Generic Middle Ages Jumpchain v1.0

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With help from Burkess and other Redditors

The Middle Ages, also called the Medieval Ages or Period, is an extensive period to cover as it stretches from roughly AD 500 to roughly AD 1500. It is a thousand years of impressive social and technological changes that affected all levels of European society and laid the foundation for much of what we enjoy even today and even as much as we do know about it, there are as yet still blanks in the history books to fill. As such, there is quite a variety of roles to play in the story you weave while here, ranging from simple peasant life to the burdens and riches of kingship. To set the stage, let us first define the three periods that English-speaking historians commonly split the Middle Ages into. To be clear, while the Islamic world certainly is part of this period, we're focusing on Europe here, stretching from Iberia to Russia and Scandinavia to Sicily.

The Early Middle Ages (6th-10th centuries)

The earliest year that I've seen this started is AD 476 but for a nice, round number, let's go with AD 500. Trust me, defining the starting and end points of historical periods is the *least* of our issues here. What's more distressing is figuring out just *what the fuck is going on*. By this time, the Western half of the Roman Empire is firmly in the past as people move out of urban centers to the countryside, the Romans told migratory tribes (many of whom were fleeing from Huns) to fuck around and find out and got Rome razed for their troubles, and the Huns just generally ran riot all over northern and eastern Europe until Atilla ~~the Tsun~~ died. The Roman Empire still survived in its Eastern half, centered around Constantinople, and gradually became far more Greek than Latin in character. The Byzantine Emperors maintained a claim over Western Europe but aside from reconquering some of the Mediterranean periphery and a bit of the Italian peninsula in the early half of the 6th century, they focused their actual attention elsewhere.

So, in the absence of Roman authority and military might, the peoples of Western Europe integrated what they could of Roman institutions and culture into their native cultures, creating a blend of the two as new kingdoms or smaller independent realms were created by the Franks, Burgundians, Ostrogoths, Britons, Visigoths, Suebi, Vandals, and Lombards. The most famous of these historically is the Merovingian dynasty, a series of Frankish rulers that carved out an empire from Gaul (modern-day France) during the mid-5th century to 751. Charles Mantel, the last Mayor of the Palace, ruled the Frankish empire until his death and his son, Pepin the Short, crowned himself king with the help of the Pope and kicked off the Carolingian Empire. Charlemagne, the most famous of the lot, was the one that expanded the empire into what's now Germany. Eventually some generations after he died, West and East Francia became permanently split, creating the foundations for the France and Germany we know today. The Lombards became thoroughly Romanized as they consolidated their hold on modern-day Italy and the Visigoths ruled most of the Iberian Peninsula.

By the 9th century, feudalism was introduced alongside a return to systemic agriculture, creating the foundation for the popular depiction of the entire Middle Ages as a series of increasingly powerful men in power obligated to and with reciprocal obligations from a more powerful man all the way up to the king, emperor, or Pope. Nobles and royals had feasts, dressed colorfully, and the rest served in some way or another. It is worth noting that many of the nobility had struggles of their own. Between a general lack of direct income, social expectations of lavish generosity, expenses of running and maintaining a court, and often a distressing lack of financial literacy, many nobles found themselves

regularly going from feast to famine and frequently found themselves heavily in debt. That said, they never starved to the extent of those under them.

The Viking Age extends from roughly late 8th to mid-11th centuries and was chiefly the thing of Scandinavia and Britain. The Scandinavians sent warriors and traders abroad to raid and explore what they could. The Vikings, as they generally became known (though I personally prefer to just call them Norsemen as a more general term), were a motley lot of warriors, traders, craftspeople, and other types that would range afar from their Scandinavian homes to settle in places such as sunny Greenland, Britain, parts of modern-day Russia, and most of the northern European coast. A few even made it all the way to the Mediterranean, settling in North Africa, Sicily, and serving Byzantine Emperors as guardsmen. Somehow, they apparently even made it to North America in those longboats of theirs. Marvelous.

Not to be outdone, Eastern Europeans had their own series of changes with the introduction of the Slavic tribes to the area, issues with Turkic and Iranian invaders in the Balkans and bits of Central Europe, and more generally the conflicts between the Byzantines and anyone they deemed as not worth allying with. Notably, as a nomadic Turkic people called the Khazars who followed Judaism, allied with the Byzantines and operated as a buffer against Arab expansion to the north of the Middle Eastern region for as long as they lasted. Which … wasn't long, honestly. The Magyars, another tribe that came from the Khazar Khaganate, eventually settled the Carpathian Basin and became very stubborn about not leaving their new home, eventually calling it Hungary. Bulgaria's history begins in southeastern Europe starting in 632, becoming a major defender of the continent and an Orthodox Christian stronghold up until it was conquered by the Byzantine Empire in 1018.

Russia, in spite of being solidly in Asia geographically, is included here because of its European connections and culture. A solid historical start for this region lies in the Varangian dynasty that led the Kievan Rus', ruling from Novgorod and eventually from the more strategically located city of Kiev. Though they had their conflicts with the Byzantine Empire, the Rus' ultimately ended up as trade partners and guardians of the trade routes between northern Europe and Byzantium. They converted to Orthodox Christianity somewhere around 988.

Religion-wise, this is a period of expansion and a level of reformation for the Christian faith as the Pope became much more of a political player following the fall of the Western Roman Empire. The Byzantines ultimately held fast to a set of beliefs under Orthodox Christianity while what became known as Catholicism spread at the hands of religious missionaries throughout most of Western Europe and as far east as Hungary and the Baltic states. There are also different branches of Christianity still extant in Europe at this point, particularly in the further reaches of the continent far from the Pope's reach. Many of these blend native pagan beliefs into Christianity, creating a belief system that's clearly Christian and yet with some formerly pagan twists to it. Christianity, in the areas that get Christianized, is at this point already fairly stable with broad agreement on major creeds and a well-developed philosophical tradition. Any differences are *generally* minor, with some exceptions being things like the Iconoclasts and the East-West Schism. Around 500, we have St. Benedict's Monastic Rule, which established a series of regulations for founding and running monasteries, many of which became centers of learning and a powerful force of religion in Europe. Pope Gregory the Great reformed the structure of the Roman Catholic Church at some point after becoming Pope in 590. It's all quite exciting for a bunch of people wearing robes that disappointingly don't know any real magic.

The High Middle Ages (11th-13th centuries)

So now we get to roughly AD 1000. By this time, starting after Otto I's coronation as the German king at Aachen in 936, his coronation as King of Italy at Pavia in 961, and finally being crowned as Emperor by the Pope in 962, we see a series of increasing centralization and consolidation as Otto the Great strengthened royal authority, established a national church through giving abbots and bishops land and appointing them as "princes of the Empire", and led decisive military campaigns against the Magyars in Hungary and the subjugation of the Slavs between the Elbe and Oder rivers. He even marched on Rome and drove John XII from the Papacy, controlling the election of the Pope for years. Yes, the same Pope John XII that crowned him Emperor in the first place. The Holy Roman Empire was formally recognized sometime in the 12th century. The conflict between the HRE and Rome came to a head in 1077 with the Investiture Controversy, which involved the excommunication of the Emperor at the time, Henry IV, and ended with the Roman church gaining complete control over all religious affairs after the Concordat of Worms in 1122. No, I did not make that name up. It is really called the Concordat of Worms.

In France, we have the Capetian dynasty to thank for the French monarchy's expansion of its authority over the nobility in the 11th and 12th. They ruled from the Île-de-France and their most significant rival was the Dukes of Normandy. You may remember the conquest of England by William the Conqueror in 1066? He was a Norman Duke and his lineage maintained control over both Normandy and England throughout almost the entire time from 1066 to the end of the Middle Ages. Speaking of Normans, a few of them even managed to make it to Sicily and founded a kingdom there in 1059. Talk about a Mediterranean vacation gone wild. The Angevin dynasty under Henry II and his son, Richard I, arranged a marriage to Eleanor of Aquitaine that saw them ruling over large swathes of France as well as England for a time. Richard's younger brother, John, managed to fuck up and lost Normandy and rest of their northern French possessions to the French in 1204, which directly led to the English nobility cornering their king and forcing him to sign the Magna Carta in 1215. Meanwhile, the French monarchy made continual gains in exerting power over the French nobility and by the 13th century, enjoyed quite a bit of prestige throughout Europe.

In Iberia, the Christian states in the northern part of the peninsula began their *Reconquista,* beginning a series of wars against the Islamic Caliphate of Cordoba and smaller Islamic states before the Almohad Caliphate centralized power in the region, culminating in the capture of Seville by Christian forces in 1248.

The Crusades everyone loves so much began during this time after the Seljuk Turks took over much of the Middle East in the 11th century. They even beat the Byzantine army and captured Emperor Romanus IV in 1071, which left them free to invade Asia Minor, dealing a potentially crippling blow. Even after the Byzantines were able to regroup and recover from this, they were constantly on the defensive from this point on. In response to these threats, Emperor Alexios I Komnenos requested aid against the Muslims in 1095 and Pope Urban II declared the first of the Crusades at the Council of Clermont. With the promise of indulgence (a method used by the Church to promise lessening of one's punishment for sins), folks from all over Europe mobilized to both kill Jews at home (even though *they weren't the target of the Crusades*) and Muslims abroad, capturing Jerusalem in 1099. This also saw the military monastic orders of the Templars and Hospitallers. Crusader states were founded from the conquests. The Second, Third, and Fourth Crusades were called in response to these states falling to Muslims in the years afterwards, though strangely the Fourth Crusade ended up conquering

Constantinople in 1204 instead, founding a Latin Empire of Constantinople that lasted until its recapture in 1261. I blame the Venetians for that. By 1291, the last of the Crusader States had fallen.

The Middle East was far from the only place that got crusaders vacationing in force. Spain, southern France, and the Baltic area all saw crusades as well. The first two were tied to the *Reconquista* and the last one saw the formation of the Order of the Sword Brothers and the Teutonic Knights, who moved their headquarters to Marienburg, Prussia, in 1309.

Monastic reform became a big topic of conversation during the 11th century, spurring a series of reforms in both monasteries with the Cluniac Reforms in the 10th century and even changes in the regular Church that came through ultimately under the Investiture Controversy described earlier. There were also a great many religious movements outside of the Crusades and these reforms with the founding of new monastic orders, the popularization of religious pilgrimages, and in the 13th century, the rise of mendicant orders – monastic orders who swore vows of poverty and earned their living by begging. This is also the era of the Waldensians, Humiliati, and Cathars, all of whom were condemned as heresies by the Pope. The Cathars even earned their own Crusade against them, the Albigensian Crusade! The 11th and 12th centuries were the earliest instances of the Medieval Inquisitions targeted at these heretics.

The Late Middle Ages (14th-16th centuries)

The Late Middle Ages is marked chiefly by a series of crises. We have famines due to the transition from the Medieval Warm Period to the Little Ice Age and due to this climate change, we see two periods of excessive rain that led to widespread crop failures, those famines, and an economic downturn in the 14th century. Because that wasn't enough somehow, the Black Death reared its head in 1347 thanks to a Mongol army catapulting infected corpses over the walls of Kaffa and panicking Genoese traders that ended up spreading it beyond there. Millions died, wages rose as fewer workers were available, and popular uprisings sprang up across Europe because people were fed up with the conditions of the time to some degree or another. This led to increasing piety in response and, again, the Jews were unfairly blamed for the whole thing and suffered for it.

The Baltic Sea area saw the rise of the Hanseatic League, a commercial and defensive alliance of merchant guilds all over northern and central Europe that saw it dominate maritime trade in the Baltic Sea, North Sea, and even the connected navigable rivers by the Late Middle Ages. This started in Lubeck and Hamburg and just kind of expanded from there with the endorsement of princes of the Empire. At its zenith, the Hanseatic League had trading posts in virtually all of Europe below Britain and Norway and as far east as Novgorod. They began declining after 1450 due to, well, everything going on during the 15th century. Hard to keep a business going when half your business partners are dying or going broke, I suspect.

Strong monarchies continue to be the theme of the age, particularly in England, France, and the Christian kingdoms of Aragon, Castile, and Portugal in Iberia. Long conflicts meant kings needed to expand their direct control, find more effective and efficient means of taxation, and to a degree, the wars between France and England in particular helped plant the seeds for a national identity in those two kingdoms. The English Parliament and French Estates General enabled a level of power for those representative bodies as the consent of taxpayers was necessary for those kings. In the Holy Roman Empire, the Emperor was a position elected by a college of prince-electors. We see also the rise of the

kingdoms of Poland, Hungary, Bohemia, and in Scandinavia, Margaret I of Denmark united the three kingdoms there into the Union of Kalmar.

Byzantium, poor Byzantium, remained under constant assault by its neighbors as the remnants of that empire. Much of their former lands are now controlled by the new Kingdom of Serbia, the Second Bulgarian Empire, and Venice. The rise of the Ottomans became a serious threat to them by the 14th century, resulting in the Islamic takeover of Bulgaria in 1366, Serbia in 1389, and finally Constantinople in 1453. The Christian army sent in response was defeated handily at the Battle of Nicopolis in 1396, which ensured Ottoman control over the area.

The Church itself was not free of controversy. Other than the whole Inquisition deal, we've got the Avignon Papacy of 1309-1376, the Great Schism from 1378-1418 that saw multiple rival popes, and theological disagreements that became full-blown heresies, like Lollardy, Hussitism, and the fall of the Knights Templar. The Papacy did refine the practice of Mass in this time period and through some writings like the *Malleus Maleficarum* and general condemnation of witches, fed into populist fears of witchcraft and beliefs in mysticism.

Note that all of the above is without going into the architectural, artistic, military and technological developments of the Middle Ages, which would probably double the length of this section. I'll make references to these changes later. If you'd like, a lot of this information is pulled straight from the Wikipedia article because I'm too lazy to pull out my books as I write this. I hope this is a good taste of why these weren't the "Dark Ages" that these years are often described as. Prior to the crises of the Late Middle Ages, Europe was a continent of thriving and varied realms that saw incredible changes over the centuries.

Now that you've patiently read all that (you *did* read all that, right? Don't break my heart and say no!), here's your **1000 Choice Points (CP)**. Have at it.

Origins, Age, Gender, Starting Location & Time

So, I'm doing something a bit experimental here other than the very condensed lecture on European Medieval history. There are no set origins. Rather, I will offer a large selection of perks, items, and Companions of varying prices ranging from 50CP to 200CP. Each will be in relation to a specialty and the price will reflect the impact that the perk, item, or Companion will have on your time spent here. In combination with whatever gender, age, starting location, and specific time period or year that you select, the combination of things you purchase will reflect your station in Medieval Europe and what kind of journey you can expect to undertake. If this works out the way I hope, this will allow you to create an interesting and compelling narrative for you.

You may elect to be a drop-in or inherit appropriate memories at your discretion.

Perks

All skills are written with the assumption of attaining average skills level with the purchase. Naturally, they are all trainable and it's quite likely that you'll leave the jump mastering many of them anyway. Average skill is defined as completing the apprentice level of training or equivalent, which is about five years of training and experience.

Combat

Swordsmanship (50) – You are trained in the usage of swords for melee combat. Typically, this will be in the style of a specific school or fighting style. The most famous of the era is that of Johannes Liechtenauer, who was active in the Late Middle Ages, and whose teachings set the general tone for the German school of swordsmanship. The earliest known manuscript of fighting techniques, known as the Walpurgis Manuscript, is dated from around 1300 and focuses on sword and buckler combat. I will include any martial arts style with long knives like a Messer here. Each purchase is for one specific style.

Martial Arts (50) – Swords dominate the imagination of both medieval and modern-day writers, but there were plenty of other weapons that fighters could receive instruction in. This will give you training for a style outside of one centered around the usage of a sword. Examples include grappling, daggers, staves, and polearms. Each purchase is for one specific weapon style. You may mix this with the Swordsmanship perk to represent training in schools like the Italian school of fencing that Fiore dei Liberi was most famous for writing between 1407 and 1410.

Horsemanship (50) – You are well-trained in riding horses in combat, allowing you to ride as part of the cavalry. The stirrup wasn't introduced to Europe until sometime in the late 6th or early 7th centuries and became widely available by the 8th century, so if you're around before that, your horse doesn't have any. Similarly, horseshoes weren't widely available until the High Middle Ages so your horse may not be well-suited for rocky terrain before then. Not that that stopped horsemen. They just had to be more careful and required more skill to get more out of their horses.

Archery (50) – You are trained in the usage of bows for war. Examples would be a Hunnic composite bow or a Viking or English longbow. Archers were a vital part of any Medieval army and both the Vikings and English highly prized archers to the point of the latter requiring yeomen to practice their skills. This even led to structural changes in the bodies of these yeomen as English longbows required a lot of strength to draw!

Crossbowmen (50) – While this is archery like the above, crossbows picked up popularity due to their relative ease of use. The mechanisms of a crossbow meant that each bolt could potentially hit as hard or harder than the equivalent bow, making them an excellent and cheap means to have a unit of archers capable of puncturing through even through the increasing use of plate armor in the High and Late Middle Ages. Crossbows, however, have been in use since the 10th and 11th centuries.

Hunter (50) – Naturally, you'll need to know how to trap and hunt game if you're wanting rabbit meat or venison. You will also learn how to prepare what you kill for use through skinning and butchering. Many hunters were able trackers and knew how to navigate the woods safely. Keep in mind that in this period of history, many nobles and kings regulated who can hunt and where. Poaching is a crime. You may want to pick up archery to help with this.

Armor (50) – You know how to fight in armor, particularly plate armor. The other half of the arms race is the armor that the weapons are trying to punch through. By the Early Middle Ages, scale armor was being replaced by mail and lamellar armor, progressing to increasingly heavy and more enclosed armor as the centuries progressed. Closed-face helmets showed up in the High Middle Ages in response to increasing numbers of crossbows, for instance, which is also partly why plate armor became more of a thing by then. Make no mistake about it, though. The heavier your armor, the harder it is to move fluidly and fight for longer periods of time.

Viking (50) – An expert in amphibious warfare of the middle ages. Know how to keep armor and weapons clean in a maritime environment. Know when to cut your losses when raiding and how to leverage your reputation to extract payment to not raid your enemies.

Sapper (100) – A dangerous profession by any stretch of the imagination, medieval sappers were experts in digging underneath fortifications and using gunpowder explosives to create openings for invading armies. This will require you to be both brave or foolhardy and well-versed in the storage and usage of gunpowder. These started showing up by the 14th century.

Musketeer (100) – Congratulations, you're the earliest form of European rifleman! Sort of. True rifles were a much later invention. You know how to shoot and maintain matchlocks. The earliest matchlock gun we see is in Europe by 1411 and the Ottomans had their own by 1425. The arquebus isn't really technically a matchlock, but it's included here anyway. These early matchlocks may also have been closer to hand cannons at this point. It's a little unclear. Regardless, matchlocks started showing up in European armies in the Late Medieval Ages, becoming rather popular by the Renaissance period and into the 17th century due to their low cost of production, simplicity, and ease of use even as wheellocks and other types of firearms were invented.

Siege Warfare (100) – This will allow you to be an expert in the construction and usage of siege engines of all types, ranging from scaling ladders and battering rams to siege towers and various types of catapults. This is a wide breadth of knowledge essential for any army to break through the defensive fortifications that any invaders will run into.

Artillery-master (100) – You know how to arm, use, and maintain cannons. Gunpowder cannons became fairly commonplace by the mid-14th century, introduced to Europe through their conflicts with invaders or traders from Asia and North Africa. They saw their first real usage in the Hundred Years' War. Even then, however, they remained the domain of a few richer states for a while and through the Late Middle Ages, cannons were seen as highly prized and expensive property. The cannon of the Middle Ages is relatively primitive compared to what we see in later centuries, but still quite effective. Remember, always keep a bucket of water close by. Just in case.

Tactician (100) – You are a master of medieval tactics, capable of commanding companies or armies in combat against others. You're familiar with not only the classical formations and the use of light cavalry but also the usage of pike squares, how to effectively use traditional and crossbow archers to support your infantry, and the usage of cavalry as shock troops after the invention of stirrups and horse armor. You'll make a fine commander. Though heavy cavalry saw reduced usage by the Late Middle Ages as infantry tactics and technology became more effective against them, they were by no means absent from the battlefield. The Middle Ages pioneered combined arms tactics, after all.

Naval Officer (100) – You have the training and experience necessary to command a ship. The army wasn't the only beneficiary of technological changes. Galleys, longboats, and round ships dominated this period, incorporating advances in cannon, shipbuilding, and textiles to improve deadliness, durability, handling, and speed. An officer on a ship, whether he be a Viking leader or a Venetian captain, would be required to be familiar with all aspects of his vessel and capable of commanding the men under him in boarding actions or coastal raids.

Poisons (100) – You're familiar with the manufacture, handling, and usage of poisons available in this era. These are deadly skills and one that may see you in the private employ of a noble as you help them with their rivals. This is also useful knowledge to have for making antidotes to those same poisons.

Civilian

Farmer (50) – You're familiar with the usage of farming tools and growing crops. The essential skills of any peasant in the Middle Ages would be centered around this, as the era is marked by a pivot to systemic agriculture. The methods of farming itself haven't really changed through the ages, honestly, even today with all these fancy tractors, tools, seeds, and such.

Livestock (50) – Another part of the farming life is the skills necessary to handle livestock like you have now. Many farms would have a small number of chickens, pigs, cows, or goats depending on what they could afford or were charged with caring for. Often, these were more for personal use than for selling. Medieval peasants had a surprisingly varied diet.

Cooking (50) – You're proficient at cooking in a medieval kitchen and know quite a bit of recipes relevant to the kinds of meals you'll be able and expected to cook. The Spice Trade was alive and well in this time period, of course, and there are plenty of spices native to Europe that you can use to flavor dishes if you have access and the money for it. Nonetheless, there's a reason that this comes with the knowledge of how to use unusual ingredients – many had to make do with animal parts or ingredients that we wouldn't typically think of today simply because they had to.

Sewing (50) – You're a dab hand at sewing, good enough to make a living off it even! Perhaps you can take commissions and be a professional tailor. According to Merriam-Webster, the first recorded instance of "sewing" to refer to this craft is from the 14th century, which is a remarkable coinkidink.

Sailor (50) – You've got your sea legs now. You might be an oarsman in a galley at worst, but whatever role you play, you have a skill set dedicated to operating a boat or ship. You'll be a valuable addition to any crew.

Smithing (50) – You're a capable smith of your own, probably fresh from your apprenticeship. You have the knowledge necessary for creating tools, nails, horseshoes, and basic weapons. For another 50 CP, you can skip the practice and already know how to create and repair all sorts of weapons or armor. Smiths were a valuable part of any village or city, as it was they who made the tools for both peace and war. You'll never lack for work.

Cannon-maker (50) – This is a very specialized set of knowledge at this point, marking you as someone special to the armory. This gives you the skill set to make and repair medieval cannons and matchlocks. Cannons are expensive things due to the materials necessary for them, so knowing how to make and repair them is quite a prize.

Carpenter (50) – You're skilled at creating objects with wood. This could be anything from basic building materials to the specialized art of bow making. Those specializing as a bowyer may also be a fletcher, which is the skill set necessary for making arrows. A skilled carpenter will be in high demand.

Mason (50) – You have the skills and knowledge necessary for working with stones or marble. For the most part, this means you'll be taking part in construction of buildings such as churches and castles.

Prostitution (50) – With this, you will know exactly how to sell your body, flirt with your customers, and well, have sex with them. A solid foundational skill set if you'd like to run a brothel at some point and one that allowed many women throughout history to make money independently.

Leatherworker (100) – The craft of working with leather has existed for pretty much as long as mankind has hunted animals. The process of turning animal hides into workable leather and then using that leather to make armor or clothing is an involved one and it takes a lot of skill and patience. Tanning itself, the part where the leader is made from hides, is a very odorous affair when with the methods used at this time and many tanneries were (and are, if they still use those methods) relegated to the outskirts of town. So this is actually two parts of the process into one – tanning and the actual leatherworking.

Shipwright (100) – This is sort of an extension to carpentry, but shipwrights are a specialty all on their own. Skilled shipwrights such as you will be in charge of constructing boats and ships from the bottom up and repairing them as well. For this, you'll need extensive knowledge of shipbuilding, whether it's a longboat or a large galley.

Logistics (100) – You're skilled at the art of logistics, allowing you to organize and maintain a supply line for an army or a construction project. An army marches on its stomach, it's said, and it's up to you to make sure that they don't have empty stomachs or missing gear. That applies to both military armies and civilian groups.

Architect (100) – You're familiar with medieval architecture and quite capable of drawing up plans for churches, castles, palaces, or any other kind of building common to the period. The styles common to the Middle Ages are some Pre-Romanesque styles, Romanesque and Gothic architecture, though each area will have its own spin on what exactly that looks like.

Thief (100) – You're no petty street thief. Rather, you're the type that can infiltrate secured spaces, masterfully pickpocket anyone, and bypass locks. Just don't get caught. There's not really such thing as a humane punishment for thieves in this era. Having a hand cut off is a common punishment.

Business Acumen (100) – You're well-suited and experienced at the trade of trading and running a business of some sort to the point making a profit is easy, even if it's a minor one. The High and Late Middle Ages saw the presence of the Hanseatic League and I've seen some suggestions that capitalism as we're familiar with gained its roots from their practices. It's not something I've looked into, however. Let me know what you find out?

Alchemist (100) – You've become skilled at the art of what is essentially an early form of chemistry. The quest to turn lead into gold was a common obsession for alchemists of the time period, but it's never been done and certainly wouldn't be possible with the tools of the trade available here. What this

means for you is that you have the knowledge and skills necessary to identify many substances quickly, conduct experiments using those same substances, and probably have a variety of recipes for different compounds, including gunpowder. It's an interesting combination of chemistry, metallurgy, and mysticism. Perhaps you can even find out how Greek fire is made.

Apothecary (100) – This grants you the knowledge and skill set to do the other half of chemistry – working with plants, minerals, and animal parts to create medicines or aromatic substances designed to heal a patient. Many of the natural remedies that ancient and medieval apothecaries created are still used today, either largely unchanged or further refined with modern chemistry. Historically, this is also a field that allowed many women to practice medicine in the Middle Ages and later. Similar to alchemists, you're able to identify useful herbs, minerals, and animal parts related to your job and experiment with them to find new remedies and have a variety of recipes.

Nobility

Connections (50) – You've got them. You know, the people you schmooze with on a regular basis that you probably actually hate but are too useful or simply can't be refused for one reason or another. More than that, you know how to make new connections anywhere you go. You may or may not like each other, but you can be of use to each other and that's enough.

Chivalry (50) – Every noble man or woman should be quite familiar with the rules of chivalry, an informal code of conduct that governs a knight's behavior and stresses the importance of protecting honor and all that. The reality, of course, is that the code is not nearly as unified, strict, or romantic as fiction makes it seem, so as long as you have the basic components, you're good: duty to country and fellow faithful, duty to a divine being, and duty to women.

Courtly Manners (50) – As a noble, you're generally expected to act and be a certain way, so this would be valuable knowledge to have in order to avoid making too much of a fool of yourself. Naturally, this aristocratic bearing and behavior might seem a bit ostentatious to the peasant rabble, but they're hardly worth your notice right? All that matters is that they pay their taxes so you can feast, make war, and pay taxes to your liege.

Diplomacy (50) – While schmoozing will grant you connections, friends, and maybe lovers, conducting official diplomatic talks between nobles or royals of different realms takes a special skill set and, well, a lot of patience. You've become quite good at smoothing out the wrinkles in the process and attaining the agreement you find most agreeable.

Heraldry (50) – You've become adept at reading and creating heraldic art. While heraldry in some form has been in use since antiquity, it wasn't until the time of the Crusades that we saw heraldry become widespread in Europe. It's theorized that this is because the Crusaders found themselves in need of a way to quickly identify commanders for their large armies drawn from all across Europe. Be aware that by the mid-14th century, not just anyone could have a recognized coat of arms. They're generally authorized by the king from then on.

General (100) – The art of war is not merely limited to the battlefield. Entire wars must be organized and the movements of disparate units coordinated for maximum effectiveness. You may not be on the level of Sun Tzu, but he would approve of your ability to lead armies to victory, I'm sure. This is the high level strategic level of planning and coordination.

Leadership (100) – It's no exaggeration that a certain level of charisma is necessary to inspire others to put their lives on the line for your cause. You have that now. Whether this comes in the form of a magnetic or forceful personality or because you've shown traits that your troops approve of, the fact is that you inspire them to fight at your side.

Multilingual (100) – Something that both the religious folks and nobility share is the need to be familiar with at least two languages for various reasons, both traditional and practical. You automatically are fluent in Latin or Greek as well as your local language and will pick up perfect fluency in new languages within weeks.

Administrative Skills (150) – Of course, knowing all these rules of conduct and having connections is only the start of a noble's duty. You are expected to be able to run your realm efficiently and effectively and thankfully, you have just the right skill set and knowledge for the job. You know how to balance the needs of your various charges, how to extract their worth from them, and just generally how to ensure that your realm doesn't fall into disrepair and ruin regardless of whether it's a city, a duchy, or an empire.

Royal Blood (200) – This is the big one for you Jumpers, I suspect. You just can't wait to be king, right? This will ensure that you belong to the royal family or bloodline and are close enough that you can realistically expect some support if you went for the throne if you're not already sitting on it. Naturally, your fellow family members are quite aware of this. Watch your back. Setting royal matters can be a rather … bloody affair. This *does* follow in future jumps, to be clear. You won't be the heir but you'll at least be in the chain of succession.

Religion

Theology (50) – It would be a bit difficult to be a good priest or monk if you weren't intimately familiar with your religion eh? While Christianity is the dominant force in Europe, there are still plenty of non-Christians about so you have some choice here. Someone has to tell the stories of Odin and Loki, for instance, if you'd rather not debate the finer points of Jesus Christ's divinity with monks and priests.

Calligraphy (50) – Have you ever looked at a book or document written by priests or monks in the Middle Ages? I'm not talking about the drawings of weird cats with dicks or whatever, but rather the elegant way the letters are written and the borders of the pages carefully drawn. Yeah, you can do that now. And draw big-dicked demons in the margins, I guess. You do you.

Copier (50) – Many monks spent time laboriously copying important documents or books, either as part of an archival task or simply so that there were multiple copies of the thing. The printing press wasn't invented by Johannes Gutenberg until around 1440, which meant that every copy had to be done by hand! They had to do so with no mistakes. So here you go, your very own ability to perfectly copy any document by hand.

Musical Literacy (50) – Music and religion have been intertwined since antiquity and the Middle Ages was no different here. You can now read a song sheet and even compose some songs of your own. Fun fact: I listened to a lot of medieval choral music while writing this jump. It's beautiful. I can't sing for shit though. I hope you can.

Natural Philosophy (50) – You ever wonder what scientists were like before science was a formal field in the 19th century? They were called natural philosophers instead and pondered the questions of how the world around them worked. We still use a lot of what they came up with today, so here you go. Have the knowledge and mindset of the average natural philosopher of the period. Even if you know more advanced science or more modern philosophy, this will still help you in at least phrasing it in a way that the others here understand.

Missionary (50) – Missionary work became emphasized by the Papacy as the Church sought to unify the faith and the people. To be effective at this, you'll need to know how to present your faith in the best possible light and how to take what you know of the local faiths to further your case that, really, this is how it is. It might come out a little weird in the end, but as long as they're following your faith, you can fix the discrepancies later right?

Sanctuary (50) – The inability to be arrested in a church and to seek sanctuary in one. You must confess your sins, disarm and subject yourself to supervision by the local ecclesiarchy authority. You then have 40 days to surrender to legal authority or to confess your guilt and exile yourself from your sovereign's lands. To return is to face prosecution under the law or excommunication.

Legal Beagle (100) – The church has a rich history of writing and interpreting laws. Many within the institution devoted their entire lives to the practice, much like lawyers these days! Not only are you an expert on medieval laws now, but you also know how to draft legislation of your own and argue in favor of whatever legal position you're taking.

Medical Know-how (100) – So maybe the Middle Ages wasn't a time of advanced medical care, but given the tools and mindset of the time, they were surprisingly capable at treating battlefield wounds, illnesses, and just generally knowing how the body worked. This grants you that knowledge and skill set so that even if you're lacking advanced medical supplies or healing spells, you can still help. You pick up new medical knowledge much more quickly too.

Public Speaking (100) – More than anyone else, a religious leader is expected to be able to preach the word of their faith to a crowd. This grants you the confidence and skills necessary to be an effective public speaker, whether it's for your faith or something else. Your audience will at the least be attentive listeners and give you a chance.

Items

There is a 300 CP item stipend. All items may be imported into as per your chain's rules. All items are considered high quality for the time period and location. Whether they're breakable and just get replaced like any other CP-backed consumable or unbreakable is left to your discretion. For arms, armor, and mounts, you may double the price to receive enough to outfit a company of soldiers. For the infantry and cavalry, that's anywhere from 80-150 men. For siege weapons, that's four to eight crewed weapons, depending on the complexity of the weapon. Ranged weapons come with unlimited ammunition unless you don't want that for dramatic purposes.

Arms

Spear (50) - Cheap and easy to make, which is why spears are everywhere in medieval armies. This is your typical spear with a metal pointed head and a wooden shaft.

Polearm (50) - This covers anything that's not strictly a spear so halberds, pikes, and the sort. Staves too.

Hammer (50) - War hammers weren't as common as the others but they did very much exist! Great for bashing your opponent when you can't readily penetrate their armor.

Dagger (50) - I'm going to say that any blade shorter than twelve inches is a dagger or a long knife.

One-handed Sword (100) - Swords are generally more expensive than most polearms. This covers any swords a regular, conditioned and trained human can wield with one hand.

Two-handed Sword (150) - Think weapons like claymores, hand-and-half swords, longswords, and zweihanders. Heavier swords that require or are best used with two hands.

Axe (50/100/150) - Any axes made to be weapons. For 50 CP, this is an axe converted from civilian use, so it's quite usable but not as dangerous as the 100 CP version, which are axes specifically made from the ground up as weapons of war. Two-handed varieties are 150 CP, like their sword cousins for consistency.

Bow (100) - Bows were the ranged weapon of choice throughout much of the Middle Ages, even alongside crossbows. The English longbow is a very famous example of their potential effectiveness in combat even against plate. This covers the whole gamut of any bow a single person can shoot with. Comes with an optional archer's glove. Trust me, the glove helps.

Crossbow (100) - Crossbows didn't just take off for their stopping power but also because it took far less time to train someone to use a crossbow than a regular bow.

Arquebus (100) - The earliest gunpowder weapon that made it to mass production of sorts in the mid-15th century. These are matchlock weapons, generally capable of penetrating all but the thickest parts of plate armor.

Musket (150) - This is a late Medieval weapon, first showing up at the end of the 15th century. Muskets are one of the earliest gunpowder weapons that took off in Europe, first appearing as a heavier version of an arquebus before becoming its own thing. Penetrates plate armor more easily than its predecessor.

Ballista (200) - You know what these are, right? Picture a giant crossbow on wheels that can punch through wooden gates and walls with repeated hits, so you can imagine what they do to flesh and blood soldiers.

Cannon (200) - I'm not going to be super picky about delineating this between bombards and mortars and more typical cannons. This will cover any gunpowder-based siege weapon available in the Middle Ages.

Armor

Medieval armor came in up to seven pieces for head, face, neck, torso, arms, legs, and other bits like what rondels covered. This is most apparent when using plate armor, which is the most expensive. All of these come in as many pieces as you want and that makes sense because neither of us are going to bother with pricing individual pieces like an actual armorsmith would. I'm also not going to fuck around with listing every type of armor out there because, whew, there's a lot of it out there and this document is long enough in my opinion. Instead, I will price just by the materials used.

Cloth and Leather Armor (50) - This is the cheapest and most common type of armor and you'd be surprised at how protective well-made and thick enough armor made of cloth and leather can be.

Leather and Metal Armor (100) - Slightly less common than the above, but noticeably more protective. This covers any type of armor where leather is the dominant material and metal is augmenting it rather than the reverse.

Metal Armor (150) - This can cover anything that uses metal in more than 50% of its construction all the way up to full plate armor.

Shield (50/100) - Wooden shields are 50CP, no matter the size. Metal shields are 100CP, also no matter the size.

Mount

Rouncy (50) - These are used as a general run of the mill horse, sometimes in combat but mostly as a pack horse.

Palfrey (50) - These had a more comfortable gait for riding, and was basically the general use horse for the nobles and rich, in activities such as long distance travel, and hunting.

Light Horse (50) - This is somewhere between a regular sized horse and a pony, such as the Irish Hobby or Horses used by the Mongols. Used by skirmishers such as mounted archers and infantry.

Courser (100) - These were specially bred and trained horses which were cheaper and used in general combat because of their greater stamina compared to the Destrier.

Destrier (100) - These were the big boys that were the typical warhorse for jousting or a cavalry charge in combat.

Licenses, Rights, and Titles

Benefit of Clergy (50) – A legal right by which you transfer jurisdiction from a secular to an ecclesiastical court operating under canon law, which commonly held lighter punishments for similar crimes under secular law.

Bishop (50) – You are recognized by your religion as the bishop of an area or the equivalent of one.

Advoctus (50) – The ability to formally and legally delegate the exercise of your rights and offices to other people.

Market Right (50) – A lucrative right to hold a regular market within your town or other property.

Guild (50) – Your association of tradespeople or artisans is officially recognized by the people in charge of your city or similarly sized region to be in charge of overseeing the regulation and training of that craft.

License to Crenellate (50) – You possess the highly sought after right among nobles, permission from your sovereign to fortify your lands.

Jure uxoris (50) – By right of wife. Exercise rights or offices of a person you are married to.

Feudal Complexity (50) – The ability to hold offices and fiefs from different sovereigns without friction, even if one is that of a sovereign, so long as you uphold your feudal duty. Prevents a repeat of the circumstances of the Hundred Years War.

Degree 50 (50) – A formal recognition of learning in arts, theology, medicine and law. Also counts as a license to teach the higher subjects.

Fiefdom (50) - This is a formal title and grant to rule over an area like feudal lord. You are expected to protect the denizens and judge them fairly in turn for their taxes and the right to conscript them, both of which are to be in service to your lord or monarch. You are a minor noble.

Upgrade (50 each) - For each time you buy this upgrade, your holdings expand to equal a higher title up to the level of a typical duchy. Comes with the relevant title.

Royal Charter (100) – A charter for the transition to or establishment of a royally recognised city, and by which is granted certain rights, such as government independent from interference from regional nobles. Alternatively, rather than a city, this can allow you to found a trade company that has a monopoly or a university.

Count Palatine (100) – Powers from the palace. Within the county the right to create your own barons, hold your own parliaments, and have your own court of law.

Marcher Lord (100) – You possess the rights of marcher lords, who within their lands are like unto the sovereign, possessing all rights save for that of judgment of high treason within the realm and the minting of coins. Due to the common existence of Marcher Lord on the peripheries of the realm their

inhabitants were commonly able to negotiate greater rights for themselves than residents of core territories.

Properties

Manor (100) - A mansion with its own grounds and staff, including a small number of guards. Walls optional. It's a sign of your great wealth and power, of course.

University (100) - A recognized university with a history of quality education. Comes with its own staff, of course, and a royal charter or a papal bull to show that it's legal and well-established. You can set the curriculum if you'd like, though medieval universities have a narrower focus than you might be used to seeing.

Church (50) – A small church or equivalent religious building. Gets enough in donations to cover its operating costs.

> Upgrade to Cathedral (50) – A large church that is commonly the seat of a bishop, which is a site for local pilgrimages, and a lucrative source of donations for the Church.

Monastery (50) – A relatively isolated campus built for and populated by monks. Has its own small church, religious schooling, and garden for basic self-sufficiency. Donations can enable its expansion if you get enough.

Brewery Upgrade (50) - Now your monastery has its own brewery that makes very good mead, beer, or ale. Comes with a special dispensation by the Pope for the purpose if necessary.

Hospital (50) – Hospital attached with a garden for growing medicinal plants. These are generally smaller than the modern hospitals you see in cities, but no less helpful or vital for health. It comes with apothecaries and other staff necessary for it to run smoothly and will update automatically to have modern facilities and staff when you move it to a more modern setting later.

Followers

May be purchased more than once, yes yes.

Retinue (50) – These aren't always armed men, as nobles would have retinues consisting of servants, friends, and other sorts of companions. Think of the sort of people that would follow you everywhere to make sure everything goes smoothly for you and maybe inflate your ego too. This may also simply be a small group of soldiers if you'd rather have no civilian component to it.

Free Company (50) – A mercenary company such as those that operated in Italy, numbering approximately 150 men. You pay them, they do the job. By default, they come armed with the most common level of basic infantry weapons and armor but you may outfit them yourself at cost.

Genoese crossbowmen (100) – A band of mercenary crossbowmen from Genoa. Famed as the finest crossbowmen from Europe, they operated on the field from behind large wooden shields called a pavise. They will pick up skill at using firearms twice as fast as other followers if you outfit them with those.

Foreign Bodyguard unit (100) – A military bodyguard of well-armed and experienced foreign fighters who are responsible for your personal safety. Because they have no local political loyalties, their loyalty to you is incontestable. Based on the Varangian Guard.

Military Order (100) – Like the Knights Hospitaller or Templar, a militant religious society set up initially for a specific purpose such as providing hospital services for pilgrims in the Holy Land or for escorting PIlgrims and patrolling roads in the Holy Land. Similarly equipped and trained to the Foreign Bodyguard followers. For another 50 CP, it comes with its own bit of land, conquered or granted, like the island of Rhodes for the Knights Hospitaller.

Companions

Companion Import/Create (50/200) - The standard Companion import and create option. 50 for each, 200 for 8. They get 600CP each plus the item stipend and can take drawbacks, etc.

> A King Needs His Army (+100) - If you want still more, then 100 will cover as many as you'd like beyond the initial eight but they will only get 300 CP each and the item stipend. Note: Any Companions you recruit from within the jump that are not purchased here will qualify for this level of the Companion option, plus up to two free perks that can be justified using their background and role in the story. They must be characters that you have vested some level of effort in. Background NPCs that just have a name and two throwaway lines in your story don't qualify.

A Lover (100) - They can be your wife, your husband, concubine, whatever. So long as they have a romantic or equivalent type of relationship with you, you can use this option to give them the same base CP and item stipend you have. They can take drawbacks like you can, of course. Limit of one (1). The others in your harem or whatever you call it can use the regular import/create option. I'm going to handwave away any social issues resulting from same-sex relationships in this jump but your marriage, if there is one, is probably not going to be recognized as such by most religious authorities.

Drawbacks

No limit on drawbacks taken. Unless stated otherwise, each drawback can only be taken once.

Supplement Mode (+0): You may use this to supplement another jump, of course. CP balances are separate. Companions imported or created using this document as their primary somehow may get a free origin for the other world to explain their presence, but not more than that unless you pay for an import there.

Le Morte d'Arthur (+0): A toggle to switch the world and your story to one of medieval high fantasy and chivalry rather than the historic Middle Ages. You can, as the name implies, even be in one of the many stories of King Arthur and his Round Table.

Length of Stay (50) – You can take this multiple times to add up to 90 years to your stay, making for a total of 100 years spent in the Middle Ages. Each time you take this is 10 years.

Serf (100) – For the duration of your stay here, you are bound to toil some of the land belonging to a local noble. He will take a portion of your crops or profits as taxes and he may call on you as part of his military levy. In exchange, he offers you his protection, a promise to address any complaints you have to

the best of his ability, and fair treatment under the law. You may win your freedom from this should you wish to forfeit most of the benefits you get from this arrangement.

Staple Right (100) – The legal responsibility to unload and display goods for a certain period of time when passing through a city of significant size. An impediment to trade.

Poor Weather (100): 2 days out of 7 will be marked by very inconvenient weather. This plays havoc on productivity, yours and others.

Bleeding Heart (150): You feel other people's pain as if it's your own. It causes you pain to see others suffer. You will feel compelled to help others, even at the cost of your own wellbeing to some extent.

Religious Requirements (200) – Such as the requirement not to engage in usury for Christians. Many religions have specific requirements for their followers, such as the diet limitations outlined in Judaism and Islam. Christianity also has a few requirements, depending on the specific station and circumstances you find yourself in. You're going to be required to be a devout orthodox follower, whatever the religion.

Dangerous Animals (200): Animals are far more aggressive, and most that are being hunted will choose to fight rather than flee. They'll attempt to take their attacker down with them if they see no other way out.

Family Feuds (200): You'll be smack dab in the middle between an argument with two powerful families who both have legitimate grievances and you will be deeply inconvenienced if you can't reconcile this issue. For an extra 100, blood will be spilled within five years and this will escalate, making it even more of a pain and potentially destabilizing for at least part of the realm.

Item Scaling (200): Your items all match the tech level of this world. Anything above this tech level or using supernatural elements is downgraded to match.

Feudal Fragmentation (200) – Something like gavelkind inheritance, in which all male heirs inherit an equal share of the estate leading to the creation of a patchwork of small states. Titles in the realm you are a part of, whether you're inheriting them or passing them on, will be split apart according to the rules of practice rather than it all going to a specific male child. Expect inheritances to be a lot more contested.

Companion Lockout (200) Your companions can be imported into this world and gain abilities, but can't leave the warehouse.

Power Scaling (200): Your powers, abilities, and body are scaled down to peak human. For peak human values, go by what Olympic contestants are capable of. No blatantly supernatural abilities allowed unless you take Fear and Hatred as well.

Fear And Hatred (200): Displaying any supernatural abilities will evoke widespread panic and fear if you're discovered. Individuals and small groups can be eased into this.

Extreme Inflation (200): The secrets of counterfeiting and forgery are well known, and it's caused major damage to the economy. Expect unpredictable and major fluctuations in the value of your currency and a lot more suspicion about whether or not the coins you carry are real or a forgery.

Plague Abounds (300): Whenever a plague spreads, it infects three times as many people as it normally would. You are no longer immune to any of it, though you're still more resistant to it than others. The germ theory wasn't widely acceptable until the late 19th century. Good luck.

Excommunicated (300) – You have either been excommunicated from the majority religion of your starting location or have otherwise committed a religious crime that results in being outcast from the community. You have a much harder time with any social or religious interactions involving this group until your excommunication or outcast status is somehow lifted.

Famine (300): Famine is fairly common, and many people will have little to eat. Even your own automatic food items are affected, since their shipments become much more erratic and you no longer enjoy unlimited access at all times. There is a 50% chance in each growing season that you or yours will suffer from famine, but it will never be bad enough that you will personally risk dying. Yes, this also means any perks you have that remove your need to eat will be at least partially overwritten so that you will, at minimum, feel hungry in times of famine.

Travel Woes (300): Travel is very dangerous, as there's more threats to deal with. Your fellow travelers may be plotting to rob you, it's hard to find a safe place to set up camp, and good food and medical care is difficult to find.

Outlaw (300) – Outlawed by a court of law for your horrendous crimes, you are bereft of the benefits of society, able to be legally killed by any subject of the realm in good standing with the law. Without the benefit of the omnipresent surveillance states, being an outlaw in a medieval realm is going to be a lot more survivable but this is still fairly risky for many Jumpers.

Heretic (300) – You practice a flavor of your area's majority religion that has been deemed heresy. This can lead to anywhere from death by religious authorities or just being given a hard time. Given that the Inquisition got its start in 12th century France or thereabouts, this can be a very dangerous crime to be accused of.

War Is Declared (300): A war will break out at least once a year, every year that you're here. You will be expected to participate, preferably directly. There will be noticeable social and potentially legal consequences if you don't.

Uprisings And Coups (300): There will be frequent peasant uprisings and lords turning on their masters. Discontent festers, and people planning a revolution easily find followers. Even your own aren't immune to revolution fever and you will need to work harder to secure the loyalty of your underlings here

Banditry Boom (300): Twice as many people will become outlaws than they usually would, creating more bandits and other criminals. This leads to worsening trade conditions and forces rulers to spend more combating the increased number of bandits, so it's not just affecting locals but having a marked regional impact.

You've done it!

You've survived years of the European Middle Ages, unless you changed it to a different part of the world or made it fantasy, in which case you survived that too! A job well done, and I earnestly hope that you were able to create a story you enjoyed writing and reading from this. The final choice you make here is upon you. Will you move on to another world, stay here and enjoy the march of time and progress, or have you had enough of this jumping around business?

Author Notes

This all feels very messy to me but I hope people will enjoy it nonetheless! Thank you to those that contributed, particularly Burkess and ColdAnagram! This will probably end up being patched a couple times to get it to a state I'm happy with but that's because this sort of stuff falls within my special interests and I want to make sure I get it right. And that's very difficult when you're dealing with Jumpchain and a time span of a thousand years, honestly, because you're allowing for explicitly ahistorical and fantastical bullshit *and* also because there's a lot we simply don't know about this time period! Some of this is guesswork and we're just going to have to be happy with that. if the point values feel arbitrary, that's because they are. They always are.

As always, you may give me feedback about the jump via my Reddit profile at /u/maybeayri or in the thread I post about it in.

Patch Notes

1.0: Release version – August 22, 2022