by force. Anything else invites anarchy and death. In your voyages across the multiverse, he will be happy to see these ills stamped out.

Discounted Conquistador:

John Smith-300 CP: A man of some repute for his role in the founding of the English colonies in Virginia, where he took a bunch of useless, talentless men and made them into real workers and colonists. He kept the colony alive during great famines and wars. Even outside of the new world, however, he went on adventure – such as the time he managed to escape a Turkish prison and eventually the empire itself, no easy feats. This man is a seasoned adventurer, and he will be more than happy to join you.

Hernán Cortés-300 CP: This is a man of some infamy, Jumper, but he is also a man of great talent. In his time, he destroyed the millions-strong empire of the Aztec with but 500 men and 11 ships. He was something of a renegade- asking for forgiveness rather than permission after destroying the Aztec empire, he was eventually put to death for his cruelty. But there are many places where cruelty can be a virtue, as you must know well, Jumper. It is to these places that he desires to go, to bring conquest and take glory in the name of god.

Discounted Merchant:

Giovanni di Medici-300 CP: The riches of the Italian city-states are well known, of course, as are the riches of the Medici. Taking wealth obtained from trade on the Mediterranean, Giovanni managed to lay the foundation for a family that would come to be one of the most powerful and wealthy in Italy for a century. And now, with you, this man shall create the greatest mercantile empire there ever was.

Thomas Roe-300 CP: While this gentleman may not be well-known, the effects of his actions have been more impactful than entire lines of kings. For it was he that was commissioned by the crown of Britain to create open trade with the Rajas of India, and with his success came the greatest wealth that any nation has ever enjoyed. This is a legacy he shall replicate in your employ – obtaining riches from previously unknown corners of the multiverse.

Discounted Aristocrat:

Louis XIV-300 CP: Here is one of the greatest kings that has ever been, Jumper. He is known as such for his extreme longevity – he had the longest reign in all of European history. His reign saw dramatic centralization, as all of his nobles were made to live under his singular rule. This is one that embodies the concept of the sovereign – totally ruling over all of society and all within.

Peter the great-300 CP: This is one of the greatest emperors of all time. He is well-known for bringing the degenerate backwater that was Russia in his time into becoming one of the most powerful nations

in all of Europe. Through his modernization of the law, the military, and the sciences, he set Russia on the course to become a superpower – a turnaround that he shall be happy to perform across the multiverse.

Undiscounted

Napoleon Buonaparte-200 CP: This may be the single greatest individual of this era, Jumper. He exists so far outside the traditional roles of society that it is not safe to classify him in any manner at all. Regardless, you can be sure that he will bring his legacy alongside you – and that he shall be one of the most talented individuals on the field of battle that you could even think of. Nearly no opponent shall be able to halt his advance or his armies, and he shall take readily to any new means of warfare to which he is introduced. Forward, then, to infinite glory!

Leonardo de Vinici-200 CP: You stand in the presence of one of the greatest inventors of this age, Jumper. He is well-known for his efforts to build a helicopter and a solar-powered beam weapon, even in renaissance times. While he lacked the technology to bring his visions to reality, and thus died scorned, you will certainly be able to bring him the tools and the tech he needs to truly become to best inventor to have lived in the multiverse.

Drawbacks: **600 CP limit**

Import save game-0 CP: So you decided that you weren't yet done with that world, eh? Well, good for you, you've got a lot of time with it coming up. This is only the beginning, Jumper. This imports the world you created through your actions in the Crusader Kings jump. **(In order to take this, the nation/dynasty you served/created there must have lasted into this new age.)**

DLC purchase required :^)-100 CP: This world is… raw, unfinished. Every time you try to do something that it seems should be part of an in-depth representation of history, the necessary items or institutions just… aren't there. The only way to deal with these seeming gaps in reality is to sleep with a bag of gold under your pillow. When you awaken, it will be gone, and the individual gap that troubled you will be mended. For some reason, this will only work when you make certain the gold is in whatever denomination is currently accepted in Sweden.

Noble of the robe-100 CP: Within this world, there are many who have come from long, prestigious bloodlines, whose talent is presupposed due to that of their forefathers. And then, of course, there is you. While in the future there will be great prestige associated with having earned one's own wealth and fame, you have arrived in a different time – a time when your nature shall lead you to be held in poor regard by your contemporaries, no matter your origin. It goes without saying that this shall be monumentally difficult to overcome.

Uncivilized!-200 CP: Within this world, there are many societies that can only scarcely be called civilized. Certainly, they may have cities and temples, but most are without anything approaching humanity, humility, or organized society. Many lack even written language! And in war, they find it difficult to survive without steel or shot. Your nation is now one such land – and it shall be a titanic undertaking to set it right once more.

Comet sighted-200 CP: Why is it that we cannot live in truly enlightened times? It seems that in these days, nearly everything is an omen and a curse. The sighting of a single comet may lead peasants to rebel, and sailors in your employ will often refuse to fulfill their duties due to an old wives' tale about how the sea will swallow them up under some conditions. If you are to get nearly anything done, you will undoubtedly have to commit yourself to the enlightenment of mankind.

Continental-300 CP: There are many, many riches to be found overseas – in the Indes, in Cathay, and in many other places. Nearly every successful nation shall make good use of these lands, plundering as they will. For you and your nation, however, all such efforts shall be bound to fail, thus leading to a significant disparity in wealth, making all endeavors extremely difficult.

Depowered-300 CP: Superpowers? Other earths? Sounds like you've been having too much brandy, friend! All powers and items not from this series of jumps are locked off to you for the duration of this jump.

Insufficient Bird Mana-300 CP: You had expected this world to feel real, solid, and thought-out, but sometimes the links between different items are just so nonsensical that it makes you wonder if you are

still sane. Why is it that burning down your cities would lead to improved ability to build boats? Men may never know. This, and other abstractions like it, will come to dominate your day-to-day life. Making sense of the nonsensical-seeming justifications behind reality will be one of your most difficult tasks.

Absolutely idiotic-400 CP: You live under a fool of a monarch, and you always will. Many of his orders will be downright nonsensical, and he will never learn how to properly manage the responsibilities of a sovereign. It goes without saying that this will open your kingdom to countless evils, not least of which shall be those that will seek to take advantage of his tomfoolery to put into place their evils – and he shall seem to nearly always listen to them before you.

Revolution!-400 CP: Everywhere you go, it seems, you hear that cry. No matter what, the social beliefs of the great masses of people are arranged in total opposition to those of your own, and they are violent and vigorous about putting their barbarism into practice. If you intend to live within a society at all resembling that which you should desire, you will have to work long and hard to suppress the revolutionary desires of your people – though you should be aware they will never totally die.

The final Jihad-500 CP: In the original timeline, Jumper, after the Ottomans took Constantinople they surged forth, seeming to be totally invincible. By land and sea they conquered Christian kingdoms, but by the grace of god they were stopped at the battles of Vienna and Lepanto. This shall not be the case in the new timeline you have created, for they shall now surge forth with all the technology of 1836 and a unified Muslim world behind them, in a Jihad that will, if you do nothing, halt only when there is no more earth left to conquer. This will count as a failure for Jumpchain purposes, and as such, you must halt them and forever destroy them. You will only gain true victory once Constantinople and Jerusalem are once again in the hands of the sons of god.

Sunset invasion-500 CP: Your timeline was created on the bones of the new world, Jumper, and the dead left behind by the Europeans in that place. Now, however, you shall see the revenge of this place – for within one day of your arrival, a hundred thousand (don't question it) of the warriors of the Aztec Empire shall land on the shores of Spain, clad in steel and firing organized musket lines. Left alone, more and more will arrive until they swallow up all of Europe, and carve out the pope's heart on a pyramid. None of this can be allowed, however. If you are to succeed here, you must anihalate them in Europe, and do the same to all the nations of the Americas, no matter the strength and superiority of weaponry that they shall all now possess.

Post-jump:

~quit: In your time here, you've seen change. And perhaps it's time for a change in your own life – you've decided it's time for an end to all of this constant jumping, time to see your home again.

~set_end_date: Dec31_99999: Who are we kidding, here? You've come to enjoy this age. The classics, the great height of humanity – an age of reason, discovery, and much more. As such, it will continue on – you will have the choice of whether it stays at this tech level or progresses.

~reboot: Ah, but your greatest adventures lie ahead. Whether your cry shall be for king and country, or for liberty, equality, and fraternity, you go onward!

~export: Or perhaps you should see things progress? You progress to the Victoria 2 Jump, and watch history unfold further.