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Welcome to feudal China. For four hundred years, the Han dynasty has ruled the land. Underneath the Han, China knew an age of peace and prosperity. However, like all things, it must one day end. The court eunuchs have usurped imperial authority, not only deceiving the emperor but promoting corrupt officials and persecuting virtuous ones. The people suffered greatly underneath the eunuchs' corruption. But it was Zhang Jiao, a Taoist monk, who hammered the first nail into the Han's coffin when he formed the Yellow Turban Army. With many dissatisfied peasants flocking to his banner, Zhang Jiao led the Yellow Turbans in revolt against the Han Emperor. Heroes and villains alike took up arms to either quell the chaos or prosper from it. No greater heroes arose during this time than Liu Bei, Cao Cao, and Sun Quan. The leaders of Shu-Han, Cao Wei, and Sun Wu respectively.

These three men's destinies were intertwined together. Clashing, unifying and more often conspiring against each other, it was their actions that defined the Three Kingdoms period. While neither of these men nor the legacies they left behind would unite the land, their stories are being retold to this day. You now enter China, for good or ill. Will you join the chaos and prosper as the world around you burns? Will you stand up for righteousness and suppress the chaos, restoring the Han Dynasty to its former glory? Will you usurp the land for your own glory and force all the feudal lords to kowtow to your might? Or will you be a roaming vagabond merely going to and fro without a care in the world?

Take this

1000CP

And create a tale that will stand the test of time.

Timeline

Roll 1d10. Or pay 50 to choose.

1. 184 AD: The Yellow Turban Rebellion Begins
2. 190 AD: Coalition Forms Against Dong Zhou
3. 197 AD: Yuan Shu Declares Himself Emperor
4. 200 AD: Cao Cao And Yuan Shao Clash At Guandu
5. 205 AD: Cao Cao Conquers You Province
6. 208 AD: Battle At Red Cliff
7. 212 AD: Liu Bei Begins His Conquest Of Riverlands
8. 217 AD: Sun Quan and Cao Cao Clash Around Ruxu
9. 221 AD: Liu Declares Himself Emperor Of Shu-Han
10. Free Pick

Backgrounds

Roll 2d8+16 that will be your age or pay 50CP to choose. Keep the same gender from the previous jump or pay 50CP to change it.

Palace Servant

Never thought your life will end up like this. You were going to be a civil servant. Maybe work your way up to nobility. Shame it didn't happen like that. Well, at least you're in politics.

Outlander (Drop-In)

Whether you are from the Northern Barbarians or the Southern Tribes, you are an outlander. To you these people were once foes to be conquered, their lands seized and their foul ways stopped. But you decided to travel and learn more.

Scholar

You were always a bright one. Your mother called you her future magistrate. You were taught by the best of your age. You moved to Cheng Du to study amongst others and maybe find a worthy lord to serve.

Commander

Under the leadership of the Ma Family, the northeastern territory has produced some of the most stalwart and hardy commanders. You are no different. The constant barbarian attacks and the cold climate have made you stronger and more gallant when compared to your southern counterparts. As soon as you find a lord you may get to prove that fact.

Noble
Yours is distinguished lineage. You can trace your family line down just before the founding of the new dynasty. In fact, your noble ancestors fought alongside Liu Bang. Helping him secure the throne and founded the Han Dynasty. Once your family held the ear of the imperial court. No, it was the imperial court. But backdoor dealings and plotting eunuchs banished your family from the imperial city to a backwater commandery.

Perks

General Perks
General perks are free unless stated otherwise.

Nickname of Renown (Free/100CP)
In a world full of Sleeping Dragons, Little Conquerors, and Coming Evils, maybe it will be a little hard to distinguish yourself from the common rabble. Now you have a fancy nickname. Whether it is something you choose yourself or someone gives it to you, you are famous or infamous throughout the land. If you paid 100CP for this perk the nickname will follow you post-jump. People will tell stories of your exploits even if it is impossible for them to know them. Once you reveal your identity, you will be treated with great esteem. This can be toggled off and on pre-jump.

Brush and Proses (Free/100CP)
You understand the basics of calligraphy and can create elegant characters in any languages you know or understand. If you paid 100CP for this perk it will follow you post-jump. Post-jump you understand the basic style of writing in every setting. And are literate to all languages present in the setting. This doesn't grant the ability to speak any of the languages just the ability to read and write it.

Instill Fear Ensure Loyalty (100CP)
Sometimes to ensure loyalty in your forces, you need to make sure they are very very afraid of you. How? Cao Cao killed attendants that woke him from his slumber, well just once but it was enough to ensure the other attendants didn't fuck with him. Dong Zhuo had a man executed. His blood drained and mixed with wine. He forced all 'loyal' ministers to drink it. Whenever you do something simply for the sake of instilling a healthy fear of you in others, it will make disloyal people less likely to betray you. And make your loyal people even more dedicated to your cause. This only works on people below your political or social station whether in a country or an organization. If you are a mere duke this will have no effect on your liege.

Movement of The Stars (200CP)
You can look up to the heavens and divine the future with eighty percent accuracy. This divination can be performed day or night. Though most people will believe you are a fool if you do it during the day. By using this method of divining, you see the most likely outcome. Though this isn't a hundred percent accurate unforeseeable events may occur.

Musical Talent (Free/100CP)
You can play various setting appropriate instruments as if you have been trained all your life. You can also sing like an angel and dance traditional dances. If you paid 100CP for this perk it

will follow you post-jump. Post-jump you keep your singing voice and can alter your vocal range at will. You instantly learn traditional folk songs and dances appropriate for the setting.

Polymath (Free/200CP/400CP/600CP)
You are ranked among the geniuses of the age. And as such you are blessed with knowledge of complex strategies and tactics. As a Polymath, you can calculate difficult equations in your head without the need of a device. The next benefits of the perk only if you pay their corresponding cost. Paying the cost confers the lower tier for free as well. If you pay 200CP for this perk you will have the reputation of being one of the smartest beings alive in the jump setting in the subjects of warfare and kingdom building. This doesn't confer any actual intelligence increase, you just have the reputation. People will defer to you as an expert. If you pay 400CP for this perk, when at war as you fight your opponent, predicting their actions and strategies becomes easier. Even small losses can wield great insights. This however isn't without it drawback. It works beside when fighting a single combatant. Also long stretches of inactivity resets this, needing you to build it up again through engagement. If you pay 600CP for this perk, your intelligence is the stuff of legends. Your intelligence is ranked among the brightest minds in the setting. Your intelligence can never be decreased or affected by things that would cause you to lose it. The 400CP version of this perk loses the single combatant drawback. The 200CP version of this perk allows you to have a reputation in any subject you wish. All powers can be toggled on and off at the beginning of the jump.

Palace Servant Perks
All Perks are discounted for the Palace Servant background by half. Palace Servants receive Scribe's Hands for free.

Scribe's Hands (100CP)
You can suppress your own natural handwriting habits and cues to perfectly mimic someone else's. Any forged documents will look exactly the same. Trained experts will have a difficult time telling the two apart.

The Dragon's Ear (200CP)
Where you go, you find it easy to get the ear of someone with power and authority. Though you have to work your way up the ranks a bit. But once you have their ear, it will be hard for anyone to get you out of it.

Deceptive Appearances (400CP)
No matter how powerful you are, no matter how much influence you possess, no one perceives you as a true threat. Even after you have demonstrated you should be, people will still have trouble with the concept. You toggle this power off and on at will.

One of Many (600CP)
You have your own personal network of spies. All of them are tucked away hiding as servants or other minor roles depending on the jump setting. They can be deployed to infiltrate any government body or organization you choose. They benefit from any of your social skills and abilities. They are completely loyal to you. They only know as much as you allow them to know or choose to tell them. If captured, they will kill themselves in creative and often demoralizing ways. If killed, another will instantly take their place. They can carry out different missions such

as feeding someone misinformation, sabotage, kidnapping, or theft. It is difficult to completely root them out without either dismantling the entire organization or government.

Outlander Perks
All Perks are discounted for the Outlander background by half. Outlanders receive Local Customs for free.

Local Customs (100CP)
As an Outlander, you lack the knowledge necessary to pass as anything but a stranger in a strange land. With Local Customs, you have enough knowledge to pass for a native. This knowledge includes language, laws, taboos, etc. Now instead of sticking out both visually and culturally, you can pass as an exotic looking local.

Lay Of The Land (200CP)
Getting lost can sometimes spell disaster for anyone. Losing sight of the road while in flight could lead one to an ambush or a dead end. Lay of the land gives you intimate knowledge of the general as well as any particular points of interests. Such as ambush spots, dead ends, hidden paths, etc.

Wanderer's Blessing (400CP)
While traveling the land of China, sudden storms and blizzards are known to happen. There are enough even some dusty plains and arid desert areas as well. With Wanderer's Blessing, you are unaffected by changes in temperature. You could wear full plate in the southern jungles without breaking a sweat or walk around nude in the northern tundras without as much as a shiver. Secondly while traveling, you and your mount are unaffected by weather conditions or the environmental changes thanks to the weather. No longer does rain or the mud caused by the rain hinder your progress. Flooding caused by the rain will yield a path to you.

No One Of Note (600CP)
You have the ability to disappear into a crowd. More than that pursuers have an incredibly difficult time chasing you anywhere there are more than twenty people. You just blend in so well. Secondly, if you aren't an active participant in any type of combat, all the combatants ignore you. Meaning if you should happen to be traveling through an area and a battle breaks out, as long as you don't draw your sword and attack anybody, everyone will leave you be and ignore you.

Scholar Perks
All Perks are discounted for the Scholar background by half. Scholars receive Eight Steps For free.

Eight Steps (100CP)
The speed of which your thoughts move is astounding. Within eight steps, you can come with a complex plan with multiple steps and a detailed contingency plan. Within six steps, you can plan out a novel or work of art. Within four steps, you could formulate an effective escape plan if you are in danger. Within two steps, you could recite a poem with such eloquence it can move stones to cry.

I Only Have One Book In My Library (200CP)

Why? Because once you read a book you can clearly recall what you have read. It works on any text you read. Including subtitles on a screen or ebooks. Can make a perfect copy of the book if you so choose. Or transcribe subtitle dialogue with 100% accuracy. Books you own or will own will not disappear from your library.

Vicious Mockery (400CP)
You can have a way with words. You know just what to say to get underneath someone's skin. No matter how thick that skin is. Your words could cause a pacifist to enter a violent rage. Luckily, you can calm down as well.

A War With Words (600CP)
With witty remarks, ingenious insights, and excellent social skills you can leave either temporary or lasting effects on anyone you talk to, you send a message with more than a hundred words to, or if you use a proxy such as a messenger to deliver your words. If you choose, you can leave someone in anywhere between a stunned silence that lasts for a few hours or in a comatose state for a few days. If you add in venom and spite, you can cause someone to take physical damage. This could be anywhere from a severe headache to coughing up a river of blood and dying. This is both a social and mental attack. Someone would need to surpass you in intelligence or charisma to avoid the worst effects. This power can be activated at will to prevent accidentally hurting someone. Post-jump this power will work for handwritten messages, letters, missives etc as long as it is legible. With messages sent electronically or over a communications network. However, you share at least one language with the recipient to get the full effect. Messengers or proxies must speak the either message verbatim to for the power to take effect.

Commander Perks
All Perks are discounted for the Commander background by half. Commanders receive An Arrow In Flight for free.

An Arrow In Flight (100CP)
You have exceptional hearing. You can hear an arrow being notched at a hundred paces. You can hear the sound of a sword being drawn at fifty paces. Footsteps at twenty paces. Even when someone is trying to be stealthy it only reduces your hearing by ten paces. Fighting blinded or in the darkness is no problem either, your hearing makes up for any lack of vision you may suffer.

Battlefield Tactics (200CP)
Spending time on the battlefield has made you familiar with large troop movements and formations. You can now recognize at a mere glance what formation the enemy is using and what would be an effective countermeasure against it.

Horsemen of the North (400CP)
Growing up amongst the Northmen, you have a way with horses. Not only can you ride like a master but mounted combat comes easy for you as fighting on the ground. Once you are in the saddle it is hard to knock you out of it. Post-jump it applies to all mounted animals or personal vehicles.

Among Men, Jumper (600CP)

When you step out onto the battlefield, the tide of battle instantly changes. Your swings can send common soldiers flying. Your thrust can pierce the strongest of shields and thickest of armor. You can even cut through a horse and rider in one slash. One on one, you can demolish any commander. It takes three of the strongest warriors attacking you at the same time to begin to challenge you. Your presence invigorates your allies and demoralizes your opponents.

Noble Perks

All Perks are discounted for the Noble background by half. Nobles receive City Upkeep for free.

City Upkeep (100CP)

You understand the basics of administration and are capable of taking care of a territory. You are unfettered by the workload and can complete a month's worth of administrative tasks in a single afternoon. It is inadvisable to let it build up beyond this.

Against The Odds (200CP)

You inspire your troops to overcome insurmountable odds. When you fight alongside your troops their morale soars at an all-time high. When your forces are outnumbered, your presence on the battlefield helps calm your troops and keep them from breaking into disarray or chaos.

Call To...(400CP)

When you send out a call to action, all the feudal lords must answer you. Either directly by way of meeting you or your representative personally. Or indirectly through a third party representative speaking on their behalf or messages. They can't ignore you. No matter how minor a lord you are. They are compelled to. To ignore you is nigh impossible. Unless you have an arbitrary condition they can't meet then they are free to do so. Post-jump this works on any person or persons of authority or in a position of power you wish contact.

Loyalty (600CP)

Loyalty to a liege lord or an organization greater than yourself has its benefits. A loyal servant can call on his master for resources and aid for a personal matter. As long as you follow your master's wishes or are not going against the spirit of the organization, they will turn a blind eye to your personal usage. Loyalty also grants you a bonus when fighting on behalf of your master or organization. Not only are you stronger and more durable but this passes down to any troops you command.

Items

Seven Star Sword (100CP)

Once held by the Han minister Wang Yun. This sword is rumored to be able to cut through steel with ease. This, however, is merely a display piece. While functional as a weapon, due to a weak blade it can withstand only a few strikes before it breaks. Avoid using it in actual combat. If the drawback "It's Supernatural!" is taken, the Seven Star Sword cuts through any bindings. Whether they are mundane or magical. If you didn't take "It's Supernatural!", you can choose if Seven Star Sword will gain these supernatural qualities or not at the end of the jump.

Seven Star Dagger (200CP)

Once held by the Han Minister Wang Yun. It was given to Cao Cao to use to assassinate Dong Zhou. However, he failed in his mission and the dagger ended up in Dong Zhou's possession.

This dagger is exactly as the rumors say it can cleave metal in half with a single stroke. Very few weapons compare to this beauty.

Blue Blade (200CP)
The legendary Blue Blade was one of two swords that belonged to Cao Cao. After a hunting trip that turned deadly, Cao Cao entrusted this weapon to Xiahou En along with the title of Swordbearer. During Liu Bei's flight from Jing Province, Xiahou En was slain by Zhao Yun and the blade ended up in his hands. The Blue Blade is a standard sword strong enough to shatter an enemy weapon in a prolonged duel. If the drawback "It's Supernatural" is taken the sword becomes a cobalt blue metal. It can easily cleave through other mundane non-signature non-magical weapons with ease. It also shines a blue light when you are about to be ambushed or are walking into an ambush. If the drawback was not taken you can give it these properties at the end of the jump.

Green Dragon Saber (200CP)
The legendary blade of belonging to Guan Yu. This guandao was forged at the start of Guan Yu's military career and was with him at the time of his death. Sun Quan awarded the weapon to his general Pan Zhang for his aid in the defeat of Guān Yu. It was later reclaimed by Guān Yu's son Guān Xing during the Battle of Yiling. The Green Dragon Saber is a guandao with the motif of a dragon depicted on both the blade and the overall design. It can cut through both horse and rider in a single swing. Shields offer very little protection against this weapon. It can cut through them as if they were wheat. If the drawback "It's Supernatural" has been taken, the Green Dragon Saber is renamed to the Frost Fair Blade. The Frost Fair Blade's blade gets covered in a frozen layer of blood. Anyone foolish enough to be cut by this blade instantly begins to suffer chills associated with the cold. Each subsequent cut intensifies the feeling. The effects of hypothermia begin to set in, further weakening them. The Frost Fair Blade emits the cold winds of winter even in the hottest of places.

Serpent Spear (200CP)
Similar to Guān Yu's Green Dragon Saber, The Serpent Spear has served Zhang Fei since the beginning of his military career. Zhang Fei and The Serpent Spear have fought against many famous and noted generals such as Lu Bu, Xu Chu, and Ma Chao. Designed with a serpent's tongue in mind, the tip of the blade is squared with two points at the end instead of a pointed end. This allows it to catch the edges of other bladed weapons easily. It can be used to disarm foes or leave them open for attacks. Where the Green Dragon Saber cuts through shields like wheat, The Serpent Spear is unfettered by armor. If the drawback "It's Supernatural! " was taken then this weapon grants its wielder the Lion's Roar ability. With a single shout, one can cause a weak willed army to retreat in fear. Even cause the weakest among them to die of fear. Armies under commanders and generals you previously defeated are more than likely to retreat.

Shadow Runner (300CP)
Once it was the personal mount of Cao Cao. It was said to be able to run so fast it wouldn't cast a shadow. This horse saved Cao Cao's life after the Battle of Wancheng. Sadly, Cao Cao's horse died saving its master even after taking an arrow to the eye. While not as fast as Red Hare, Shadow Runner is its closest rival. If the drawback "It's Supernatural!" is taken, Shadow Runner becomes an immortal skeleton horse. Neither you as long as you are riding it nor the horse will ever cast a shadow. While in motion, you are invisible to the common soldiers and

appear as a hazy shape to other generals. If you didn't take "It's Supernatural!", you can choose if Shadow Runner will gain these supernatural qualities or not at the end of the jump.

Red Hare (300CP)
It was once said "Among men, Lu Bu. Among horses, Red Hare." Red Hare is the fastest horse in the land. It is able to run from Cheng Du to Xu Chang in a matter of hours. Where other horses would take days. If the drawback "It's Supernatural!" is taken, Red Hare has a blood red coat with a fiery mane and tail. It is said to burn anyone that isn't its chosen master should they try to ride it. While riding you appear as if out of a nightmare to your foes. Causing their morale to plummet. Or sapping a foe's will to fight. If you didn't take "It's Supernatural!", you can choose if Red Hare will gain these supernatural qualities or not at the end of the jump.

Hex Mark (200CP)
"You should give this horse away. Before a terrible fate befalls you." That was the warning given to Liu Bei regarding Hex Mark, a pale white horse. While not as fast as Red Hare it makes up for it in courage. This horse is a warhorse through and through. It will never buck you or shy away from a battle. It will charge toward a line of spears or through fire without fail. If the drawback "It's Supernatural!" is taken, Hex Mark will alter your fortunes. You are now cursed with dumb luck and plot armor. But it does this by passing what would be your misfortunes on to your foes. You can give this horse to anyone and they will receive these boons. With hilarious effects. If you didn't take "It's Supernatural!", you can choose if Hex Mark will gain these supernatural qualities or not at the end of the jump.

Red Ox (200CP) (Discounted Outlander)
The pet of the Nanman King Meng Huo. This ox has been battle trained and will plow through enemy lines with reckless abandon. Its horn can puncture many shields and most armor. It will gore and trample. It is loyal to its master, and smart enough to understand basic concepts like retreat or stop. It is big enough to mount but dislikes being saddled and harnessed. It can be killed, though it will take a lot of damage before it goes down. It makes a perfect traveling companion on long journeys.

A Parade of War Elephants (200CP) (Discounted Outlander)
You now possess a herd of War Elephants. These elephants are generic and non descript. They are fully battle trained and capable of aiding in combat. They are able to understand rudimentary orders. They make excellent shock cavalry as they are not afraid of swords or spears. They can pull huge wagon trains of supplies. They are, however, of large fires and will rampage when confronted by it. They can be used effectively as living siege equipment either as siege towers, battering rams or trebuchets.

Personal War Elephant (300CP) (Discounted Outlander)
You are the proud owner of your own personal war elephant. This is far larger and far stronger than an ordinary war elephant. If you decide to make your War Elephant female she will have tusk. Unlike other War Elephants, this one is completely fearless. And will charge head first into a raging inferno if you order it to do so. This Elephant can be used as your personal mount and while slow they require less rest traveling long distances. If taken alongside "**A Parade Of War Elephants**" this makes your personal war elephant the dominant elephant and leader of the parade. Your parade can now be used as mounts and follow more complex orders. They will not

lose their fear of fire completely but they are easier to prevent and calm down during a rampage. Even during the rampage they will aim for enemy troops if possible.

Fermented Wine (50CP)
Drink up. See if you can reach the bottom of this bottomless bottle of Fermented Wine.

The Mandate of Heaven (Free)
You now have the most valuable object in all of China. Sadly for others, they can only claim to possess it. You literally do. Congratulations.

Jade Girdle (100CP)
Given from the emperor to Dong Cheng in order to get a secret message to Liu Bei. This became the center focus of a plot to kill Cao Cao. However, just by owning these plots and schemes seem to find you. Especially ones you would be interested in joining. Moreover, when you are wearing this item, you have no problem with finding willing conspirators to join yours or any plots you are involved in.

Feathered Fan (Free)
For those that want to pretend to be one of two smug jackasses, it comes in one of two colors. Zhuge Liang White or Sima Yi Black. When holding this fan people tend to defer to you as they assume you possess intelligence or insight on the relevant subject.

Heavy Iron Chains (200CP)
While not good for binding small objects together, Heavy Iron Chains are great for binding bigger objects together. Like ships moored on a pier. A giant in place. These heavy chains are next to unbreakable and can not be undone unless the person that placed them does. If the drawback "It's Supernatural!" is taken, Heavy Iron Chains will have two strange properties. First, it will be able to tether any type of vessel from seafaring to spacefaring. Locking it in place unable to move from the spot where it was tethered. And the tethered spot does not have to have physical location. If you didn't take "It's Supernatural!", you can choose if Heavy Iron Chains will gain these supernatural qualities or not at the end of the jump.

The Noble Blade (200CP)
Similar to Guan Yu's Green Dragon Saber and Zhang Fei's Serpent Spear, Liu Bei received The Noble Blade at the start of his military career. Though The Noble Blade is a misnomer as it is actually two swords in a single sheath. The left sword "Serpent" can pierce through armor as swift as any arrows. The right sword "Dragon", despite being a single hand sword with no crossguard, can slice through both a horse and its rider with ease. If the drawback "It's Supernatural!" is taken, The Noble Blade becomes The King's Blade.

Fief (200CP) (Discounted Nobles)
You have been granted a lordship by the imperial court. You have been placed inside one of the commanderies of Jing. Your feudal lord, Liu Biao, is kind to his vassals. He rewards liberally but punishes harshly. He is very old. But very active in the courts. The Fief provides you with a space to call your own and raise an army from. Post-Jump your fief follows you in a sense. Not physically, every year you find your warehouse full of the annual tribute due to you as fief-lord. It arrives four times a year. You will get a vague sense the month before your tribute is due. This sense will get progressively stronger each day leading up to the day. The tribute will consist of

vast amounts setting applicable supplies that would be common as feudal tribute. Or by filing special paperwork, you can outline how much and what you want for next year's tribute. This paperwork must be filled at least two days before it is due.

Province (600CP) (Discounted Nobles)
You have been granted a lordship by the imperial court. You have been given control over one of the twelve provinces. You may choose whichever province you like (see notes for more details). You usurp control from the original lord. If that is the lord's only province, they become a vassal underneath you. Be warned owning a province puts a target on your back, for in order to achieve hegemony, a warlord must control all provinces through direct control or by proxy. Post-jump there will be a setting appropriate portion of territory in which you are the liege-lord or setting appropriate equivalent. There your word is law.

+**Twelve Tassel Cap** (200CP) (Nobles Only) (Requires Province)
Designated only for the emperor and princes, the twelve tassel cap confers upon the rank of Prince. While the rank of Prince can be earned in jump, nobles with the Twelve Tassel Cap start off as a prince. You may choose your province, such as You, Jing, Bing, etc. Your start location may either be the imperial palace or this province. You are granted a province of your choosing. It must correspond to your princely title. You are considered equal to the emperor in many respects. You may ignore an imperial edict without social penalties. If you are in possession of the authentic (not purchased here) Imperial Jade Seal, you may usurp the current dynasty with only the most loyal warlords rising to challenge you. Defeat them and they too will acknowledge your authority. Post-jump, once you gain a position of authority, you can never be removed from it as long as one of three conditions are met. Someone of greater rank assigns you to that position. At least two of your potential peers to approve your ascension. Or popular opinion of the people affected wants you to have it.

Sleeping Dragon Retreat (200CP)
The home of the legendary Zhuge Liang and his brother Zhuge Jin. It appears as a simple hut and farm built near a waterfall and hot springs. Over time various scholars and intellectuals will visit. Even if on the opposing side they will not be hostile and treat their visit as visiting an old friend. Post-Jump this will appear in other settings as a house or an apartment. The same will happen with setting appropriate visitors. Visitors from the past jumps will show up from time to time.

The Brass Nightingale Tower (300CP) (Discounted Nobles)
While not as impressive as Cao Cao's Bronze Sparrow Pavilion, it serves a similar function. Starting at the end of this jump, the most attractive non-married non-companion person of your choice will be added to the *staff* of your Brass Nightingale Tower. They will provide a number of *services* to you and your companions. You can set the parameters in which the person is chosen. Or you can designate a specific person to *work* in the tower. You have full control on who can come into your tower and what *services* they can partake. Anyone you invited previously will randomly show up afterwards each from previous jumps. You can choose to have it physically anchor it to a location in jump setting or have it remain a part of your warehouse.

Forged Weapon (200CP) (Discount Commanders)
You are now the proud owner of a specifically designed weapon. This weapon is designed just for you and anyone that attempts to use it will from it unwieldy and difficult. If "It's Supernatural!"

has been taken, the weapon will actively resist everyone but you. Going as far to harm them in some way. You can summon it to your hand only by raising your hand to the sky and calling out its name. It will fly to you from any distance or dimension. If you didn't take "It's Supernatural!" If you can choose if the Forged Weapon will gain these supernatural qualities or not at the end of the jump.

Detailed Map Of The Riverlands (400CP) (Discount Scholars)
An incredibly detailed map of the Riverlands. Drafted by Zhang Song and presented to Liu Bei with the request that he invade Yi Province. It appears as a common map of the area at first. The map is drafted on silk and is larger than a standard flag. Its details extend from the placement of towns, roads, and rivers. To advantageous spots for battles and perfect ambush routes. Post-Jump this map becomes so much more. It can be zoomed out to as far as the galaxy view. Giving the user a view of a detailed map of the galaxy. However, it will show you where they are not what is on them until you go there yourself. Nor will it show you the borders of other political bodies until you meet them yourself. But after that, it will update itself with all the relevant information.

The Cracked Imperial Jade Seal (400CP)
The Imperial Jade Seal is a large block of green jade with a dragon carved into it are the words, “Having received heaven’s mandate, may (the emperor) lead a long and prosperous life. One of the corners appears to be made from gold. This is due to an empress dowager throwing the seal on the ground in a fit of rage. Men have fought and died to possess it. Emperors’ jealously guard it. It is said to be the proof that one possesses the Mandate of Heaven. And with the Mandate of Heaven goes the right to rule. If you hold this then Heaven is with you. All you need do is proclaim yourself emperor and all will fall in line. At least those that fear you will. Others will do what they can to take out. Coalitions will form to put you down. Though coalitions only form if they find out you possess it.

Post-Jump the imperial seal grants you a pressable claim by divine right to the highest seat of power in a single nation. The claim is legitimate. While it doesn’t guarantee you will not face opposition from rivals seeking that position. If you successfully claim the throne, the populace will not rebel as they view it as the will of heaven. They will happily accept your government and the transition of authority.

Companions

Companions (200CP)
Many heroes of the Three Kingdoms Period thirst for endless adventure and/or challenges.You create new companions. Or you can purchase canon characters here and they will join your grand campaign. They will be loyal to you, while it does not overwrite their personality. Eg...a craven or greedy character will still be motivated by those things they just won't betray you. Everyone else is fair game. There are some heroes that refuse to come without certain conditions. You can't buy any individual member of the Peach Garden Oath as they are sworn to live and die together. To buy them you must pay 600CP. If the drawback "That's Supernatural!" is taken, some companions will gain supernatural elements attributed to their character in the books. If it isn't taken, these qualities will activate post-jump.

Import Companion (50CP For One 200 For Eight)

You can import your companion with this option. They gain a background and 600CP to spend on Perks and Items. They gain access to any discounts and freebies provided to their background. They can't buy companions or take drawbacks.

Build A Dynasty (Free All/100CP per)
You can either create new or join an already existing Dynasty. It can be as detailed or as basic as like. Covering four hundred years of Han History or just three generations. They will not join you as companions if you haven't paid for them. Imported companions can be placed here at no additional cost.

Take The Peach Oath (100CP)
By swearing before your ancestors, you and two companions promise to support each other in all things. You ask that though you don't share the same day of birth, may you all die on the same day. The companions will be fanatically loyal to you. No treasure, no reward or title can persuade them to betray you. When you fight together, you fight as a well oiled machine. You can predict their movements and actions. And they yours. They speak with a measure of your authority. Because of your bond, people understand and recognize that to question them is to question you. Canon, created or imported companions are eligible choices for this. Any canon characters already with sworn siblings are ineligible.

The Five Divine Generals (200CP)
Liu Bei had his Five Tiger Generals, Guan Yu, Zhang Fei Huang Zhong, Zhao Yun and Ma Chao. Cao Cao had his Five Elite Generals, Yu Jin, Yue Jin, Zhang He, Xu Huang and Zhang Liao. Now Jumper you have your Five Divine Generals. These five companions when imported together post jump gain an additional 200CP. Together they exemplify intrepid and courageous. Their teamwork is unparalleled. They gain a special sense of ordination. Granted you must designate one as the leader but once that is done a hierarchy will form internally without your input. With each one filling a needed niche or role. Battles with two or more of these together is a sight to behold. Any combination of canon, imported or custom companions are eligible. Any canon characters already part of the similar organization, such as the ones named above, or any feudal lord are ineligible.

Dimensional Variant 300CP)
So let's be truthful, even though the events are roughly the same and the characters are fairly similar between the versions, all characters have a variant between the mediums. Guan Yu In Kessen is deathly afraid of frogs and he and Zhang Liao once loved the same woman. Diaochan from Kessen is Liu Bei's love interest and is a trusted agent of the child emperor. Xu Chu according to the Dynasty Warriors Series is a gentle-hearted glutton and possesses a child-like intellect but is ferociously loyal to Cao Cao and will crush anyone that threatens his lord. You would normally only be able to acquire them by taking their specific drawback. With this you can pull them across the void into any version you like. You can choose if the jump will realign to the character's insertion or not. If you choose to have events realign to accommodate them, their histories will remain intact. If not there will be two versions of the characters running around.

Dimensional Ally (100CP)
Some characters don't exist in the Romance of The Three Kingdoms proper but exist in other mediums particularly Kessen 2. You can now pull nonexistent characters into any version of

Romance Of The Three Kingdoms you like. You can choose to rewrite the jump to accommodate their presents or not. They will be strangers in a strange land.

Drawbacks

It's Supernatural (0CP)
This drawback turns on some of the more supernatural elements of the stories. Instead just being plain horses, the Red Hare and the Hex Mark are blessed or cursed with extra abilities. People like Zhuge Liang and Zhang Jiao are able to conjure winds and fog through prayer. And a whole host of unexplainable phenomena will be unleashed during your time here.

Welcome To Primetime (0CP)
Opps. I fucked up, jumper. Instead of sending to China from the books, I accidentally sent you the 2010 TV Show War For The Three Kingdoms. My bad. But think of it this way. You don't have to reread the books to cheat on this one. You can watch an epic show instead. Hope you like subtitles. Cannot be taken with **The Killing Fields, Dimensional Adjustment** or **Oh, what fresh hell is this? Kessen 2!**

The Killing Fields (0CP)
Alright I was aiming for War For The Three Kingdoms but I missed it. Don't worry it isn't Kessen 2. Welcome to China. Well the China of the Dynasty Warrior series. Here where armies are composed of infinitely respawning mooks, every named character is a badass killing machine, and every battle is led by the faction leader himself. How does one take out an infinitely respawning armies? Taking out the faction commander of course. Everyone here is technically immortal until the plot demands they die. So no matter how many times you "kill" Cao Cao. He is just going to get up and flee back to Wei territory and plot his next attack. Everyone is loyal to their faction so don't expect betrayals unless again the plot says so. Your presence is a mere blip and you will be pigeonholed into joining one of the factions that existed. Good luck. Cannot be taken with **Welcome To Primetime, Dimensional Adjustment** or **Oh, what fresh hell is this? Kessen 2!**

Dimensional Adjustment (0CP)
So as I peer through the plethora of Romance Of The Three Kingdoms inspired works I realize something. I am far too lazy to list them all. So if you take this drawback, you can now to those settings as long they are inspired by, loosely based off or alternative retelling of the Romance of The Three Kingdoms.Cannot be taken with **Welcome To Primetime, Oh, what fresh hell is this? Kessen 2! or The Killing Fields.**

Weak Leadership (100CP)
For some odd reason, Fate conspires to force you to serve weak lords. No matter who they were in the past once you are underneath their employ, they become either noticeable incompetent or villainously hedonistic to a cartoonish degree. Despite this, loyal officers will not rebel or oppose their lord in any way. While corrupt officers will take advantage of this. Smart people will note that once you came around things started going downhill. It won't take long before they seek to remove you no matter how loyal you have been. This affects your direct lord, not your overall lord unless you directly serve under him. So if you serve Cao Cao but underneath the governor Kong Rong, it will affect Kong Rong.

State of Total War (300CP)
Don’t be mad at me. It wasn’t my fault. Look apparently at your arrival through things out of whack. Now every lord hates his fellow lords. Don’t expect to find allies here. Don’t expect coalition or trade. Even canonical friends are now foes. Liu Bei will still canonically succeed Tao Qian if it is at that point but afterwards...all bets are off. This only affects the relationship between the various feudal lords. Once a person is no longer a feudal lord, they are unbound by this.

Always Outnumbered (200CP)
Despite how many you force to bring with you to a fight, you are always outnumbered. If you bring a hundred thousand troops your opponents will have outnumbered two to one. Even to the point of logistical impossibility. Your opponent is held up in a city where they should only be able to house twenty thousand at the most. Events conspire against you to make you the underdog in this fight. Whether the last minute alliance or literally conjuring the necessary numbers out of thin air to make up the difference. This doesn't automatically spell disaster. It just makes most battles an uphill struggle. Expect sieges to be hell on earth. It is possible to end with weird and unusual scenarios, such as Liu Biao aiding Sun Jian to overcome your city. Or Cao Cao riding to the aid of Liu Bei when you have him pinned down.

Raging Tiger Syndrome (200CP)
For some odd reason people see you for the monster you are. They will avoid you like the plague. And when they do deal with you, they will be on guard. Feudal lords will treat you as if you could betray them at any moment. Your “allies” will always give enough to keep your force fed but not grow. Will force you to garrison a smaller city without walls if they can. And make you sleep outside the city if they can. They will see any benign action or complaint will be viewed as a betrayal.

Binding A Tiger (100CP)
Don’t get captured by anyone because once they bind you those ropes will not be loosened. You are physically incapable of freeing yourself once you are bound by any length of rope. Whether it is around your hands, feet, body or neck. You are bound until someone releases you.

Fear For Your Freedom (100CP)
Someone has decided you are too much of a wildcard to let roam around unchecked. They have decided the best thing is to keep you safe under house arrest. This person is usually a feudal lord such as Liu Bei or Cao Cao. They will even divert forces to hunt you down, becoming desperate as the years go on. Should they capture you, you will be afforded every luxury befitting a noble but you will be underneath heavy guard at all times. While you may have visitors. Leaving the house is strictly forbidden. The feudal lord will oftentimes parade you out like a trophy at certain functions and ceremonies. Should you escape and get captured a second time you will be moved into the feudal lord's manor. He will personally keep an eye on you. Going as far as sharing the same bed with him. Escape and get captured a third time, he will build a special prison for you. A high tower for only you. At the very highest point will be your living quarters. Servants will be underneath strict orders to not say anything to you under pain of death. Guards will rotate in and out and patrol at random points. Killing the feudal lord doesn't stop this as another will suddenly develop an obsession with keeping underneath their thumb.

Dong Zhou Syndrome (500CP)
Whatever you did to piss the imperial court off worked. You now have every feudal lord in China after your head. No lord will offer you sanctuary. Even your own family hates you. Rumors that their hatred of you is so strong they have temporarily stopped trying to kill each other to focus on you. Coalitions are a bitch to deal with.

Dimensional Bleeding (300CP) (Requires either **Welcome to Primetime, The Killing Fields, Oh, what fresh hell is this? Kessen 2!!, Dimensional Adjustment, Dimensional Variant or Dimensional Ally**)
Now this is a real fuck up. Apparently, you poked a hole in the dimensional fabric of the jump. Everything is going haywire. Everything is bleeding into each other. Characters, events and locations are getting mesh mashed. I have no clue what the hell could happen. It won't be good.

Traitors Abound (200CP))
When you are around even the most stalwartly loyal official turns traitor. Only against you, however. Allies will fail to deliver promised supplies. Critical reinforcements come too late or not at all. You have very few if none at all trustworthy allies. Companions are immune but may get caught up in the crossfire.

Oh, what fresh hell is this? Kessen 2!! (600CP)
Instead of choosing the book universe, you want to go to the Kessen version of the Three Kingdom Period. More like two kingdoms period. I wouldn't wish that on my enemies and I have a lot of them. But if you want to go to that hell hole of reimagining. Be my guess. Just do me a favor and kill Sima Yi with his leaning tower of Pisa hat. Two things before you go. You must take part in the plot somehow. No sideline for you. If you are on Liu Bei's side, you must wear a silly helmet. If you are on Cao Cao's side, a ridicule hat. Cannot be taken with **The Killing Fields, Dimensional Adjustment** or **Welcome To Primetime.**

Season Unending (200CP)
The likelihood that you will see the end of the war is slim unless you either unite the land yourself or enter the jump at the ass end of the Three Kingdoms Period. Take this drawback now you have to spend as long as it takes to reunify China under one ruler. Whether the ruler is you, a rival feudal lord, a foreign power, whatever. You can't leave until the land achieves unification. You and any of your companions' lifespans are now slightly more normal and you will age just like everyone else. As the war drags on, the violence intensifies. More powers may join the war even old ones might crop up.

+Day One (100CP)
Ignore your timeline choice. You start from the moment the Yellow Turbans Rebel and can't leave until the land is united. Luck for you many heroes of the period is just starting out and have yet to establish lasting footholds.

Cracking (200CP)
Every time a feudal lord gains a large territory rebellions break out fracturing their realm. No force grows but so large. Those that do are either effective at controlling their territory through some secondhand means or it is only a matter of time. Because of this, it makes unifying the land very difficult. And combined with Season Unending it makes the jump nearly impossible. Nearly.

No Moment's Peace (200CP)
In this war story, there are moments of peace where no one is fighting. NOT ANYMORE….you don't have a chance to catch your breath. If you do get a moment it is brief lasting no more than a few months at most six months before combat renews. The moment you break one siege another one happens to another city. You could end up repelling the host from one feudal lord, only to end up with another one deciding to attack before you can recover. Even retreating will be a daunting task as the victors will always opt to pursue an attempt to finish you off.

Elderly (100/200CP)
Ignore your age choice, you now began the jump at the ripe old age of 2d8+60. Many of the younger characters tend to downplay your prowess feeling your prime days have long gone. If you are a Commander, you will find it hard to find a lord to serve. Every lord will find a reason not to give you a command. And you will have to painstakingly prove yourself. If you are a noble, many people will attempt to undermine you. Even after proving you are capable, many will continue to pressure to either retire or give up more control to a younger, more capable person. If you take the commander or noble origin, you receive 200CP for taking this drawback. All other origins receive 100CP.

Nemesis (300CP)
Cao Cao and Liu Bei had each other. Zhou Yu had Zhuge Liang. Lu Meng had Guan Yu. Zhuge Liang had Sima Yi. Now there exists a being in this world that will be a constant thorn in your side. He will be from the same origin. He will have everything you have brought for this jump. If you have a province, he has a province. If you are the Prince of Bing, he is the Prince of Qin. If you serve one lord, he serves another. For every victory you achieve, he achieves more. In the beginning, your relationship will be cordial. But things will quickly sour. And it will come to blows between you two. At some point before the end of the jump, you two will have a reckoning.

+True Nemesis (200CP)
Imagine if you will a mirror. This mirror shows a being that is both you and not you at the same time. Your nemesis now possesses everything you possess. Including things found inside other jumps. This being will attempt to make your stay in China hell. He will prioritize your holdings and things over all others. If the chance to attack you rises, he will seize it. If he has the chance to knock you down the social ladder, he will take it. His hand will be in almost every misfortune, setback, challenge or obstacle you encounter.

Heaven Made Burial Site (500CP)
Death comes for everyone. Some people will be killed on a bloody battlefield far from home. But some will be killed in a place specifically created for them. Pang Tong, nicknamed The Young Phoenix or the Fledgling Phoenix, died at Valley of the Fallen Phoenix. Tied closely to your Nickname of Renown, there exists your Heaven Made Burial Site. For the first four year of your jump, you will feel a strong aversion to your heaven made burial site. It will take a strong will just to get you close by. Each year after your fourth, you will be drawn to this place. It will start off slow and weak like a whisper telling you to go. It will get progressively stronger at random points. While a powerful will can resist the call, fate will conspire against you to get you there. Foes will retreat there and refuse to come out. A rock slide will block your passage and force you through the valley. There you are vulnerable. Your plot armor and fate-related will be stripped from you. Here death is a possibility.

Scenarios

These Scenarios are more story outlets for writers and will have no bearing on the outcome of the narrative of the jump. Or your overall jump chain. Take them if you want to. In many cases, completing a scenario will change the course of history and make it impossible to complete subsequent scenarios that depend on specific events coming to pass. It is very possible to **CHAIN** several scenarios together even if it isn't explicitly stated.

Yellow Colored Sky

The Yellow Turban was doomed to failure from the moment they formed. Too many heroes of the age fought against them. Heaven could not have protected them. But you are here jumper. And you bring with you all your tricks and powers you gained from other jumps. You can rewrite the fate of the Yellow Turban. By helping Zhang Jiao unify China underneath the Yellow Turban you gain the perk "**All Under Heaven**".

This has two powers. Both can be turned on and off pre-jump only as they affect the reality of the jump. You can only benefit from one power or other at a time. The first effect is whenever you enter a new jump there will exist a new popular religion that views you as their guardian saint or deity. This religion is called The Way of Peace. They will be the setting's fifth major religion. Sitting at about 7% of the overall setting population. They are fanatically loyal to you and will follow your word to the letter. Don't expect them to be anything more than cannon fodder or meat shields if you use them for battle.

The second effect is that any jump with China now has the Chinese switch from it in setting form to this. China is now a Theocracy similar to the Vatican. It is ruled by an Elder Sage and adherent of the Way of Peace. The dominant religion is the Way of Peace. You gain the benefit similar to the first power upgraded. Instead of being the fifth major religion, it becomes the third major religion. You are considered higher than the Elder Sage in terms of authority. However, China will make attempts to capture and return your home should your presence become widely known.

The Han Restored

Sometime after the Battle Of Chibi, Liu Bei told Sun Quan he needed Jing Province as a stepping stone to challenge Cao Cao and restore the Han Dynasty to its former glory. He also promised once he had restored the Han he would retire from political life and live out his days in peace. Liu Bei, however, would never get the chance to restore the Han Dynasty as he promised. However, you can change all that. If you help Liu Bei defeat Cao Cao and restore the empire, he would be most grateful. In fact, he would be so grateful in fact he would decide to join you in your adventures throughout the multiverse. Not only that you would also get his sworn brothers Guan Yu and Zhang Fei as well for free. There is a caveat however, you must complete this after the Battle of Chibi has taken place in 208 AD but before Guan Yu's death in 220 AD.

The Pragmatic Approach

To many Cao Cao was a villain just like The Eunuchs and Dong Zhou. However, Cao Cao's philosophy was not inherently wrong. It wasn't inherently right either but that is a debate for another day. Sadly, however, Cao Cao would never unite the fractured empire...though his death would enable another to do so. This is where you come in. Help Cao Cao achieve his

ambition and subjugate the other feudal lords of the land. Cao Cao bestows upon you **Dian Wei's Ax** and the nickname "The Coming Evil". There is one caveat, however: You must complete this after the Battle Of Guandu has taken place in 200 but before Cao Cao's death in 220.

Dian Wei's Ax appears as a great ax. The ax has a single curved head on the front and a smaller spike on the other end. It can be wielded single-handedly or with both hands. In the presence of someone that hates you, Dian Wei's Ax will increase in power proportional to their feelings. A general loathing with net a small increase but an outright ‘I am going to kill him and salt the earth with his bones' will be more noticeable.

If you encounter someone with a blood feud with you, the head of Dian Wei's Ax turns red. You enter a berserker's rage. While in this rage your strength is tripled. You ignore all damage done to your body. Nothing can stop your forward momentum. Passive abilities still function as normal. However, if you are in an UNCONTROLLED berserker rage caused by this weapon you can not activate non-passive abilities. You can be slowed down but not stopped. Your screams can be heard for miles around. You will cut down anyone or anything that gets in the way between you and the target. You will not discriminate between friend or foe. The only way for this to end is for your target to either die or leave your general UNAUGMENTED vision range. Or you pass out from exhaustion or grievous blood loss and injury. With time and usage, you can learn to control it.

The Dynastic Jumper
Look at it. China is a land ripe for the taking. Vast lands, fertile fields and people aplenty. The feudal lords would squander it. And after another two centuries, another civil war would break out. Humans are so fallible. Not you, jumper, one day you are going to be something that even gods would even and pretend to be. So many worlds will have to come under your dominion. Why not start now? All you have to do is raise your flag and build your army. Everyone will either fall in line or fall to your sword. And once the empire knows who is the boss. You can kick the emperor out on his ass. Declare that four hundred years of Han rule is now over. The Jumper Dynasty is now upon us. And we will survive a million generations.

After you established yourself as the emperor, now all of China is at your beck and call. You now possess the perk “**The Middle Kingdom”**. With this perk, your version of China is now absorbed into a pocket dimension, either your Personal Reality or its own separate plane of existence. Physically, your China is anchored to nothing and exists alone unless you attach more lands or things to it. Nothing happens to this place without your approval. Here you are god. Should you want to reenact or relive your time in this jump, either old or new warlords will pop to challenge you. You choose how weak or how strong they are. And when you are tired of battle you can declare the war over. The land is populated with races and people you encounter. You can set growth rates. Starting technologies will be the same as in the Romance of The Three Kingdoms. You can add or take away technology as you see fit. Or you can choose to replace any jump setting version of China with this one. There you are the emperor. Even if you are not currently there your word is law. You will be afforded all due rights and privileges. In foreign nations if you make yourself known you will be given the royal treatment. You granted diplomatic immunity in every situation. Only the most heinous of crimes will end with being put on a private plane under military escort and returned home.

Rising Sun
The Sun family of Wu have ruled their lands for generations. Cultivating a rich maritime-based economy. Their ships and fleets were second to none. Sun Quan, while strong enough to hold the title of Emperor of Wu, was the last great leader of their family. Those they lasted only slightly longer than Shu-Han, it was not the Sun family's destiny to reign long as emperors. You could change that, though. Help Sun Quan unite the land and people underneath their banners. Make the Wu superior power in the land and Sun Quan will reward you with Sun's Ship. There is a caveat though. Do this only after Sun Quan declares himself emperor in 229 but before his death in 252.

The Sun's Ship is no mere sea vessel. It is more like a mobile city on the water. It can travel up and down rivers and streams as easily as it does oceans. It can house the population of a standard city without much problem. It comes with a garrison of 20;000 soldiers. These soldiers automatically upgrade to match the setting standard. The hull is treated with a special oil that is damage resistant. But it will occasionally need repairs. The oil also prevents the hull from catching fire. Though other combustible materials may be ignited. The ship has its own internal propulsion powered by the sun.

Tribal Beats
In the south, the Nanman Tribes have existed in relative peace with their northern neighbors. However, over time the upheaval the consumed China threatened to spill in their lands. Meng Huo was chosen to lead a federation of the tribes against Shu. Sadly, Zhuge Liang was still very much alive and very much active. Though they scored a number of initial victories against Shu, Zhuge Liang would ultimately defeat Meng Huo seven times before he surrendered. History will be rewritten today. Instead of being defeated, you will assist Meng Huo into not only crushing the Shu forces. But taking full control of China. Help Meng Huo go from a mere tribal chieftain to emperor of China and you will be rewarded with the "**Gone Native**" perk.

The "**Gone Native**" perk has two passive powers. By the rules of the setting, any individual, group, or society that would be considered primitive or native are affected. First, you are considered an ally in good standing with the tribe. You can ask for favors. Anything as small as giving food to someone or as huge as moving to unknown territory or attacking a third party. The second passive power grants you one free follower from the primitive society. If you so choose you can import them in a future jump as a companion but they lose their follower benefits. As a follower can not grant them CP by any means, however they receive the benefits from any perks that passively affects you. They do not count against your companion limit. However, you can only bring a maximum of four not including the one chosen in setting. They can be dismissed and summoned at will. Death only affects them if you choose. They will return to the warehouse no worse for wear.

Blacken Out the Sun
Once Liu Bei believed that alliance between the Southlands and Riverlands was vital to the survival of both parties. Even going as far as to marry Sun Quan's sister to cement a familial bond between them. However, with the betrayal of Sun Quan and the death of Guan Yu, Liu Bei has come to see the world in a different light. With the death of Zhang Fei, Liu Bei was dedicated not only to revenge but the complete annihilation of the Sun Clan. While initial victories were good, Liu Bei would lose the war and ultimately his life. Zhuge Liang quickly restored peaceful relations with Sun Quan. You can change all of that. Help Liu Bei achieve his

revenge on the Sun Clan. Help him get his revenge on Sun Quan. After you have destroyed the Sun Clan you gain the "**Extinguished Sun**" Perk. There is a caveat though. Do this only after Guan Yu's death in 220 but before Liu Bei's death in 223.

The "**Extinguished Sun**" perk grants the user two passive abilities. Each one can be turned on and off at will. The first power you can choose to force the sun or any star to turn black. While it will still produce heat for your planet in setting, it will not produce light. You can turn it back to normal at will as many times as you like. Creatures that fear the sun will be able to move about freely. Solar powered objects and light dependent/based powers will not function or be severely weakened. Secondly, you can choose to become a living battery and capacitor. You will generate a vast amount of energy, whether it is mana or some jump equivalent, and store it as well. You generate power equivalent to a star. You have no upper limit to how much you could store, hold, or unleash at any given time.

The Northern Expedition
Before his death in 223, Liu Bei gave Zhuge Liang his final commands. One of them was finishing the work he started by destroying the Wei Kingdom. After pacifying the Nanman Tribes in the south and earning Meng Huo's loyalty, Zhuge Liang set his eyes northward. Five times Zhuge Liang struck north to engage Wei. Each time the campaign ended in disaster. First resulted in the execution of Ma Su, a long time confidant and aid to Zhuge Liang. The second one, he was halted by Hao Zhao at the Siege of Chencang. The third and forth ended with no significant gains. It was the fifth time that Zhuge Liang nearly killed Sima Yi by getting him in an inescapable fire trap only for it to rain and save him. Heartbroken and feeling betrayed by the heavens, Zhuge Liang died shortly thereafter. You could change all that, help him defeat Wei before his canonical death and he will gift you with the **Empty Fort**. Do this after the South Expedition in 225 but before death in 234.

The infamous **Empty Fort** is less an actual fort but more a covering. It can on its own cover any building or structure. It can cover a single object or as large to cover a single solar system. It can be *stretched* to cover two solar systems but the effects are weakened in this state. First, it is impossible to use scrying magic of any kind on any person, place or thing inside the fort. It will always return a mundane scene or the person do something equally mundane both common for them. Secondly, you are instantly alerted to someone attempting to scry through your fort. You will know and see their location. Thirdly, any attempt to physically see or listen whether via technology such as cameras, drones or satellites, or magical enhanced senses, will only register simple activities one would expect for the region underneath the fort. Finally, the fort bars entry to anyone or anything meaning to do you or anything underneath the fort harm. In addition to anyone you designate. This effect can be as general or as specific as you like. Be warned if someone underneath already and later is designated or falls underneath the harm clause, they will not be ejected. They will however be highlighted and everyone that sees them will be compelled to eject despite ties, connections, or relations.

A Tiger Unbound
Lu Bu was considered one of the most ferocious warlords of his time. Where he lacked brains, he made up for it with his sheer might. Called "The Bastard With Three Fathers" by Zhang Fei during their fateful duel at Hu Lao Gates. Lu Bu managed to fight against Zhang Fei and Guan Yu at the same time. He proved to be too much for the brothers causing their eldest brother Liu Bei to step in. Even then he was only driven off when Yuan Shao ordered the gates opened and

the army to attack. After falling for Wang Yu's plot and assassinating Dong Zhuo, he became the Imperial Protector. This didn't long and he found himself under the mercy of Liu Bei who found their fortunes and situations reversed. Eventually he earned the ire of Cao Cao. This proved fatal. You can change that now. Help Lu Bu achieve hegemony by defeating the other warlords and Lu Bu will follow you on your journey. Lu Bu comes with his wife Diao Chan, his horse Red Hare and his infamous Trident Halberd. There is a caveat though. Do this only after Lu Bu has been ousted as imperial protector in 192 but before his death in 199. Fair warning. As ferocious and dauntless as he is, Lu Bu is equally reckless and unpredictable. He will never disobey you and is completely loyal to you. Others, however, will either need to earn his respect.

Shield of The Riverlands
The lands of ancient Shu or Yi Province were considered the most fertile of the empire. Naturally fortified by mountain ranges, with deep rivers, natural chokepoints and advantageous ambush spots. Without a detailed map of the region, any invading army will be hard pressed to gain a foothold. Ruled by the inept Liu Zhang, many warlords sought to take the lands for themselves. Viewing the conquest of Yi as an essential stepping stone in achieving hegemony. The lands of Shu would have remained in the hand of Liu Zhang if not for the machinations of Pang Tong and Zhang Song. Together they conspired to get Liu Zhang to invite Liu Bei and his forces in a bid to protect Yi from Zhang Lu, a rival warlord whose actions were spurred on after Cao Cao conquered Liang Province from the Ma Family. Both Pang Tong and Zhang Song would lose their lives, Liu Bei ultimately conquered the land and laid the foundation for the state of Shu-Han. You can change that. Your goal for this scenario is to simply ensure that Liu Zhang remains in control of Yi Province. This scenario can be complete either by preventing Liu Zhang from inviting Liu Bei in altogether or by defeating Liu Bei once his conquest of Yi Province has begun. The latter is far more easier than the former as Liu Zhang is adamant about Inviting Liu Bei. For your troubles, you will receive **Zhang Song's Map of The Riverlands**.

Zhang Song's Map of the Riverlands is the dream of every completionist and perfectionist. It has all the basic features of the **Detailed Map of The Riverlands**, plus a few more features. First off it automatically knows all information about the jump's setting. The content of each planet, the names and borders of any political factions. It even gives basic information about them. Though it can be upgraded by meeting them yourself. Secondly, the map now covers adjacent dimensions.Thirdly, it knows about a secret hiding spot, ambushes or choke points, things obscured by magic or hidden by time. Lastly, you can attune this to find anything. People, objects or location. No matter whether or not they are obscured by magic or relevant abilities. The map will plot the quickest path to get it.

The Zhong Song
Of all the warlords of the land with more ambition than ability, Yuan Shu ranks high among them. While he was able to gather a number of talented ministers and generals, his most important grab was a young Sun Ce and the remnant of Sun Jian's forces. Sun Ce was among the greatest young commanders. Problem was Sun Ce was far more wiser and bartered the Imperial Seal for several troops. Yuan Shu coveted the Imperial Seal and the power it brought. Sun Ce departed and Yuan Shu called his top advisors together. Despite urging that he return the seal to the emperor, his chief advisor was drowned out by sycophants looking to gain noble ranks. Yuan Shu declared himself Emperor of The Zhong Dynasty. And immediately afterwards became the target of every warlord that still even feigned loyalty to the Han Emperor. It didn't

take long before he was under attack from several forces. In just two short years, the Zhong Dynasty came to an abrupt end with Yuan Shu's death. You could change that however. If you ensure that the Zhong Dynasty unites the land, Yuan Shu will reward you with **The Restored Imperial Jade Seal.** There is a caveat. This scenario must have started after Yuan Shu declared himself emperor in 197 but before his death in 199.

The Restored Imperial Jade Seal is very similar to the Cracked Imperial Jade Seal except for two key differences. The first ability is generally the same except now your claim is undisputed. Even if there is a person with that title or position they will immediately abdicate in favor of you. They will endorse your ascension with open arms. No rivals will rise up to challenge your position. The second ability allows you to create a new title or position within any country or organization. Then you can give it any political and/or social abilities, authorities, blessing, perks, powers, etc you wish within the scope of the country or organization. You or anyone you appoint now occupies that position. Both powers are independent of each other but can only be used once per jump.

Jade Girdle Conspiracy
Once there existed a plot to kill Cao Cao. It was called the Jade Girdle Conspiracy. Written in the emperor's own blood, a secret missive was given to Liu Bei by Dong Cheng with the order to kill the rebel Cao Cao. Dong Cheng seeing that they alone would be no match for Cao Cao and his forces enlisted the aid of others such as Ma Teng, Zhong Ji, Wang Zifu and Wu Zilan. Cao Cao caught wind of the plot against his life. He eventually rounded up and killed all of the conspirators as well as their families except for Ma Teng and Liu Bei. Even murdered the pregnant Empress Dong for her part in this plot. While this is just one of many failed attempts to end Cao Cao's life you could change that. If you sign your name in blood to Jade Girdle Edict and kill Cao Cao, you will be granted the **Imperial Girdle**. This scenario can be completed alongside other scenarios as long they don't end in 199. With special exceptions made for Zhong Song and A Tiger Unbound. Canonical Lu Bu was killed before Liu Bei went to the capital and started the Jade Girdle Conspiracy. As well as Yuan Shu's final defeat and his death both occur after Liu Bei leaves the capital and has joined the plot. But must be done before Cao Cao's death in 220.

The **Imperial Girdle** aside from being a stylish symbol of authority and the favor of the Han emperor, it also grants two benefits to its wearer. First, whenever plots that exist against you become instantly known to you. No matter how secretive or how guarded, you find out about them instantly. This information only includes the nature of the plot against you such as kidnapping or murder. And the conspirators. Secondly, when you and any number of the conspirators in your plots speak about the plot, the Girdle causes those attempting to spy on you to hear mundane chatter one would expect for the location or venue.

If Heaven made Zhou Yu...
Why must they also make Zhuge Liang? This line was the last words screamed out by Zhou Yu as he died. Zhuge Liang since their initial meeting has manipulated and outplayed Zhou Yu at every turn. Using both his own cunning and anger against him, Zhuge Liang foiled plot after plot of Zhou Yu. The most devastating was his attempt to keep Liu Bei in the Southlands while his force collapsed without him. Zhou Yu's miscalculation cost him Liu Bei, Sun Quan's sister, and several soldiers to boot. Lu Su would remark after his death that Zhuge Liang was Zhou Yu's nemesis to Sun Quan. He died outsmarted, outplayed, and utterly humiliated by Zhuge Liang.

You can change this by ending the life of Zhuge Liang. This scenario begins in 208 and must be completed before Zhou Yu's death in 210. Completing the scenario **Two Brothers, One Lord** with the outcome of Zhuge Brothers both serving underneath Sun Quan will also satisfy this scenario. Complete this and Zhou Yu will follow you into the very jaws of hell. Along with him comes his loyal attendant Lu Meng and his wife Xiao Qiao. Zhou Yu is a brilliant tactician, talented musician and eloquent poet. He has a bit of a temper, especially when he has been tricked or outsmarted. However, he will dedicate himself to whatever task you give him. Though he will also plot his vengeance on the side. Possibly killing two birds with a single stone. Lu Meng despite being nicknamed Bumpkin Meng is anything but. He is hungry for knowledge and trained each day to improve his abilities whether physical or mental.

Two Brothers, One Lord
Zhuge Jin and Zhuge Liang. Brothers, scholars and occasional enemies. Why? Because the former served under Sun Quan and the later under Liu Bei. While sincere in his approach, Zhuge Jin would attempt to lure Zhuge Liang to Sun Quan's service. Zhuge Liang while acknowledging the pleasure it would bring him to be close to his elder brother, he remained true to his lord. When Liu Bei failed to destroy Sun Quan, it took the two of them to mend the Sun-Liu Alliance. This scenario is satisfied by having the two brothers serve under one lord together. While any lord will do, having them both serve under Sun Quan will satisfy the conditions of the scenario **If Heaven Made Zhou Yu** without having to kill Zhuge Liang. The scenario begins in 208 but must be completed before Zhuge Liang's death in 234. Completing this will give you all three Zhuge Brothers. Zhuge Jin, the eldest, Zhuge Liang, the smartest, and Zhuge Jun, The youngest. Plus a free Sleeping Dragon Retreat. All three are intelligent though Zhuge Liang is clearly the smartest among them, Zhuge Jin excels in civil matters and Zhuge Liang in military matters. Zhuge Jun is not the equal of his brothers in any one subject, he is more than capable of aiding either of his elders. They are extremely loyal to you and your cause. Though brotherly antics are to be expected from time to time.

A Birdcage For Two Beauties
Cao Cao, despite all his accomplishments, has a sick perversion. This perversion is considered dishonorable and immoral even by period standards. Cao Cao lusts after other men's wives. His dream is to take all the wives of his foes into his harem and have them pleasure him until death. Among the women he sought were Da Qiao and Xiao Qiao. The wives of Sun Ce and Zhou Yu respectively. After a poem composed by his son Cao Zhi called *Ode to the Bronze Sparrow Platform.* Hearing this was enough to spark Zhou Yu to war. Cao Cao would never acquire these beauties and would lament this on his deathbed. You can change that. Beginning at 208 and ending at the death of Cao Cao in 220. Deliver to Cao Cao the wives of Da Qiao and Xiao Qiao. Alive, their faces unmarked and willing to serve Cao Cao's every whim. This can be completed alongside **The Pragmatic Approach.** The reward for completing this is Cao Cao. Cao Cao will follow you on your escapades throughout the multiverse. Along with Xu Chu and Xiahou Dun for Cao Cao's protection. Cao Cao is loyal and cunning. Though he does enjoy playing antagonist to your protagonist. Secondly, in the universes you visit with Cao Cao, he will take the wives of powerful men. He will never take anyone you desire or deem off-limits. He will limit himself to one or two. If you allow him three at the most. He will house his *collection* in a special extra-dimensional space known as only the Bronze Sparrow Pavilion. When not with you he will be there. Guarded by Xu Chu, Xiahou Dun and several elite guards. The Pavilion is akin to a gigantic spa with his *collection* serving in various capacities. You are always welcome

inside the Bronze Sparrow Pavilion. Former friends and allies across the multiverse will stop by from time to time.

Birth of A Golden Dragon
Yuan Shao was many things before his death. The strongest warlord in the land. He Jin's handpicked successor. The leader of the Anti-Dong Zhou Coalition. It was thought that he would either achieve hegemony and unite the realm. Restoring power and vitality to the dying Han Dynasty. Or cast it aside and proclaim a new dynasty with himself as emperor. However, a combination of internal strife over his successor, failing and punishing those that offered wise counsel in favor of promoting opportunistic sycophants and general lack of foresight to take advantage of the moment would bring about his downfall. But the true deathnail to his legacy would be the continued infighting of his children. United their armies could have preserved what their father built. But you are here. Help Yuan Shao achieve hegemony. Place the crown on his head and you will be rewarded with the perk **"Clad In Gold**."

This perk has two powers. Both can be turned on and off pre-jump only as they affect the reality of the jump. You can only benefit from one power or other at a time. The first effect is whenever you enter a new jump there will exist a new popular nation. This nation is a thriving monarchy ruled by an emperor. This place has a booming economy and is incredibly stable. You will instantly be recognized as a prince/princess of the nation. You are not in line of succession and no matter what events will play out to protect you against political fighting and fallout. Inside this nation you are a celebrity, you pay for nothing, your housing is paid for and you receive a monthly stipend to travel and expensive should you decide to go elsewhere.

The second power can be activated in any setting where modern-day China exists. China goes from being ruled by communist regime to being a capitalist nation ruled by centuries old dynasty, Yuans. It now rivals America in consumption and spending. Though the books *magically* show a national surplus. You, again, are a recognized member of the royal family, you hold the title of Crown Prince/Princess. Though again you are not in line of succession so you will never be a target for plots against the throne or the nation. Be warned, the empire is stable as long as the emperor lives. His three sons are secretly fighting and plotting against each for the title of Heir Apparent. If the emperor dies before naming an heir, it will devolve into an all out civil war until it is reset by jumping to another universe. Your stipends will not be affected if a civil war occurs. Places with large Chinese populations will welcome you with open arms and cater to your whims. While not in China you have to pay for things though you will receive a large stipend for such expensive things. Occasionally, you will be forced by China for certain ceremonies such as imperial birthdays and weddings etc, though it will never be at an inopportune time.

Disharmonious Union
A great coalition once formed to oppose the tyrant Dong Zhuo. Thirteen great armies gathered from across the land to fight. After victory and defeat was handed in equal measure. Cracks began to form as the war went on. Led by an indecisive leader. Supplied by a petty and greed Quartermaster. Seconded by a manipulative and cunning backstabber. The coalition was being held together by pretense more than actual loyalty or duty. On the cusp of ending the tyrant's threat, it all fell apart. Thus beginning the true conflicts that would lead to the Three Kingdoms Era. But you can change it. If you help the Coalition achieve victory and kill the tyrant Dong

Zhuo and free the child emperor from his clutches, you will gain the perk "**A Den Of Vipers**". This must be completed before the coalition would canonically disband.

The perk "**A Den Of Vipers"** has two powers. Both can be toggled on and off only at the beginning of the jump. The first power allows you to enter into a previously established alliance or coalition without meeting the requirements for joining. Additionally, no matter how much your actions go against the alliance's mandate, laws, principle, or the spirit of the alliance you can never be booted or removed. The second power is you can destroy any previously established alliances and reduce them to a state of conflict. This perk works with alliances and coalitions between states, nations, races, groups, families or individuals.

Dynasty Upheld
Four hundred years of Han rule came crashing down after years of stagnation and corruption. Officials taxed the peasants to death. Men of greed bought and sold ranks, titles and positions for coins. While honest men were pushed out. The beginning of the end was when Dong Zhou placed the child emperor on the throne. You change all of that. Not only do you have to restore order in the name of the Han Empire but empower the young emperor so he can stand on his own two feet. He will grant you the **Imperial Stone Army** as a reward for assisting him. This can be completed alongside **The Han Restored** if you so choose.

The reward for completing this task is the **Imperial Stone Army**. The item is a large piece of jade similar to the imperial seal but made pale jade. Engraved on the bottom are the Chinese characters for your dynastic name. Once smashed on the ground an army will instantly rise from a spot made from whatever stone or stone-like materials that can be found there. The army will consist of 8,000 infantry units, 130 chariots with 520 horses and 150 cavalry units. They will follow your orders. However, they will not think for themselves and can't process overly complex orders. You can only summon them once a jump. Once they are destroyed they will not regenerate. The pale jade object will reappear in your warehouse after the last soldier is destroyed or you leave the jump.

The Long Journey Home
According to the Romance of The Three Kingdoms, Sun Jian would meet his end fight with Liu Baio at the behest of Yuan Shao. But the War For The Three Kingdoms has a better take on events. He would be ambushed by Cai Mao's forces as his ships sailed through their territory. He would never see his home ever again. Tragic. He leaves his two inexperienced sons to take up the mantle of leadership. In order to change Sun Jian's fate. But before you can even make the attempt you have to the drawback "Welcome to Primetime." Also this must be completed before Sun Jian's death in 191.

Making sure that Sun Jian reaches his home safely allows you to take him, his eldest son Sun Ce, and his youngest Sun Quan with you on your journey. Sun Jian and Sun Ce are brave beyond measure. Sun Jian is more of a battering ram when he is leading cavalry. Sun Ce somehow makes small units incredibly effective. Both men can use the Cracked Jade Imperial Seal on your behalf or on their own once per jump each. Sun Quan, while not as intrepid as his father and brother, makes up for it with a clever mind. He is great at empire building. He is an administrative genius. Put in charge of the civil matters and he will turn a third world country into a superpower in four years.

Unrequited Love
Poor Mei Ling, Xu You and Sun Li. To be in love with men that don't love them. In Mei Ling and Sun Li's case, their love is Liu Bei who is in love with Diao Chan. Sucks to be them. Maybe you could change their minds. Maybe get them to focus their love and attention on you. To even try this you are required to take either one of these drawbacks, "**Oh, what fresh hell is this? Kessen 2!!"** or **"Dimensional Bleeding"**

For your trouble, you will get the love and loyalty of these three ladies. Mei Ling is courageous and strong. She has no problems wading into the middle of battle and being the last one out to fallback. Xu You is extremely talented and intelligent. She is the right hand of Cao Cao and his chief advisor in combat. Fearless in the face of danger, she has been known to attack with reckless abandon to save those she loves and trusts. Sun Li is pretty. I guess. Sun Li is a tag along. Though her loyalty is admirable. Just show her a little attention.

Conclusion

After ten years here amongst the heroes of the land….

Kowtow before the Emperor!
You can end your jump chain here and go home with all your perks, items, and companions.

Plant your flag on the battlements!
You could stay here, unite the land and rule as an emperor.

Travel through five gates!
Continue with the jump chain by moving on.

Note:
Dian Wei's Ax
If you have a power that allows you to control or to change so your mental state can't be altered by outside effects, you can use non-passive abilities and gain all the benefits without any of the drawbacks.
Also UNAUGMENTED means any perk that gives you extra-visual powers (perceiving all of time, long vision, etc) don't count for maintaining the berserker state. Viewing them in infrared, aura sense, different spectrum of light, sonar (where applicable), or even blind senses count.

The Restored Imperial Jade Seal

The second ability allows for the creation of a new title or position. The two examples from Vampire The Requiem. You could create a title above Prince of a City such as Lord Marshal of a State. You could then give your new title the political power of being above all the princes of the state, the abilities of a regular prince, you can strip a prince of their authority and have them bloodhunted. You could create the position of Ductus for the Ordo Dracul. You can declare you are below a Kogain as far as leadership goes but you can decide who learns what coils and who can control a dragon's nest. You say no one can override your decision.

Imperial Girdle
Example: If you are plotting to kill the archduke and one of your conspirators is the Archduke's butler. Anyone whether they are actively trying to sniff out a plot against the archduke, looking for general blackmail material or just being nosy, will hear you and the Butler talking about needing to get someone to clean your sheets instead of you actively plotting to kill the archduke.

Twelve Tassel Cap
Your princely title may be anything from the Prince of Hanzhong, a city in your province, or Prince of Wei, an ancient state that existed in your province. Also if you start during the reign of Dong Zhou and before Cao Cao flees to Yuan Shao, he will instead flee to you as you are the next highest authority in the land. They will also name you leader of the coalition of lords as you are the most prestigious and high ranking among them.

Province
The Provinces are Bing, Ji, Jing, Liang, Qing, Xu, Yan, Yang, Yi, Ying, You, Yu.

A Den Of Vipers
The first power, using the Star Trek Federation as an example, you could be the head of the Orion Syndicate and formally join the Federation. They would be formally recognized as a federation member but will still be allowed to openly operate your criminal empire. If the jumper so chose they openly violate federation laws openly support and work with known enemies of the federation and while the common man may take umbrage with your actions the Federation council and leadership will turn a blind eye. The second power, using the Federation again, will cause all member species to drift apart and return open conflict with one another. Whether by the hand of fate or old hatred resurfacing. These work on states, such as the United States allowing to join the Union but ignore federal law or reduce America to a state of civil war. Nations, such the UN or European Union, races, such as the Federation or Democratic Order Of Planets, groups, such as the five families or a merchant republic, families, such as Capulets and Montagues, or individuals, the assassin brotherhood or the 47 ronin.

Dimensional Variant
If you decide to take Liu Bei from Kessen 2 and have the world adjust for him, he will lose his legitimate bloodline connection to the Han Throne as this version of Liu Bei doesn't have it. He will also supplant Lu Bu as Diao Chan's husband. Liu Shan will be Diao Chan's child. And she will not die shortly after Lu Bu. Though her life may be forfeit during Liu Bei's flight south. If you choose Cao Cao from Kessen 2 and have the world adjust for him, Cao Cao gains an imperial claim as he is Liu Bei's brother. If it becomes public knowledge, he may take up the mantle of Imperial Uncle. Xu Chu and Xun Yu will become females with Xu Chu known as Hu Zhi. Diaochan from Kessen 2 will remain Liu Bei's love interest. The variants that can be drawn from Dynasty Warriors series are too numerous to list accurately as the games have had several

character variants throughout the series. You may choose an unlisted variant only loosely based on Romance of the Three Kingdoms related materials like Dragon Sister or Ikki Tousen to name a few.

Dimensional Bleeding
Requires only one of the listed requirements, not all of them. You can also choose what dimension, or dimensions, is bleeding. Dynasty Warriors bleeding into War for the Three Kingdoms will turn battles into an endless slog until commanders are defeated and/or events move linearly from fight to fight without much in the way of downtime. Kessen 2 may cause characters to change sex, change motivations or each change relationship with only the core ones remaining intact. You also chose dimensions that aren't listed that are loosely based off Romance of the Three Kingdoms related materials like Dragon Sister or Ikki Tousen, to name a few, to bleed in.

Scenario Chaining
If timed correctly it is possible to chain together several scenarios involving Liu Bei and receiving a combination of rewards.

Change Log
V1.2
- Added Red Ox
- Added Feathered Fan
- Added Fermented Wine
- Reduced Fief From 300CP to 200CP
- Changed Blood Sibling to Take The Peach Tree Oath
- Changed Create Family Line
- Changed Wander's Blessing
- Changed Lay of The Land
- Changed Bookless to I Only Have One Book In My Library
- Changed Objection!
- Changed Imperial Appointment to Loyalty.
- Changed Imperial Jade Seal
- Altered The Formatting…

V1.3
- Changed Objection! To A War of Words
- Added Line to I Only Have One Book In My Library
- Added Background Outlander
- Changed Drop-In Perk Line to Outlander Perk Line
- Removed Drop-In
- Added Tribal Beats Scenario
- Changed "Gone Native" Perk
- Added Blacken Out The Sun Scenario
- Added A Tiger Unbound Scenario
- Added Instill Fear Ensure Loyalty
- Added Shield of The Riverlands
- Added The Zhong Song
- Changed The Imperial Jade Seal to The Cracked Imperial Jade Seal

- Added Shadow Runner
- Added The Blue Blade
- Added The Green Dragon Saber
- Added The Serpent Spear
- Added Sleeping Dragon Retreat
- Changed Seven Star Sword
- Changed Forged Weapons

V1.4
- Added Jade Girdle Conspiracy
- Added Jade Girdle
- Added If Heaven Made Zhou Yu…
- Added Two Brothers, One Lord
- Added Heaven Made Burial Site
- Added A Birdcage for Two Beauties
- Added A Birth of A Golden Dragon
- Added Province
- Added Musical Talent
- Changed Pen and Prose (Added CP cost and Post-jump ability)
- Changed Instill Fear Ensure Loyalty (Added CP cost and Post-jump ability)

V1.5
- Added Elderly
- Added Nemesis
- Added The Five
- Changed Deceptive Appearance (Added the ability to toggle it on and off)
- Changed A War With Words
- Added The Killing Fields
- Changed Welcome To Primetime
- Changed Oh, What Fresh Hell Is This? Kessen 2!!
- Changed Pen and Proses
- Changed Fief

V1.6
- Added Polymath
- Added Disharmonious Union
- Added Dynasty Upheld
- Added State Of Total War
- Changed Twelve Tassel Cap
- Reduced the cost of Twelve Tassel Cap and added the prerequisite Province
- Changed Twelve Tassel Cap notes “Removed the bit about the province not following you.”
- Changed The Art of War to The Dynastic Jumper
- Gave Imperial Stone Army to Dynasty Upheld as reward
- Changed The Dynastic Jumper reward to the Middle Kingdom.
- Added The Mandate of Heaven
- Added A Parade of War Elephants
- Added Personal War Elephant

- Added Brass Nightingale Tower
- Changed Build A Family Tree to Build A Dynasty
- Added Binding A Tiger
- Added Raging Tiger Syndrome
- Added State of Total War

V1.7

- Added The Journey Home
- Added Dimensional Ally
- Added Dimensional Bleeding
- Added Dimensional Variant
- Added Unrequited Love

V1.8

- Changed Polymath Perk
- Changed Dimensional Variant Note
- Added Heavy Chains
- Changed Shield the Riverlands reward to Zhang Song's Map of the Riverlands
- Renamed scenario A Chinese Theocracy to Yellow Colored Sky
- Renamed perk A Chinese Theocracy to All Under Heaven
- Added The Noble Blade
- Added The Northern Expedition
- Additional bolder text to see more multiple scenarios completions.
- Added additional text to Unrequited Love Scenario
- Altered text for Dynasty Jumper for clarification
- Enhanced Red Hare a little bit
- Altered Hex Mark to make it worth a purchase
- Moved Movement of the Stars to a General Perks
- Moved I Only Have One Book In My Library to Scholar second perk
- Added Eight Steps
- Added a bit of clarification to The Brass Nightingale Tower
- Added extra text to The Middle Kingdom Perk for clarification
- Added extra text to Binding A Tiger for clarification