Spice & Wolf Jumpchain V1.0 by Wukong

BEGINNING:

Well, another jump and another adventure. Only this time I hope you like economics and fluffy tails, because this is Spice and Wolf. While it may seem like a medieval setting, it does have a few extra bits of fantasy here and there. The most prominent of these are the little gods that exist to oversee the smooth running of the world. However in recent years belief in these entities has waned, and the influence of the church has risen. Perhaps you will be the one to reverse those changes, or just the guy who runs the tavern. Who knows, it's your adventure after all? You arrive three days before a certain trader will arrive in a small farming village during its harvest festival.

Of course, you'll need a starting budget. Give yourself +1000CP to spend for this trip.

LOCATION:

Roll 1d8 to select your location, or pay 50CP to decide where you want to begin.

1. Pasloe- A small village which seeks to become a great wheat exporter in time. One thing to note is that this place used to be designated as pagan because of its worship of a little god for its harvests. Although in recent years this has waned as new agricultural technology has been introduced. You arrive three days before the annual harvest festival.
2. Ruvenheigen- A big city, well known for its thriving markets, and large guilds presence. It is here that things get done. However its connections can prove damaging as news travels fast, and if you are not quick you might find your investments value fluctuating unpredictably.
3. Kumersun- A huge town in the north of the country. It is well known for its extravagant winter festival, so popular that all the inns usually get full up days beforehand. This city may be far more accepting of unusual people than others, as there is somewhat of a taboo surrounding religion here, both official and pagan.
4. Lenos- A well-known port city, famous for some of the best furs you can buy passing through its walls. However trade, especially in its furs, is heavily controlled and you may find difficulty turning a profit against the entrenched traders.
5. Nyohhira- A northern town famous for its hot springs and the comfort of its inns. A popular place with travellers, as there is little to compare it to elsewhere. The eventual home of the main protagonists in canon.
6. Pazzio- A walled town well known for its artificial canal, allowing trade to come and go via ferry as well as land. A highly popular trading destination, with most firms worth their salt operating an office here.
7. Yoitsu- A cold and wintery place. This place is far to the north, and the home of a pack of wolves who once counted the field god Holo as one of their number. Otherwise it's a cold and empty place, with a few human tribes and little else.
8. Free Pick- Feel free to start wherever you like in this setting.

BACKGROUND:

This is the section where you choose your origins in this place. What kind of life have you led up to this point? The Age roll is 1d8+18 and Gender is kept from the previous jump. Both of these can be changed by paying 50CP.

-Drop-In: You awake in your starting location, with no memories of this place and no obligations. You have naught but the clothes on your back, and endless possibilities.

-Merchant: You are a trader in this place. One who buys and sells along with many others in search of a profit. Commerce is the heart of any kingdom, and you are one of those who help it beat.

-Criminal: You share some similarities with the merchants of this place. A love of money, and the ambition to make it big. However this is where the similarities end; you see where regular merchants usually abide the law, you are less so inclined. Great profits and slightly less than legal goods can be yours, if you are willing to shoulder the risk of getting caught.

-Little God (200cp): Or instead perhaps there is a little bit of the supernatural in you. By taking this perk, you are no longer a mortal creature. Instead you become a deity, although not the fun kind. You have powers sure, but they are specific to your purview, which is a limited part of this world you have been responsible for. Although not anymore for you have the freedom to travel and experience the world as you please.

ABILITIES AND SKILLS:

Skills corresponding with your origin are half price, and the 100cp perk for your origin is free.

Drop In

Wander's Luck (100cp)

Wherever you go on your travels, you always seem to go with good luck. The road may be clear, the sun may shine, and the company pleasant. Somehow the little things just go your way. This may also help with some occasional coincidences proving as rather convenient windfalls if you keep your eyes open.

Salesman's Pitch (200cp)

You have a good idea how to turn your skills and knowledge into a marketable form. If you are good at almost anything really, you can figure out a way to make money from it. It may not always be glamorous, or legal, but it will be something. Bear in mind that this isn't going to stop people from being freaked out or confused if you suddenly start using magic; but if you have a sharp tongue and a quick wit you should be able to talk your way out of it.

Currency Master (400cp)

You have the impressive ability to predict short term fluctuations and long term trends invisible to most involving money. If something is suddenly going to fall, you won't be caught with your pants down like most. This as a result also provides the ability to optimize the efficiency of your own funds and to avoid inflationary issues because of any large scale investments or expenditure you might make. You know the best way to maximise the value of the cash you have at your disposal, no questions. Although it may not be as significant as the other abilities you have access to, you do also show a remarkable flair for forging fake coins and notes.

Kindred of Keynes (600cp)

This perk makes you an incredible intellectual titan within the field of economics. Your skill and understanding of the subject is borderline supernatural. This perk also has another benefit, depending if you choose either the Micro or Macro specialization. If you wish to take the other specialization, the price of this perk is halved; meaning a total cost of 900cp, or 450cp if your origin is Drop-In.

Micro: You are able to quickly and easily find the market for any good you wish to sell. You have an internal sense of supply and demand both geographically and for individual products/services, although this can be inaccurate without up to date information. You know just how many people want something, where those people are, and who else has what you are selling. When it comes to convincing people to buy from you, and actually marketing these goods however you are on your own.

Macro: You can divine any problems with a large scale economy and come up with a practical solution to resolve problems in the most effective manner. I imagine people would pay a king's ransom for an afternoon of your advice, given it could alter the fate of a nation. Although be warned, the solutions may not be particularly quick depending on the problem.

Merchant

To Pass the Time (100cp)

Wherever you go, it does not matter the distance, only the company you keep. Whenever you need to travel, somehow simple small talk feels a lot more fulfilling and entertaining. You can keep the banter up for hours and barely notice the time ticking away. Whenever you have little to do, time seems to go that much quicker for you.

Master of Disguise (200cp)

In your travels you have gained a very special set of skills. You seem to be able to, with a few props and makeup, transform people from one person to another. An unparalleled mastery of disguises is yours to harness, even a few minutes interacting with a shopkeeper won't be enough to break your masquerade. Along with this you know how to keep your head down and avoid attention, making sure you can go places as you need without worrying about standing out.

A Friendly Face (400cp)

All the time you have spent dealing with people has given you a rather useful skill, People like you. You know how to be a friendly, interesting person, and it seems that others really enjoy your company. As a bonus you have the rather helpful ability to just go up and introduce yourself, and the recipients will usually just go along with it. Even your enemies will be a lot more receptive to a parley when it's you talking. You could make a steadfast friend after a night of drinking with no problems. A little interaction goes a long way when it's somebody such as yourself.

Silver Tongued Devil (600cp)

You are the ultimate salesman. You could sell a drowning man water, or sell an ice cream in a blizzard. You are unrivalled in your ability to convince people they want what you have. As part of your skill at selling, you are apt at seeing through others attempts to haggle, providing you with an incredible skill to cut through bullshit and get the right price. While normally you would use this completely above board, it has its other uses, in conning your fellow man with shoddy goods or a Ponzi scheme.

Criminal

Imposing Presence (100cp)

You have a natural presence among others. Almost like gravity, your force of personality weighs heavily in the minds of others, giving you an amazing gift at inspiring and retaining loyalty in your subordinates.

Weasel at Heart (200cp)

Like the aforementioned rodent, you always know when to drop everything and run. Sure it may be a bit galling to those with a fragile ego, but you won't get caught up when everything goes pear shaped. As a bonus, you are amazing at finding escape clauses and loopholes in legal documents to help you get away scot free.

Web of Connections (400cp)

You are THE guy, who knows a guy. Somehow out of nowhere you can amass a sizeable network of contacts and associates. While they may not all be upstanding citizens, they mostly seem to operate on a policy of quid pro quo, they'll happily do you a favour but will expect you to do the same for them. If you decide to screw one of them over, expect word to spread quickly. But as long as you do right by them, they will do right by you.

King of Crime (600cp)

When it comes to crime, you truly are the king. Outside of extensive practical and theoretical knowledge of how to go about your trade, your true skill is something much rarer. Your plans are, quite frankly, insanity. Plans within plans, with only you knowing the full extent of the webs you sit at the centre of. When you decide a goal to reach, you know exactly what steps need to be taken to achieve them, although these might be somewhat vague such as recruit a professor of archaeology or to steal the blue hope diamond. Along with this you possess an almost instinctive ability to obfuscate and squirrel away all information, it would take Sherlock himself to untangle your machinations. And even then he still might not be able to prove it was really you with evidence. After all, you are no amateur.

Little God

Little God (0cp, Exclusive to Little God Origin)

You are something a little more than the normal guy on the street. There is a touch of the divine in your blood. You are the little god of a small place in this world. You have minor magics related to your purview, which can help you perform your job of overseeing the place you are bound to. The little god of a farming village may be able to grant boons of fertility, or of good weather. One responsible for a port might be able to grant others safe passage, or a grand haul of fish. Those aspected with a library might be able to draw wandering scholars to its halls, or to preserve its books against destruction. However one thing to note is that you are not bound to the land of your responsibility, you have the freedom to travel and explore your own destiny like the most other people in this world. On top of this magic you also have a long lifespan, definitely measured in centuries, and a strong mind that helps to be proof against boredom and to keep your memory sharp.

Fluffy Tail (50cp) (One free for Little God)

This perk gives you the fluffy tail of an animal of your choice and ears to match. The tail is very comfortable and good looking on you. You can purchase this perk multiple times, each time increasing the appeal, softness, and fluffiness of your tail(s).

Respect of the Divine (100cp)

Somehow it seems people just want to worship you. It might be that amazing skill at swordplay, that perfect face, or just a series of weird coincidences leading people to believe you are the incarnation of their god. Either way with a little push, you can easily inspire this attitude in others, if you roll that way of course.

An Experienced Eye (200cp)

While others may not expect it, you are actually incredibly perceptive. Not much passes past your notice, and you often spot little things that others may just overlook. Very useful if somebody is trying to scam you or otherwise pull the wool over your eyes.

Aesthetic of the Gods (400cp)

Being completely honest, you look AMAZING. No joke, you are one of the prettiest things ever to walk this earth, and without any effort needed to maintain such perfection. You could win any beauty competition just by showing up, even in rags. As an alternate option you can take a variant of this perk which is at the same strength, but instead of people seeing you as attractive they see you as incredibly cute and adorable. The alternate version removes any sexual appeal from this perk and replaces it with platonic affection.

The Monster inside of me (600cp)

Whenever you feel it necessary, you can transform into a monstrous alt-form based somewhat off an animal of your choice. In this your magic and physical abilities are amplified tremendously, at the cost of diminishing your mental faculties. While this is an emergency button, it is an incredibly strong one. However the limitation with this is that once you transform, it might be difficult to transform back again; the power of this form overwhelming your reason. Although if you can keep these instincts in check, this can be a potent tool indeed.

COMPANIONS:

Companion Import (100)

Import a single companion with any of the free backgrounds and 400cp to spend. A further 50cp imports further companions individually or spend 300cp to import all 8.

A Friendly Deity (200)

Import a single companion as a little god with 400cp to spend. A further 100cp imports another companion or spend 600cp to import all 8.

Canon Companion (300)

You may begin the jump knowing a single canon person of your choice. And once the ten years are up, if they agree they can follow you on your journey as a companion

ITEMS:

Spice (50CP two free for Merchant)

A couple of small pouches, each filled with a large amount of pepper. While this might seem silly to you, they are actually worth a pretty penny in a place such as this. You could live comfortably for about a month with this much

Sword (100CP free for Criminal)

This is just a plain old steel sword. Nothing too special about it. However when you swing it, it feels pretty light and fits right in your hand. It's a good, reliable tool. Nothing more

Barrel of Apples (100CP free for Little God)

A wooden barrel full to the brim with apples. Frankly it's a miracle you can even get the lid on all things considered. What is special about this is that every morning if you check back on it, it is full again, no matter how many you ate the day before.

Herding Staff (100CP)

A metal staff, with a small bell on the top. When you wield this, you can realise an amazing ability to deal with animals. Most will have less fear of you than other humans, and you can heard them with ease. Bear in mind however this will work on mundane animals only.

Pet (100CP)

You have a small companion which accompanies you on your journey. While it may be a dog, cat, bald eagle, or trained otter to give a few examples; it is loyal and affectionate to you as long as you treat it well. You may import an already existing animal companion for the role instead if you so wish.

Trade Guild Membership (200CP discount Drop-In)

With this you have a small writ of membership, declaring you a member of a prominent trade guild. In exchange for a certain amount of dues, which appear to have just been paid, you can receive the full help and support of your fellows. If you need advice, a guarantor, or some people to have a drink with, you can find them through your guild. And somehow for every new jump you visit, a similar institution seems to exist, with you as a member. For an extra 200cp you can instead opt to run your own guild, rather than simply be a member. If you do this you can take a percentage cut of all the profits made as a result and the success of the guild will directly correlate with the amount of investment and time you put into it; although if you completely ignore it, it will still manage to survive and turn a small profit.

Sturdy Cart (200CP discount Merchant)

This is a large wooden cart, perfect for transporting goods and people across the land. However that is not what makes this one special. This particular cart, outside of its comfort and pleasant appearance, has a unique property that would make it the envy of any trader. Any goods placed in the cart should remain fresh and intact, within reason, for the entire duration of the trip. While this would not protect from someone attempting to smash a batch of eggs with a sledgehammer, it means that you could take said eggs halfway across the continent and they would be as fresh as ever.

Dummy Weights (200CP discount Criminal)

In your possession is a set of weights, usually used to measure the weight of spices or raw materials so both parties know how much they have. However yours are a little bit different than that, through some secret screws and buttons on the stand, you can alter the feedback of the weight, meaning you can make someone think they have a lot less of something than they really do. On the plus side this is almost undetectable without comparing with other sets of scales, so it would be child's play to scam incautious traders.

Exceptional Wine (200CP discount Little God)

Soon after beginning this jump, you find yourself in possession of a small wooden crate containing 12 bottles of incredibly tasty wine. Each bottle is different and each contains some of the best flavours you have ever sampled. If you keep this crate with you, you will find that every month it has refilled itself.

Forgery Kit (200CP)

This item is a small briefcase, within seems like a regular travellers gear. However the reality could not be farther from the truth. Inside the lined case, sown into clothes pockets, and hidden in a water bottle, are the components of a much more interesting package. All of this consists of the things you would need to forge almost anything you might need. With several different kinds of paper, many rare inks, and official looking seals, this thing is a treasure trove to a professional. Almost anything is possible with one of these bad boys. The materials within regenerate slowly over time, taking about 2 weeks to fully restock.

Parcel of Land (300CP discount Drop-In)

A rare boon indeed, buying this item provides you with a small writ signed by a notable ruler indicating your ownership of a sizable tract of land. This is full ownership as well, no take backsies. This is a fairly mundane land with which you are free to do with as you wish, although it has a few notable mundane characteristics of your choice. Examples of these are hills, rivers, large natural caverns, flat lands, rich mineral deposits, or exceptionally fertile soils. The oddest thing about this item is that upon arriving in every new jump you seem to own a similar area of land to do with as you please, although it will be relatively undeveloped in the context of the jump.

Legendary Steed (300CP discount Merchant)

With this, you have a horse fit for a king. Strong, fast, and able to ride for days without complaint. This is truly a steed of legends. Oddly, no matter what universe you may be in, or what level of technology, this reliable beast of burden will always be an attractive mode of transportation. Within reason of course, no horse no matter how fast will suddenly grow jet engines or FTL capabilities. Well, not without a little tinkering from an imaginative, or possibly deranged, jumper at least.

Goons (300CP discount Criminal)

What is a villain without his loyal goons backing him up? Well with this, you have a squad of roughly ten to twenty of thugs to help enact your schemes; or just to wait on you hand and foot, who knows. They have little in the way of both smarts and individuality, taking your orders to the letter and remaining loyal even unto death. They can be outfitted with equipment you provide them, although it is likely they will be highly unfamiliar with any advanced magic or technology. Upon entering a new jump, you may quickly find a similar group under your employment.

Holy Rites (300CP discount Little God)

This purchase takes the form of several holy texts, a large stash of religious paraphernalia, a set of beads, and a holy symbol. All of this combined could stock a decent sized church, yet somehow you can fit it all into various pockets and pouches. These items are not just for looks however, they are the real deal. The books contain rituals and practices which can consecrate land, exorcise demons, and bless travellers. However you are not beholden to the church of the land for these abilities, they are powered by your own belief independent of organized religion. Those who have more mental and spiritual clout will find these rituals becoming more and more potent over time.

Royal Title (300CP)

A rare boon indeed. This item is an ornate looking scroll, with several important looking seals covering it, and your name on it. The scroll reads the bearer to have a not insignificant position in the nobility. You could be a duke, baron, or perhaps a marquess, depending on your tastes. This rank comes with all of the trappings and benefits of such a station, although you may also have new obligations to deal with. Oddly enough, whenever you jump to a new world, the parchment updates to provide you a similar position wherever you may go. What is even more odd is that nobody ever seems to question the sudden appearance of a new peer, although bear in mind if you announce yourself you may just end up involved in the game of politics and intrigue, whether you like it or not.

DRAWBACKS (Maximum of 600CP gain):

Well Known (+100)

You have one or two very distinctive features. Almost anyone will be able to recognize you upon sight, and in fact you are so distinctive people always seem to remember seeing you. It would take a significant disguise if you want to go anywhere incognito.

…You just missed him (+100)

You have a poor luck and it shows. Things will often go wrong at literally the last second, and you may miss opportunities by mere minutes. You will not be nearly as successful as you could be, the universe conspires to keep you falling just short.

Promise (+100)

You are a jumper of your word, and you have promised to fulfil a difficult task to a person in this world. No matter how powerful you are, it will not be easily completed, and you are honour bound to fulfil it.

Notoriety (+200)

You have somewhat of a bad reputation around these parts. You went back on your word, stabbed a friend in the back, or committed some heinous crime. Either way, people who are aware of your reputation will likely shun you, and it will take some significant PR to get people to accept you again.

The peasant way (+200)

It seems that you have some issues regarding transportation. As in, you don’t use it. This means for the duration of this jump you cannot use any mode of transportation willingly that is not your own two legs. Whether this be due to some crippling phobia, a vow, or simply enjoying both feet being on the ground; the end result is the same.

Sucker (+200)

Wow, I have seen some gullible people in my time, but you take the cake. Somehow you keep falling for every scam, grift, and deceit going. I don't think I need to highlight how difficult this will be for anyone who wants to deal in business to have. While you won't get suckered by the same thing twice, it's going to be a tough learning curve.

Seen and not Heard (+200)

It seems people don't respect you in this place. Generally you are looked down upon for some arbitrary reasons and you may not find the same opportunities someone else would in your place. As a rule, most people expect you to be quiet and unobtrusive. The more you attempt to engage with business and society, the more you can expect to find this wall between you and your goals.

Sleeping with the Fishes (+300)

It seems you have drawn the ire of some very important people. The mafia are out for your blood, and they have connections in some VERY high places. Expect to be harassed by goons, have your investments undermined, and your deals declined when they start calling their favours in. It will only end when you manage to eliminate the whole organization, and they are very tenacious.

Heartless (+300)

No matter what you may do, no matter what you may try, you will never find love in this jump. At most you may expect to have a few business acquaintances, but true friendships and romances are out of the question. Even dogs and cats shun your presence. To make matters worse none of your companions can join you either, because for this jump you walk alone.

Just a humble trader (+400)

For the duration of this jump, you are stuck in your body mod form, with no access to previously acquired perks or the warehouse.