Harry Turtledove’s Atlantis Trilogy Jump

By

JuliantheUnknown

Welcome jumper to the world of Harry Turtledove's Atlantis. The point of divergence between this world and yours starts a very long time ago - 85 million years in fact, when the East Coast of America somehow breaks off from the rest of America to become a land of it's own in the middle of the Atlantic. One absent of man entirely and all mammals save bats. Despite this, European history proceeds basically as before until 1452 when a Breton fisherman called Francois Kersauzon discovers Atlantis. He shares the secret of it with an English fisherman called Edward Radcliffe (in exchange for a third of Radcliffe's catch). Upon seeing it, Radcliffe is just a little quicker on the uptake and he and his entire family and many others of his village quickly move to settle the newly named Atlantis. Kersazuon does so soon after. More and more people begin to pour in, and the colonization of Atlantis begins. It is in 1452 when you find yourself in Atlantis.

Or maybe you would like to be a little bit later in the 1660's- when pirates have taken over the bay of Avalon and a sea war between the second cousins of Red Rodney Radcliffe and William Radcliff starts to come into action. Whether you choose to help William Radcliff impose law and order on Avalon, or if like Red Rodney Radcliffe, you would not see the end of the freebooter's reign of the Hesperian Gulf is totally up to you.

Or maybe later - fighting to push the French out of Atlantis alongside Victor Radcliff (or perhaps help Roland Kersauzon push the English out) and his loyal factotum and "shadow", Blaise.

Only a bit later, you can instead choose to help Victor Radcliff and Blaise push the English out of Atlantis, leading to the founding of the United States of Atlantis.

Or even later when Frederick Radcliff, the slave grandson of Victor Radcliff, kicks off the Great Atlantean Servile Insurrection, gathering an army of freed slaves ready to fight and die for their rights.

Or for the right drawback, maybe you can see it all…

Age: Your age is 18+1d8

Gender: Pick freely

Time Period:

Pick Freely or roll 1d6 -

1452 - the discovery of Atlantis and the time of its first settlers.
1666- the chasing of the pirates out of Avalon.
1761- the French and Spanish War
1775 - The Atlantean War of Independence
1843 - James Audubon visits Atlantis to try and sketch the last of the Honkers
1852- The Great Atlantean Servile Insurrection

Location:

Roll 1d8 to determine your location or cough up 100 CP.

1 - Hastings - the original village in England, of whom many inhabitants would become the first settlers of Atlantis.
2- Le Croisic - located in Brittany, this is where Ed Radcliffe bought his salt and heard about Atlantis for the first time.
3 - New Hastings - the first town founded in Atlantis by the Hastings folk, led by Edward Radcliffe.
4 - Freetown - the second English town founded in Atlantis.
5 - Cosquer - the first town in Atlantis founded by the Bretons (later French), led by Rolandf Kerseazon
6 - Avalon - located on the Western side of Atlantis. This will eventually be taken over by Pirates.
7- Terranova - the land beyond Atlantis, inhabited by strange savage men.
8- Free Choice - this includes locations not specified, it can be anywhere in Terranova, Atlantis or Europe.

Background:

Drop-In - you arrive in this world with no memories or history. Still, Atlantis is a new land and there’s opportunity for everyone.
Settler/Colonist/Patriot - Depending on what time you took your status changes a little. Closer to the earlier end of it, and you're a Settler - somebody setting out at the beginning of Atlantis. From everything after that until the Atlantean War of Independence, you're a Colonist - a proud descendant of the initial settlers. After the Atlantean War of Independence, you're a Patriot - a proud citizen of Atlantis.

Pirate - you revile law and long for nothing more than the freedom to live the life you want to live. That means violence, sex and of course, rum.

Additional History

Slave (+200 CP) You're a Terranovan or African (your choice) who has been pressed into slavery against their will. You can be a drop-in for this, but upon dropping in, you will be captured by slavers and spend at minimum two years as a slave (regardless of any out of context powers). This is NOT fun. It will involve back-breaking work, outright rape if you're a woman, pleasing to the eye and with a particularly cruel master. At best, you get to be a house slave. You will also get an alt-form of a Terranovan or African person (unless you were already Native American or African, in which case, you can stick with your original body). After two years, you will be able to escape.
If you're not a drop-in, you'll already remember at least a few years of slavery (or a lifetime depending on which time you jump into), so you can escape right away.

Perks

Each background gets their 100 CP Perks for free and discounts on the rest.

Bloodline Perks

Radcliff(e) Blood (200 CP) (Drop-Ins cannot take) - You're descended from Ed Radcliffe himself. Depending on the time period you're in, you could be a son, a grandson or a distant descendant. Based on time period, you can also choose to clip the e on Radcliffe - for efficiency. This affords you a certain amount of prestige - as well as letting it be known that Atlantis is truly in your blood. After all Ed Radcliffe may not have been the one to discover Atlantis, but he was the one to truly help tame it. You do not actually have to take the name Radcliff(e), but you are descended from one. You also inherit the famous Radcliff(e) stubbornness.

Kersauzon Blood (100 CP) (Drop-Ins Cannot Take) - slightly less prestigious than Racliff(e) blood, you know however, that it was your ancestor who first truly found Atlantis even though he foolishly sold the secret for a third of a haul of cod. All those honors heaped on the Racliff(e)'s belong to you. Like Radcliff(e) blood, you could be the son of Francois Kersauzon or a distant descendant.

Other Settler Blood (50 CP) (Drop-Ins Cannot Take) - slightly less prestigious than Racliff(e) blood, you can take the blood of other original colonists. Two examples include Fenner and Cawthorne. If you so desire, you can make up your own lineage.

<u>Drop-In</u>

Huzzah! (100 CP) - The British are an overly-stuffy people. The Atlanteans less so. You're more in vein with the latter and have an honest if sardonic wit about you.

The Stench of Humanity (200 CP) - You're always ready to see what's beyond the horizon. While you're fully capable of settling down, a part of your heart will always dream of voyages and exploration, of plunging into the deep dark wonders of the wild. You can probably go weeks, if not months, without seeing another human being and be perfectly fine.

That's Sergeant Blaise to You (400 CP) - Atlantis is not the best place in terms of racial equality. If you're Terranovan or African, you will be looked down upon. Except if you take this perk - it isn't that people won't stop being racist or sexist to you. It's just that they'll be willing to take orders from you, even respect you. You're just a little bit different from the rest in their mind.

Damn My Roots, My Heart is English (600 CP) - you've probably traveled for a very long time. For centuries even - it would be understandable if you no longer felt any connection to places that once felt like home, especially if you've set up roots in other places. But not anymore - it isn't hard to maintain emotional connections to places, people no matter how long time goes by. You could return to your original family and slide back into your life as easily as putting on a shoe. You could spend decades with no real human contact and go back to it with little problem as well.

<u>Settler/Colonist/Patriot</u>

Atlantean (100 CP) - You know this land like others don't. You know how to fade into the forest of Atlantis, how to survive off the land, how to find the honkers and oil thrushes that seem to be disappearing quicker and quicker. In fact, you thrive in the wilds of Atlantis. Those of the homeland may look down upon you, but you'd like to see them in the wilds of Atlantis!

Sailor (200 CP) - the sea is part of you. A part of you doesn't feel really complete when you aren't aboard a boat. You know how to sail better than most men and you legitimately enjoy it.

Shipbuilder (400 CP) - You know the basics on how to construct ships, how to make them steady against the sea, how to make them fly. What's more is that you enjoy it. If somebody (a jealous wife for example) were to burn down any ship you have, you could be happily building a new one by the next morning.

For Stuart Shall Grow to Rival It (600 CP) - The British look down upon the colonists. That's never been in question. What they don't realize is that people like you have a dream and the willpower to see it come to fruition. It might not be in your lifetime, but with careful planning, you can insure that your legacy will live to see the future, that people will carry out your dreams even after you are gone - to see that a small town out in Atlantis could grow to rival London, for example.

Pirate

Cut off the Balls of any man who tried to make him bend the knee (100 CP) - You can't be broken into bowing to another man. You will live free and you will die free.

I told him I would get him back and I did (200 CP) - Some people can forget about their revenge. Years go by and it seems easier to let it go. But not you. You can wait decades for your vengeance. To such an extent, that the one you want to avenge yourself on may believe you have forgotten about it/forgiven them.

Not losing in the field...may eventually be victory (400 CP) - When fighting a war (especially one against an invading force), you know how to think of the bigger picture. You might not be able to win an overwhelming victory in the field but if you're able to escape with most of your troops and keep on inflicting damage to the enemy again and again - well, eventually their far-off master might decide you're more trouble than you're worth.
You know the general point at which this would happen and how to make a successful retreat, while inflicting as many casualties on the enemy side, destroying or taking anything of value in whatever territory you're giving up, and keeping as many of your men alive.

A King Among Pirates (600 CP) - the problem with pirates is that they're a troublesome and chaotic lot who won't bow to any one man. Except maybe you. You have the will, the wits and the charisma to unite squabbling pirate clans who hate each under one banner - your banner to be specific.

Gear

Each background gets their 100 CP Items for free and discounts on the rest.

Drop-In

Cosquer Wine (100 CP) It's not much, but it's something other than beer and barrel-tree sap. Twenty bottles of the stuff every year. If you take this with In 1452 Ed Radcliffe Sailed the Ocean Blue, then the wine will gradually increase in quality over the years. It might not ever be the same as European wine, but still.

Bow/Musket (200 CP) - This weapon depends on what time period you're in. Start off near the beginning, and you're given a bow. After that, you get a musket - with it becoming more and more advanced as you go by. If you take In 1452, Ed Radcliffe Sailed the Ocean Blue, the weapon will update as time goes by.

Printing and Persuasions (400 CP) - this small printing shop contains the most miraculous printing press. Namely, it can be used to print even the most incomprehensible writing. Just give it the paper and ink needed and the copy of the writing needed and it will print it out over night. And if you happen to have something with some missing stanzas here and there, it will print those out too - so long as you're not putting in a sentence and expecting a full-length novel series.

New Hastings (600 CP) - a replica of the city of New Hastings at the time you leave (or at your choice, any part of its history). It starts off attached your warehouse. It can later follow as land or remain attached to your warehouse through a door. Alternatively, you can shrink it down and take it with you and place it somewhere of your choosing - but once it's been placed down again, it can't be moved. If you take this with Atlantis, it can be put where it would be in Atlantis. This does not include Bredestown as any citizen of Bredestown will tell you that Bredestown is its own equally important and independent city.

Settler/Colonist/Patriot

Barrel-Tree Sap (100 CP) - a sweet and alcoholic drink made from the sap of Atlantean's native barrel-trees. You get twenty bottles of it every year.

Ship (100 CP/200 CP/300 CP) (Discount Settler and Pirate) - for the start of this, you get a simple sloop. With each purchase, your boat gets better and better. The 200 CP purchase gets you a cutter, and the 300 CP purchase gets you a frigate.

Redwood Church (400 CP) A replica of the Redwood Church created in New Hastings. Can follow as land or be put on any land you already own. It might seem like a normal church and yet in times of crisis, it provides hope and inspiration to those downtrodden. It will serve as a rallying point for any oppressed people, and even though it is made of wood, it can be rebuilt quickly even if burnt.

Hanover/Stuart (600 CP) - a replica of the town Stuart and later city Hanover at the time you leave (or at your choice, any part of its history). It starts off attached your warehouse. It can later follow as land or remain attached to your warehouse through a door. Alternatively, you can shrink it down and take it with you and place it somewhere of your choosing - but once it's been placed down again, it can't be moved. If you take this with Atlantis, it can be put where it would be in Atlantis.

Pirate

Freebooter Rum (100 CP) Rum made in Atlantis. Or of the type that will be made in Atlantis depending on when you start. You get twenty bottles of it every year.

Ship (100 CP/200 CP/300 CP) (Discount Settler and Pirate) - for the start of this, you get a simple sloop. With each purchase, your boat gets better and better. The 200 CP purchase gets you a cutter, and the 300 CP purchase gets you a frigate.

Pirate Fort (400 CP) - an example of one of the pirate forts of Avalon. This particular one stands on its own and after the jump, it can follow as land or become attached to your warehouse. It also has a particular quality - any children raised here will have a happy childhood for so long as they live here unless you actively try to prevent it. That doesn't necessarily they'll be a good person or even a good kid - they could be murderous pirate scum, just like you, but they'll be happy.

Avalon (600 CP) - a replica of the city of Avalon at the time you leave (or at your choice, any part of its history). It starts off attached your warehouse. It can later follow as land or remain attached to your warehouse through a door. Alternatively, you can shrink it down and take it with you and place it somewhere of your choosing - but once it's been placed down again, it can't be moved. If you take this with Avalon, it can be put where it would be in Avalon.

Non-Discounted Gear

Salt (50 CP) - a whole crate of it and the good stuff. None of the cheap gray stuff at the bottom. Refills every jump.

Oil Thrushes (50 CP) - these small birds are both fat and delicious. You get a few hatchlings every jump. You can do anything you want with them, but most Atlanteans would suggest eating them - they are delicious.

Honkers (100 CP) - these strange dumb honking birds of Atlantis. You get a few hatchlings to do with as you so desire. Raise them and love them, kill them and eat them, release them into the wild to see what happens, or sell them on the black market. It is totally up to you. These update every jump to do with as you wish. They do not count as companions as they're too stupid and docile to be of any real use.

Atlantis (1000 CP) - an alternate version of the East Coast of America that broke off from the mainland before humanity could reach it. It has its own strange creatures. This is not the actual Atlantis, but a copy that can be accessed through a door in the warehouse or alternatively added to any pocket dimensions you may have. This CANNOT follow as land - it is the same size as the east coast of America and would pretty much disrupt everything in any new world you would follow into.
It will be an exact copy of Atlantis before any man has ever set foot on it. Companions cannot buy this.

Companions

Companion Import (100 CP) - you can import a companion and give him 300 CP to spend. You can buy this up to eight times.

Cook (100 CP) - this cook is all but an NPC who only appears when you want a meal. He makes the most delicious food. Be careful of pirates stealing him though.

Golden Eagle (100 CP) - big enough to swoop down and take a full-grown man from the sky even if only for a bit. You get one of these bad boys (or girls). They're completely loyal to you and will obey your commands. This one does count as a companion (a pet companion, but still). If you already have a pet bird, you can import them into this role.

Loyal Factotum (200 CP) - a loyal second who has both the Huzzah! and Not losing in the field...may eventually be victory perks free. He is loyal to you but he isn't afraid to call you out or be a bit of an asshole to you. He is either African or Terranovan, your choice.

Radcliff(e) (400 CP) - you can take any individual Radcliff or Radcliffe shown in the story that was important - so long as you can convince them that is. They are notoriously stubborn and attached to Atlantis after all. This includes Ed Radcliffe, Henry Radcliffe, Richard Radcliffe, William Radcliff, Red Rodney Radcliffe, Marcus Radcliffe, Ethel Radcliffe, Victor Radcliff and Frederick Radcliff.

Drawbacks

You can take up to 600cp of Drawbacks, or 800 CP if you take the drawback "Slave".

Alternate History (+0 CP) This sets your time to 1580 automatically. In the Atlantis trilogy, the first tyrant overthrown is the Earl of Warwick who comes to Atlantis in disgrace. The two sons of Ed Radcliffe, Henry and Richard Radcliffe successfully overthrow Warwick at the Battle of the Strand, sending a strong message of what Atlantis is and a note that Atlantis was not a place for exiled nobles to set up shop.
Except...they didn't. The Earl of Warwick emerged victorious at the Battle of the Strand and the age of Radcliffe excellency over Atlantis ended before it began. Other disgraced and exiled nobles took note and began swarming all over Atlantis.
In 1580, Atlantis is a land of lords and would-be kings each seeking to destroy their rivals. If you took Radcliff(e) blood, you instead become a descendant of the Earl of Warwick. Taking another bloodline makes you a member of a more minor but influential family.

In 1452 Ed Radcliffe Sailed the Ocean Blue (+100 CP) Your location is set to Le Croisic, your time 1452. You will be here from what in OTL was the moment Ed Radcliffe speaks with Francois Kersauzon to the moment Frederick Radcliff would marry his wife in the eyes of Atlantean Law. That's around 400 years all in all. You can take this with one of the scenario

drawbacks - but if you do, fate will align so that your chosen scenario happens and you are thrust into it.

As Surprised As My Great-Grandfather (+100 CP) You...really should have seen that coming. Get prepared to be saying that a lot, because a lot of people are going to be getting one over you in ways that seems extremely evident to you afterwards.

I Need Wine (+100 CP) You do. You really do. For the duration of this jump, you'll need to regularly consume wine or you'll start functioning at less than your peak. A glass a day should be more than enough. European wine only - none of the Atlantean shit. Other alcohol such as beer and barrel-tree sap or even rum won't do the job.

A Boil on the King's Ass (+200 CP) This sets your time to 1666 and your location to Stuart (later named Hanover). The freebooters of Avalon are chaotic, unlawful and a threat to all good men and women of Atlantis. Somebody has to do something about it. You are that person. What do you mean William Radcliff? That man was never born here. Your goal? End the Freebooter's Reign over the Hesperian Gulf. The catch? You don't have any of your ridiculous curbstomp powers - an intelligence boosting perk is fine, one that will allow you to build large machines out of nowhere is not. Stuff like Metavore or Evercleansed is fine, magic powers that would allow you to nuke Avalon from orbit are not. Fail to do this? Go home. You cannot take the Pirate origin with this.

Save the Honkers! (+200 CP/+400 CP) You're overwhelmed with a need to save the honkers, the giant native birds of Atlantis that are quickly dwindling. Unfortunately, it seems like the honkers have literally no fear of man and it is easy as walking up to them and knocking them over the head to kill them. Any battle to save them will be an uphill one.
For an extra 200 points, failing to do so will result in chain failure. Regardless of which variation you take, you will feel the need to be strong and pressing until you've ensured their survival. You will be thinking about it at least a few hours every day and if you fail to save them, you will enter a depression that will last for the entirety of the jump.

If The English said to me, come and fight and we will make you free, I would be their man forever but they do not (+200 CP)
You may dislike slavery but you certainly don't hate it, And yet you won't hesitate to take advantage of slavery - and not just in a products they make sense. If a slave woman is offered to you, for example, you'll almost certainly take advantage. You may hate yourself for it, but you'll do it all the same. When the issue of slavery comes up, instead of definitively taking one side, you'll always stay on the fence. People on both sides will judge you for it.

Freebooter's Heaven (+300 CP) This sets your time to 1666 and your location to Avalon immediately. Your goal is to insure that the Freebooter's reign over the Hesperian Gulf does not end. This is...harder than it sounds. For one, the Freebooter's are a chaotic disorganized lot - they can't match the discipline of the British Regulars that will be coming after them. Not to

mention you'll have to deal with William Radcliff fighting you and Red Rodney Radcliffe undermining you (and if you both win against William, Rodney won't have any problems backstabbing you.) Plus, you don't have any of your ridiculous curbstomp powers - an intelligence boosting perk is fine, one that will allow you to build large machines out of nowhere is not. Stuff like Metavore or Evercleansed is fine, magic powers that will allow you to devastate half the Atlantean Army is not. Fail to maintain the Freebooter's Reign? Go home. You cannot take Settler/Colonist/Patriot with this.

Atlantis Must Be English (+300 CP) This sets your location to London at the time of the Atlantean War of Independence. Your goal? Keep Atlantis English. Your job is to put down Victor Radcliff and the rest of these rebels. Rule Britannia! Like the other drawbacks in this scenario, you don't have any of your ridiculous curbstomp powers - an intelligence boosting perk is fine, one that will allow you to build large machines out of nowhere is not. Stuff like Metavore or Evercleansed is fine, magic powers that will allow you to devastate half the Atlantean rebels is not.

The United States of Atlantis (+300 CP) This sets your location to anywhere in Atlantis but sets your time to the Atlantean War of Independence. Victor Radcliff and his loyal sergeant, Blaise, died during the French and Spanish War in the final battle, remembered well by both sides. So the rebel Atlanteans are looking for a new general to lead their troops and for whatever reason they've settled on you. Your job is to bring the rebels victory in Atlantis and force England to recognize Atlantis as a free and independent nation. You also don't have any of your ridiculous curbstomp powers - an intelligence boosting perk is fine, one that will allow you to build large machines out of nowhere is not. Stuff like Metavore or Evercleansed is fine, magic powers that will allow you to devastate half the English Army is not. Failing to free Atlantis will get you a ticket back home - and a hanging if you don't die in battle.

Frederick Radcliff (+600 CP) - he doesn't exist. Instead, you've taken his place. You start the story as a slave and your time and location are automatically set to just before the Great Atlantean Servile Insurrection and on the plantation that Frederick Radcliff was born on . Your goal? Free Atlantis of slavery. The catch? You don't have any of your ridiculous curbstomp powers - an intelligence boosting perk is fine, one that will allow you to build large machines out of nowhere is not. Stuff like Metavore or Evercleansed is fine, magic powers that will allow you to devastate half the Atlantean Army is not. Fail to free the slaves by the end of your stay? Go home. Not to mention that the masters will probably be wanting to make an example of you. Your death...will not be pleasant if you fail. If you take Radcliff(e) blood as well as this drawback, you'll be the illegitimate grandson of Victor Radcliff similar to what Frederick was. (Requires that you take Slave)

Notes:

The Alternate History drawback is there for people who would prefer to roleplay a lords and kings in a new land as opposed to a colonial America/American Revolution expy. Since Turtledove has made his living off Alternate History, it felt appropriate to have one such toggle.

If you take Frederick Radcliff, then you can safely ignore the minimum two years a slave thing - you'll already have a lifetime of memories of being a slave.

If you take both Slave and That's Major Blaise to You, then Slave overpowers That's Major Blaise to You for those who own slaves but it can still apply to those who don't.

Not losing in the field...may eventually be victory only works when you're dealing with enemies that have the intelligence to understand a cost-benefit analysis. If you're dealing with an army of zombies for example, this strategy won't work because they don't have the brains to understand giving up. Also, while you can figure out the cost-benefit analysis, there is always the danger of realizing that the enemy is willing to pay any cost to win - even if a pyrrhic victory.

Printing and Persuasions only works on things that have been partially and accidentally lost to history. You can't use it to try and decode a purposefully hidden message.
For most of the scenario drawbacks, you replace somebody who either never existed or died in battle. This is because you need to step up to be a leader and if they're not replaced, they'll either fall into that position or be such a good right-hand man that it defeats half the point.
The only exception is Red Rodney Radcliffe because he will almost certainly backstab you. So he sticks around even if you take the Freebooter's Heaven drawback.

As for what defines a curbstomp? It should be relative to this jump as opposed to your chain in entirety and basically means there should have been some chance at some point that the opposing army could beat your army. So no outfitting your army with mechs and using magic to buff them.