

Vive la France

Fate Legends: French History and Myths

By Valeria

Introduction

Few nations can claim as varied and important a history as France, in the grand scale of human history. From the greatest of military powers to mocked for their surrender, from leaders of the old world to second fiddle in a new age. It is France that produced some of the greatest heroes, leaders and artists but also many renowned monsters, killers and butchers.

These lands and times that you will go to range from the holy wars that involved Jeanne D'Arc or the crusades of Charlemagne, to the military conquests of Napoleon and the artistic endeavors of famous French artists. Not to mention the long sought revenge of the Count of Montecristo.

The year is late, in most cases, and modern times begin to approach but these are yet still a time of heroes and villains, a time when new legends can still be crafted and a place on that glorious throne remains open. If you have the will, maybe you could place yourself into the annals of French History or of French Fantasy.

You'll have ten years in this world, as well as 1000 Choice Points (CP) to spend.

Location

France

Due to the sheer variance in France over the centuries, the actual location you may begin at can be anywhere within France that is a public area or that makes sense for you to be in, such as the court of the King should you be a wealthy noble.

Timeline

Please choose a starting date according to one of the timeline selections below. When a range is given, you may begin on any year within that time. You begin on the first day of January of the year you choose.

Reign of Charlemagne- 768CE

In the year 768CE, Charlemagne is crowned King of the Franks. This is the start of his journey from a 'mere' king to one of the greatest kings of humanity. Over the next thirty years, he would eventually reclaim the title King of the Romans. In this time, it is through his power in battle, his brilliant mind and his indomitable charisma. But perhaps there is another land where the stories of him and his paladins are more than just fables.

The Hundred Years War- 1428CE

The Hundred Years War has been raging for decades now, back and forth with few breaks for the poor people caught up in it. The events that will occur in the next three years will not end the war but will leave their mark on history. A young girl named Jeanne is about to make a connection with the heavens and be inspired to try and save her country.

The French Revolution- 1788CE

One of the greatest revolutions history will ever know is in motion, about to burst open in just a year. The decadent nobility will experience endless horrors in retribution for their crimes but the revolution will in many ways, spiral out of control. Some will go along with it like the executioner Sanson, some will see their lives taken from them like Marie Antoinette and some will be those that seek to limit it's excesses, like the assassin Charlotte. The revolution will last for years but eventually, France will be reborn.

The Age of Napoleon- 1799CE

Reborn at the hands of Napoleon, a contender for the title King of Conquerors despite the near modern age he lives in. Years after the revolution, Napoleon has led a already excelling military career and is returning to France to organise a coup that will see him leader of France. His ambitions will lead him to war across Europe, earning a name as one of the greatest military leaders to ever draw breathe.

Artisan Times- 1815CE to 1910CE

The beginnings of more sophisticated times for France, at least in some respects. While a century covers a great many events, the most important for our purposes are the works of Dumas and Lafitte, created during this period. At the start of these years is also the story of the Count of Montecristo, a very true tale in this world. Whether you seek to meet the artists behind the fables or take part in the surprisingly real events behind many of them, these times will hold what you seek.

Alternate Timeline

You start in the default and canonical timeline. However, you may choose one or more of the following alterations to be in instead. Multiple may be chosen, mixing to create new versions, unless otherwise specified.

Charlie

A simple change but one that may very well affect the whole of history in France. Instead of the original version of Charlemagne, the one called Karl de Grosse later one, Charlemagne in this timeline is the fantastical version. Charlie and his Paladins are fully real without any doubts in this timeline, along with all of their heroic deeds. Also along with their significantly lesser suitability to rule and expand on early France in the way that Karl could. While these times may become far more heroic, who can say what having a much more immature and hopeful king could do? Perhaps his Paladins, and a helpful stranger, could help keep things on track.

Black Saint

In one timeline, Jeanne D'Arc would be called to do good for her kingdom by God. Now, she takes the initiative to condemn God and seeks her own path before ever joining the Hundred Years War. Filled with rage at the state of the world and the faith, her soul has been blackened and empowered by hate. While Jeanne still seeks to do good, her methods are far more shocking, especially for the much greater power at her disposal. The wyverns and dragons of years past will be awakened as Jeanne organises a black crusade against all those that she believes are sinners.

Origins

Believer

It is from the most humble of beginnings that the greatest servants of the divine often begin. While just a villager, abbey child or second child of a noble, you heard the call from the heavens and sought to obey. It may have led you to be a holy warrior on a crusade, a humble monk searching for enlightenment or even just a good samaritan that wanders France seeking to do good. The troubled times these lands are in will provide more than enough evils for a believer to address.

Leader

Maybe not noble in birth but certainly in ambitions, you were born or gained through your own works a position of leadership in the land. A minor noble in the outskirts of the country, and up and coming politician or merchant, even a low ranking officer in one of the many armies. To rise up the ranks may take blood and ambition but there is every chance for you to change the history of Europe and perhaps even the world.

Paladin

The Paladins of Charlemagne are certainly some of the most well known figures of French legends, great knights that travelled the land in service of their king and their people. But a paladin is more than just those that served Charlemagne. Any knight who seeks to become a hero could claim the name for themselves, or at least something like it. A chivalric existence that pursues adventure, something you may just be on your way to do. You've got a horse, a sword and some armour, what more do you need but a challenge to get you started?

Artist

The stroke of a brush, the arc of a knife, the exact formula of a perfect spell. There's art to be found in every part of the world and those that seek it, the artists, range from young prodigies at music to half-crazed monsters to amoral magi. Whichever you might be, you've found yourself on the path to pursuing art, for glory or profit or knowledge or something else, and it may lead you into more danger than you realise.

Your age is 15+2d8. Your sex is the same as it was before. Either may be changed for 50CP apiece.

Perks

One 100CP perk is free for each origins and all other perks are discounted for each origin, with the second 100CP perk costing 50CP.

I Come From France- Free

These aren't the years in which the average man had great power. People seem roughly about as normal as in the modern world. But that's not to say they don't have potential. Especially when they might turn into a hero, like you. No matter what origin you choose, this perk grants you a healthy and fit body for free, at least enough to perform ably in a ordinary fight or battle. Your looks are decent, at least a cut above the norm, and you have basic magic circuits available to you. While you lack any training in their use, 20 magical circuits of high quality is a capable start.

Believer

Villages' Big Sis- 100

Ordinary and unimportant. It's a term others tend to use for your sort, the common peasant girl that dutifully lives their lives without ambition. But those uppity nobles have a habit of underestimating those beneath them. It's true that you are pretty good with at taking care of the sheep and the wheat, farming in various forms and other helpful tasks around the village. But a life of roughhousing and tumbling in the hay has left you a pretty effective brawler, more than enough to knock those too heavy knights on their asses, and great when it comes to dirty tactics and other moves the nobles would never consider. The simple community life has also given a simple faith to your being, a feeling that suffuses you and makes others feel like making a genuine emotional connection with you is easy, even if you differ on issues of faith and class.

First Steps to Darkness- 100

A strange upbringing to many in later years, you found yourself spending more time around weapons and holy books than you did people as a child. Whether a minor noble's son sent to have a spiritual education or a young monk recruited into a holy order, you've gain an in depth knowledge on a religion of your choice, most likely christianity in these lands. You've also been trained to be quite the effective warrior, skilled in the use of heavy weapons and heavy armour, even from horseback. If you are not a noble, it may be difficult to procure the equipment, but it should be more than enough to cut through the peasant forces your lord's enemies field. Or so your teacher told you. It is strange that despite your isolation from them when you were young, other children find you unnaturally trustworthy and likeable. Even should you appear to be a bug eyed madman.

Piety- 200

Is it merely a result of the true faith you hold in your heart? Or a lucky trait you held from birth? Whatever the cause, others find you to have a potent and pious form of charisma. You are a naturally likeable person, who others find easy to believe in and follow as a leader in both military and spiritual matters, even though you may lack the magnificence of a king and may seem very ordinary. It makes you excellent at convincing others to drop their normal codes, such as encouraging knights using dirty peasant tactics or making nobles ignore the slaughter of children in pursuit of your noble task. Extending that, it is not particularly difficult to justify many terrible or strange things in the name of faith to others that share what you seem to believe in. Your piety appears to also grant you a beautiful and beatific countenance as well. Not only do you appear as beautiful as the saints painted by the masters of the age, you have a visage that others cannot help but acknowledge as that of an ideal member of your faith, whatever it might be.

Saint War Order- 200

The power of belief cannot be underestimated, not in the true zealots. The strength of your faith is true and real in a way few can claim, turning to physical power in your muscles and bones. Minor belief makes little difference but true zealotry or fanaticism can see an ordinary teenage girl crush heavy stone walls beneath her hands or slay armored men in a single swing. Much like the concept of faith itself, this boost can be shared. You are able to force a flash of intense faith and fervour in you and your allies, greatly increasing all physical parameters but driving you all into a violent religious frenzy against the foe. It can also be used on a lesser level to call on images of what you believe in to appear in the air, bolstering your will and self-control or reminding yourself and others of the true beliefs you all hold. It can even break a madman out of his insanity, for a brief moment, should the right symbol of faith be shown to him.

Counter Vessel- 400

Simple peasant girls can't change the world. It's mostly true. But Jeanne was not just a peasant girl and now, you might not be just that either. For whatever reason, from the suitability of your physical form to your goals to just your cute features, you are widely seen as a viable vessel for the greater powers and forces of any world you are in. Not referring to just powerful heroes and villains but intelligent forces such as the Counter Force in this world. While this gives you their attention, the benefits do not come freely beyond that. Should you have need of power, the Counter Force and perhaps others later on, will offer immense empowerment with conditions. At least if your goals should align. Fighting for humanity's progression against those that would see it degrade or stagnate would certainly motivate the Counter Force to empower you and your allies. The conditions of the deals you make are usually quite fair, granting you their power until you complete their goals and not requiring your soul or eternal service, though betraying such immense forces is still a foolhardy idea.

Voice of Heaven- 400

A gift from the heavens above, to those most favoured by God. Revelation is a trait held deep within your soul that allows you to hear the voice of the heavens, directing you onto the most optimal path for your goals. Be it the right strategy in war, the right path to take to avoid your pursuers, where to go to meet your true love. The revelations you receive are true and accurate but they are not specific. It is more akin to a sixth sense or instinctual feeling in how you interpret it, making it very difficult to gain in depth and detailed information from your revelations. While listening to your instincts will always guide you to the most efficient and optimal path to your current goal, it will often put you into dangerous situations or require sacrifices and costs to achieve it. It does not guarantee a perfect victory, only that you will always be on the right path to your desired goal. So long as you can perform ably on that path.

Saint- 600

The final step you take to go from a holy woman and a true saint of the church. The heavens have chosen you as a true avatar of their presence on earth, filling you with holy might. The holy power within you greatly increased your physical power, to the point of comparing the results to artillery strikes. The same force that empowers your body renders it nearly totally immune to magic, your resistance boosted so high that even magic from back in the Age of Gods struggles to scratch you. Outside of combat, the energy grants numerous additional abilities. You are able to heal both yourself and others with a touch, crippling wounds closing in seconds once you lay your hands on them, as well as perform a variety of minor to moderate miracles relating to your own religion, similar to other saints. Perhaps the most powerful ability is that you can make potent holy objects, imbuing anything you personally create with great amounts of sacred power, making it both much greater in general and holding immense lethality against the forces of evil and darkness. It is well known that you are a saint or similar figure of your religion in this world, for all the good and ill that can do. Part of that knowledge will benefit you at least, as you received much more training in combat than most saintly figures do, due to the charity of crusading knights you once met. You're no legend on the battlefield but a sword and shield is more than enough for you to kill handfuls of knights with skill alone.

Witch- 600

An inverse of becoming a saint is to fall from your holy glory. A deep betrayal or a total loss of faith has progressed until it became a festering spiritual wound. A wound that perverted your holy

potential for something much darker. You hold similar amounts of energy, physical power and magical resistance as the Saint option above but yours is powered by Unholy power. Perhaps from some hell, a black demon or even your own hateful heart. You are also around as capable in martial combat as the Saint, likely due more to your own efforts or from the teachings of someone that has since betrayed you. While you lack the myriad moderate miracles of the Saint, you have a single potent power of your own. You've got the title of Dragon Witch, granting you authority and dominance over all dragons. Anything not significantly more powerful than you is forced to bow it's head and follow your commands, even those too strong to command are still influenced by you. This ability also translates to great skill in riding dragons yourself, especially in turning them effectively to military purposes. What use is the armies of God against a flight of dragons and their fire? Possessing this and the Saint option will give you the abilities of both but you may only be holy or unholy, not both. The one you pick will colour the second options nature.

Leader

French Princess- 100

The leader of a country must not always be some towering brute that rules because of his military conquests. If you handle it right, a noble lady can have every bit the dominance over her country as a man. Whether you can take the throne so ably for yourself or not, you've had the upbringing to give yourself a chance. The upbringing of a noble lady, with knowledge of courtly manners, rituals, intrigue and the art of ruling or at least appearing to, is what was taught to you. You're no great talent at it all but still quite able, especially at making yourself appear better than you are. It helps that you have a cute appearance that inspires the desire to aid in those that feel an absence in their heart and can aid in getting others to forgive you for some transgressions, though suggesting that the poor and starving eat cake may not go down so well. Not everyone can have fatty foods and sweets always go to the right spots like you do.

Towering Emperor- 100

All that said, there is certainly something to be said for the benefits of a proper stature as a ruler. One that towers above other men, a physical sign of your superiority among humanity. You've got such a build, being at least a foot and maybe as much as three above the average for men of your era, bulging with effective muscles across your frame. You look like you're strong enough to lift a horse onto your back and when you push yourself, it's not just looks. You also have the strange ability to wield weapons regardless of irregular shapes and forms. A massive cannon or anchor is as effective in combat as a longsword to you, though you'll need to make up the techniques to fight with these weapons given no one else has attempted to use them.

Queen of Idols- 200

The celebrities of the older eras, the royalty was there to act both as leaders and as symbols for their nations. It is merely the fate of some to fall even deeper into this. For better or worse, people assign immense importance to you. As an ally or enemy, they will value you greatly, your personage occupying their mind often. The emotions others feel towards you are greatly enhanced in this way, leaving little room for others to have neutral or moderate feelings towards you unless they strongly tend towards such things. While you have little outright control over this, though it'd make you a terrifyingly potent manipulator of people should you gain such skills, you do have another idol-like trait. A magical voice, both in terms of your lovely singing voice as well as the mesmerising effect your vice has on others. Not particularly strong, a strong will is enough to resist much less actual magic resistance, but it is almost impossible to notice that there is a magical effect embedded in your voice. Subtle works against your enemies but combined with your controversial nature, a potentially powerful weapon for you.

Gathering of Heroes- 200

When the princess is in need, the knight appears to save her from the dragon. It's how the story is meant to go but for many, there are no such heroic figures. Maybe because they keep getting drawn to you, given your inexorable pull on the hearts and minds of any who might be considered a hero, knight or paladin. The righteous and heroic find you to naturally fit the ideal of those they wish to protect or to serve, as a maidenly figure or even a worthy and heroic king. The quality of the people that are regularly drawn to your service rises as your fame does. Initially it might not be more than a talented bar brawler or experienced hunter in the woods who happen across you in time of need but a renowned king or queen could gather those already considered heroes in their own right, like Charlemagne and his knights. This merely compels their initial service, it'll be up to you to remain

worthy of them and not drive them away with your true character. Additionally, this trait also confers great luck in encountering other famous people, whether they are currently so such as kings and generals, or will be in the future, like a one day musical prodigy.

Holy Order- 400

Once a man has pledged his life and lineage to you, a sword or a spell taken for your service seems terribly minor. Those that consider themselves your loyal servants and genuinely pledge themselves to you in someway, such as a loyal knight to their lord or a husband that seeks to serve their wife, you find yourself able to borrow from them in time of need. Their equipment can be summoned to your service with a thought, a spiritual replica that performs as well as the original and is even able to move through the air as if wielded by the original owner. While there is technically no limit to how many things you may call on at once, beyond it only working on what your servants consider their primary equipment, anything beyond thirteen items at once will begin to steadily drain your energy at greater levels. Additionally, not only can consumables like potions not be replicated this way, it requires you to expend magical energy or equivalents to activate things that need it.

Holy King- 400

It was not the personal heroism that saw Charlemagne become one of the greats of history. It was his qualities as a king, a leader of nations, that earned him his true place in history. The charisma of a ruler that you possess is not something that makes friends or lovers, it is a dominating force that drags the people helplessly along in your wake and renders those without fierce wills to oppose you as lambs before a mighty lion. This charisma is supported by your extended experience and great skill for leadership in matters of war and peace, with a supernatural reinforcement of the functions of your lands. For you, the people, the animals and even the earth itself is just moderately higher quality than for anyone else. Finally, fitting for a king of such spiritual times, those who hold the same or similar religions as you at least outwardly appear to have are far easier to influence, as well as increasing the longevity and potency of any religious institutions you instate in your country. The Kingdom of God will reign long and true, so long as it subordinates itself to your royal will.

Hero King- 600

Indeed, Charlemagne conquered Europe through his prowess as a king. The heroic legends are just a fantasy. A fanciful tale. But the world needs those ridiculous, absurd, wonderful heroes just as much as it needs the realistic, practical kings. The charisma of a hero is not the sort that leads nations but the kind that binds people to you personally, making those you fight alongside or save into close friends in short order and lifelong comrades without much more effort. You might not give people faith in your governance but you inspire people with the hope that they can follow you out of any darkness they find themselves in.

But a hero is much more than just their charisma. The brilliant holy light shines forth from you, a sign of the great power you hold. You are able to use this light, a powerful form of magic, to enhance your physical body to move beyond sound itself or smash through castles like a house of cards, even letting off mana bursts, flashes and blasts of light in different forms. As part of your heroic experiences until now, you are also highly capable with most traditional forms of weaponry for knights and heroes, like the sword and lance and bow. The light greatly empowers your offensive and defensive abilities against the foes of your religion and those beings that call the darkness their home, letting you cut through heretics and devils like you were thrice as strong as normal and making you similarly tougher to their returning strikes. Lastly, for whatever whim of the heavens causes it, the light continuously acts to put you in the most dramatic of scenes and visions, ensuring

that everyone that looks on you can't help but think- that hero is simply the coolest thing. Charlemagne would be proud.

Great Emperor Privilege- 600

A power unique to those who are truly worthy of the title 'Emperor', one much like what the Roman Emperors once shared between them. You have the ability to use this Privilege to temporarily grant yourself new powers, skills or traits. The traits cannot be greater in strength or scale than your own general level of power and must be at least somewhat justified. Having many scars from survived wounds might justify a regeneration ability, a history of studying magic might allow yourself to gain actual magic casting abilities even if you had only a scholarly knowledge of it before, while a year's lessons on horse riding might translate to magical levels of horsemanship. You have two slots to use for these temporary abilities at a time and each one can be filled for several hours, before the specific ability you used the slot on cannot be used again for a day. It is also possible through significant mental disturbances, to forcibly shake your hold on the powers. They are otherwise instant for you to change, taking only a mental thought.

Paladin

Paladiknight- 100

A brave heart is a nice start but it's hardly enough for any serious would-be hero. You need proper skills to slay the beast and bed the princess or at least a lot of talent. They might one day be singing your stories though, since you have just the tools you need. The basics of any good paladin are to be an expert knight in arms and society, particularly in their horsemanship. Along with these skills, you're well known as a charmer of women across Europe, and not in a way that turns a maiden away from you. The last and most important part of a budding adventurer for you is the youthful optimism that springs forth from you now, an infectious joy that not only lets you find pleasure in dark times but bring about fun for your companions as well, even a desire to adventure with you. Perfect for convincing the snobbier knights to run away to the moon along with you.

Brave Diamonds- 100

The darker side to a hero is that his life is not only triumphs and joys. It takes a formidable will and a enduring body to withstand the trials of adventure, as heroes are not known for having long lived loved ones or easy challenges. Your body is tough enough to ward away normal sword strikes or being flung from tall cliffs and your heart is strong enough to let you push through any mundane pain, fear or heartache. You are not unbreakable but this fills you with hope that pushes you on despite the struggles, a hope that grows stronger if you begin to experience the feelings of love. A knight who knows true love might just prove unbreakable, at least in spirits. One happy allowance for you however, is that reuniting with loved ones is never difficult for you, so long as you both remain alive.

Self Suggestion- 200

Fooling others is pretty easy, especially into thinking that you're just another knight with no brains. Fooling yourself is both a lot harder and a lot more useful. Whoever taught you self-hypnosis definitely gave you some useful gifts. The art of forceful delusions lets you change your own mind with a few minutes focus, altering your mental traits, personality and memories as you wish, even making copies and storing the original to be released later at certain conditions. For those unsatisfied with who they are or to truly make the ultimate spy. But it has strong effects even beyond that, as hypnotising yourself to remain as you are become a powerful defence against any mind affecting abilities and situations. Mental magic is rendered impotent unless from a master magician, the effects of drugs on your thoughts greatly reduced and even things that might damage your very sanity are greatly lowered in power. You also have serious skills with hypnosis on other people, of the mundane hypnosis kind, but this can take hours compared to what you use on yourself.

Paladin of Flowers- 200

In modern times, you might be just haunted but back here you're truly unholy. Nothing natural should be as cute as you, certainly not regardless of gender. Even as a man, you put the most innocent maidens to shame with your beautiful or androgynous appearance. And despite appearing so feminine and cute, you still put men to shame in matters of love as well. Your aptitude for romance and bedroom affairs is simply peerless. Seducing a queen away from her beloved king and into your own arms is child's play, as is satisfying all forty beautiful ladies one might find in a castle in a single night. Even those that lack a human nature are hardly immune to your adoring and adorable charms, just as long as you have enough time to work them over with your words. Few knights consider the dragon slaying methods available to you but they remain just as effective as ensuring

the beast harms no more innocents. As well, since even the world is somewhat confused as to which side you fall on, you may freely change your biological sex so long as you are covering the parts that change, though with what you look like now it will only make minor alterations to the rest of you.

A Life of Love- 400

Cute just can't compare to true beauty. You are the shining diamond that doesn't need to pretend to be between man and woman, you simply transcend both of them. Just normally, your eternally youthful and pure visage is able to bewitch and lead along even determined rivals to just stare and dream about a moment of your time, but using your exceptional skills with dance and performance, you can greatly extend the effect into something magical. Just maybe with a little bit of magical energy too. When you really push yourself and spend a bit of your energy, only a small amount, you are able to greatly weaken the physical parameters and paralyse those that watch, leading them towards death as they are entranced by your beauty. Magic resistance or a lack of care for beauty can avoid this but for those trapped within, even approaching with weapon drawn as you sing and dance will not set them free. Not until your sword has pierced them, leaving them broken hearted in more than one way.

Battlefield Terror- 400

Enough about love and beauty. A paladin may be a stunning star of the court but he is also a great warrior in the king's service. No longer are you merely an expert or proficient on the battlefield, now you are a master seen once a century. Your sword strokes are often compared to an artform by those lucky enough to survive seeing them and many men whisper that you must have magical powers to command the horse to move in the supernatural ways you can, spurring them to move faster than the eye can see with a nudge. Your body is through natural means able to contend with a Saint that relies on holy power and should you find yourself in a formal duel against one opponent, your skills and abilities greatly heighten in threat level. But no hero can win forever and thus your final defence is one of spite towards any that try and take from you. Any enemy of yours that is able to steal a personal ability or item from you directly will find that not only do they gain little to no use out of it, it will often backfire on them catastrophically. Whether it be your legendary sword breaking in their hands or even turning against them, your stolen magic tearing them apart from within or just your horse preferring death to ever obeying your foes.

Worthy Luck- 600

Charlemagne's paladins would not have survived even a half of their adventures without the luck of heroes, particularly that seemingly inept young man called Astolfo. Luck takes a special form for the heroes like these, not solving issues for you but providing to you the tools that let you solve things yourself. At least, most of the time. Your great amount of fortune focuses on this, ensuring that enemies accidentally leave behind their magical blades for you to use, friends loan you just the obscure trinket you need before you go on an adventure that reveals a desperate need for it or you 'accidentally' seduce a village girl who turns out to be a noblewoman that can get you out of trouble later, should you prove your affections again in the jail cell you've been held in.

The greater the danger, the greater the benefit your luck will bring to you, though these uses must remain in the realm of what could be possible, and even in truly dire situations, where just an added tool or ally might not help, your luck can even temporarily bend what is possible. A sword strike might suddenly skip your neck instead of cutting it off, an ally moves faster than should be possible or you seem to have just enough energy for one last attack even after you already did your one last attack. These sudden surges of fortune are a staple of heroes when pushed to the edge but appear

infrequently, no more than a handful of times each adventure. A hero relies on themselves after all, the luck is just an added bonus to smooth the edges over.

Fly Me to the Moon- 600

The bond between a master and mount grows deep as they adventure together, even when the mount is nothing like a normal horse. For some, such as yourself, that bond can result in some amazing gifts. You have legendary aptitude for taming, caring for and riding any kind of animal or beast short of a dragon, but that skill that would alone make you feared by men across France is merely the start. By creating a tight bond between yourself and a mount, you'll be able to call on an ability based on what that mount can do at will. Sometimes this will be a direct change, such as the wings of a pegasus or the fiery breath of a wyvern, but Phantasmal Species can often have strange abilities that become even stranger once you take hold. Abilities can change in the process, becoming more like related powers. The Hippogriff's ability to transport between spaces through imaginary means might result in replicating yourself into dozens of different clones. You may only borrow powers from mounts who you still have a close bond with, negating efforts if you've been long without the animal or they have passed away, but it is possible if tiring to take on multiple abilities at once.

Artist

Prodigious- 100

The core of an artist is their art. One can hardly claim to matter in the art world if you're not at least proficient in some form of art, so you'll have at least a little talent to get by on. A little, of course, being relative. Whether it be a kind of music, a form of visual expression, a manner of writing or some strange way to create art, you'll find you have quite the talent at one such thing. You'd be a noted prodigy in any of the artistic schools around Europe and with years of effort, might one day be able to claw your way up to the world stage. Your impressive talents do, one must admit, lie more outside just performance. However it takes form, you have even more talent at turning your art to combat than you do making beauty with it. A violin that somehow becomes a lethal sword, songs that can be used to transmit magical spells to many targets at once. You have a talent for taking art to a deadly and/or magical level, both what you already specialise in and what else you might learn in the future.

Phantom of France- 100

Sometimes beauty must be found on the inside, since the outside is so monstrous as to drive any normal person far away. The heart of some kind of monster beats in your chest, visible outwardly by the vicious claws that you can turn your hands into on a whim. Able to cut steel like it was air, they're supported by the murderous instincts you have that make it feel natural to hunt and kill others. Others might see that you move in an inhuman manner, like a beast or ghost, but it just makes you even harder to put down. However, despite the unnatural power you have, your mind remains clear. You have a strangely strong control over your own desires and emotions, letting you keep any urges to kill and slaughter clamped down on.

A Gentle Death- 200

As just as it may have been in the beginnings, the revolution would quickly become as corrupt and barbaric as what it sought to remove. Certain people, perhaps the same that once acted against the cruel nobility, would deal with the most horrific of these revolutionaries in secret. You might have that sort of history or just be a natural at murdering in secret. Planning infiltrations and assassinations is an easy task for you, even against a fortified castle and the heavily guarded lord within. Given your unique trait of appearing unnoticeable when you like, it's even easier. The more people doubt you as a danger, the more effective you become at it. When people consider your appearance, words or gestures to be unassuming, they find themselves struggling more and more to pay any attention to you. An ordinary maid would be practically invisible, able to glide past alert guards without being stopped. And the more unnoticeable and unassuming you appear, the more damaging your assassinating strike becomes. To cap it off, you project no killing intent unless desired, not until you make an attack.

Faded Scholar- 200

Magecraft is just another art to master, a viewpoint even many proud magi in the clocktower can share. But the sort of mastery you have is a little more uncommon than most. In a general sense, you're the equal of a clocktower elite magus, with years of study across most basic fields of magecraft that while mostly scholarly, still render you enough to take down a company of non-magical knights with ease. Your true talent lies with a single field of choice in particular, where you are not only one of the current age's prodigies but also able to cast spells in a unique way. An Illusionist would cast illusions that trick the very texture itself, making for powerful, long lasting magic that will be treated as if it was reality by other magic. It would still be an illusion, however.

Perhaps a necromancer could raise the undead and trick the world into thinking that they are genuinely alive, massively lessening the upkeep and cost of the undead. As a minor additional benefit, you are quite experienced at convincing the non-magical folk to fund and aid your efforts, such as bringing in several wealthy nobles to provide the materials for your demon summoning rituals.

Body Hopper- 400

You didn't achieve immortality because of being a lucky fool, you earned it the hard way. Yours is a genius that is rarely matched, a mind like that of the intellectual giants of history, and the extensive studies you've done on many fields of both science as well as many more mundane non-combat skills, as well as a more mundane approach to magic, are the proof. While you are not a caster of spells, you have an extensive knowledge of many arcane subjects such as demons, the metaphysics of the world and the textures that make it up, even about the human soul. Combined with your natural genius, you even found a way to extend your own life.

By projecting your very soul into the form of another person, you can initiate a contest of wills, magical power and spiritual skill that if won, allows you to take over their body. Empty forms, such as homunculi without spirits, can be taken over freely. Failure would either rebound your spirit into your last body or leave you without a body, as something like a ghost. Not a pleasant long term situation. You retain your perks and powers as normal, though non-perk traits like implanted organs will not transfer, as common sense goes. Unlike many other forms, your soul will not degrade over time due to this practice or age, as well as retaining your memories in perfect condition despite your age. In fact, you may even choose to have been doing this for a long time till now, giving you several decades to several centuries of experience. Perhaps an easy explanation for the wide knowledge base you have here. You may choose to continue this longer history and wide skill set in future worlds.

Unleashed Will- 400

Yours is a mind that cannot ever be contained and a body that can never be imprisoned. A spirit that can never be chained and a heart that will always be free. You possess a will like a wall of diamond, unbreakable and ever-lasting. Your mind, while not necessarily more educated than before, races ahead and beyond almost any other. You possess Super High Speed Thought naturally, letting you think at hundreds of times the pace of any other being when desired to make plans on the fly even when in a fight. This thought can, through significant stress on your body, even briefly cross over to the actions of your body, letting you move so fast that it briefly appears that time is stopped for you. The desire for freedom has a final benefit, a heart's desire that allows you a conceptual advantage in escaping any prison or maze. Even one made from warped space and bent time is not inescapable to you, not with enough time, as your advantages render any impossible escape into something possible.

Sublimation- 600

Originality and uniqueness may certainly be the king of the high class art world but that's only when people can tell it's there. If not, a revision works just as well. Sublimation is the name of this capability you now have, which allows you to reproduce objects you have a chance to study and 'revise' them in the process, like stealing and rewriting a play. You'll need the desired item as a catalyst but this will let you slowly make copies of it, quality depending on the time and resources you invest into each one. A few hours is usually all it takes but already powerful items can take expensive, rare or dangerous to acquire materials to remake.

More uniquely, your revision ability allows you to alter these catalysts. Again, basing the extent of the effect on time and resources, but you can certainly make a magical sword several times as powerful or add numerous new abilities to it, altering it's history or composition so that it always had those qualities. Perhaps a cart of raw materials from the local town square is all it'd take to take an ordinary iron blade and make it sharp enough to cut metal and alight in flame on command. But improving an already legendary blade like Durandal even moderately could take fortune's worth of materials that would already be difficult to attain, even for a king. There is not technically a limit on how far an object may be revised, though the cost of doing so will continue to grow greatly. Of course, selling your reproductions and revisions would certainly help build the fortune needed for something big.

King of the Cavern- 600

A lifetime of hatred, focused into a physical form. The sheer depth of that hate would be made legend for another man, yet now it finds itself within you as well. You can feel it deep inside of you, an almost aimless well of black rage that when called upon, will empower you. All it takes is to withstand the force of your own feelings.

Calling upon your inner hatred in this way, already immense as a consequence of this perk, enhances your body in several ways. Immediately, it brings your physical parameters to the point of threatening a holy knight, such strength that fortress walls or a small army of magical guards pose little challenge. It reinforces your body and mind to become immune to poisons, mental interference and highly resistant to many negative status effects. The hazy black aura that distorts your form when you use your hatred also conceals your abilities and true identity from those using magic to scry them.

The primary gift of your hate is the ability to convert magical energy into poisonous black flames. Already many times hotter than even molten magma, the flames produced from your body will even scorch magical energy or the soul itself, destroying both spells and spiritual bodies in equal measure. The poison of the fire is so tenacious that even a Dead Apostle's time rewinding regeneration will fail to effect it, nor can a reincarnating immortal hope to escape the burns on his soul. With a burst of energy, it is also possible to use the fires to take command of grudges in the area, forcing enemies to fight each other and run wild with their own hate, or to turn those grudges into more magical energy to power your flames.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Big Hats and Silly Knights- Free/50

It is France, after all, and in a time of larger than life legends too. You'd just look out of place if you didn't have some sort of fancy accessory that went completely over the top. Maybe you want a enormous hat like Marie Antoinette, almost the size of half your body and decorated with as much wealth as a royal crown. Maybe it's something more humble, like the finest silk cape a paladin could ever ask for, or the softest bunny dress that same paladin might secretly wear on his off time. You gain one free article of clothing that is of fine quality, mundane effect and absurd make, so feel free to go wild. The article will always repair quickly after being harmed, never dirtying or failing to fit you. Or failing to draw attention.

Further purchases can be made for 50CP each.

Magic Weapon- 100/300

Too many to count and certainly too many to spend all this space on. A magic weapon is a cornerstone of heroic myth, of kingly legends, of holy wars and even in the stories told by the artists. This option provides a customisable method to create your own magical weapon or to take hold of an existing one. The physical shape of the weapon and it's appearance can be chosen within reason for free and all the blades will be sturdier, sharper or more effective than any normal steel weapon. Be it a sword, a lance, a whip, a shield or something as strange as a helmet or pair of boots.

For 100CP, tools of weak or moderate power can be created. Vulcano Caligorante, the whip sword that can extend tens of meters in moments and freely move as the wielder wishes, or the Trap of Argalia, a lance that possesses relatively weak attack power but can cause anyone it's tip touches to fall to the ground regardless of abilities. Even the shield of Bradamante, a potent defense capable of reflecting blinding light and more could appear here.

300CP is the realm of royal weapons, those that stories centre around. The holy blade Durandal, said to be unbreakable and peerless in both cutting and the strength of it's holy element. Joyeuse, a weapon that almost matches Durandal in a melee but can also fire terrifyingly powerful beams of holy power on command. Perhaps even a gigantic robotic armour, covered in magical firearms and with the strength to slay all manner of giant monsters. You can be sure that purchases here would be well known as legendary weapons.

Believer

Childhood Home- 100

The place you grow up or at least somewhere that brings out the same nostalgic feelings in your heart. This simple homestead farm is not some place of great profit but rather a quiet place, where spiritual reflection becomes easy and recovering from the wounds of the world is a much more pleasant task. A loving family runs the farm, either the one who raised you or one that has come to consider you part of their clan despite your other origins. Whatever happens in the rest of the world, whatever deeds you do for good or ill, they'll always welcome you home with a warm bowl of food and some chores to busy your mind with. The skies are always clear and blue here, the fields healthy and green. It is a place for the soul.

Dark Spell Book- 200

A dark tome, one given as gift to you by a friend that is in to some very worrying research. Wrapped in a leathery material best not asked about, this volume is a spellbook of notable power, should you be willing to pay the price to use it. Collected together either by Prelati himself should you be in his time, or a similar figure elsewhere, the tome both garners you a new friend in the form of it's creator and lets you use the eldritch magics held within, even if you lack magical training. The spells can be paid for with both your own magical energy and that of any sacrifices you make to it, children appear to be especially potent if you are depraved enough to use them. The book contains a range of general spells, such as reinforcement or elemental magics, but most of what it holds focuses on the summoning and control of twisted creatures covered in tentacles, from those as big as a dog to things that tower over entire castles. In future worlds, the book will work as normal but the depraved ally who created it will adjust to fit the new world. It may even be an alternate version of Prelati if you like.

Stuffed to the Gills- 400

The nobles tend to be more fortunate than the peasants of these times. Wealth and influence makes all the differences. But even between the nobility, some are luckier than others. Like Gilles de Rais, you came into an enormous fortune of your own once you reached adulthood. Multiple large tracts of land, many homes from small townhouses to large manors, a very large monetary fund and significant influence due to a history of family contacts and connections. If not squandered in ridiculous pursuits of depraved art, it alone could greatly influence major parts of the country of France. Depending on your time period, you may or may not also have a proper noble title to go along with what you now own. In future worlds, a similarly broad inheritance will be yours once you come of age.

Luminosite Eternelle- 600

A holy symbol if there ever was one, a flag to guide the path of the righteous to victory through battle. This flag, tipped with a terribly sharp spear, is by itself a steadfast weapon. The shaft can block the blows of powerful magical swords and the spear blade is more than enough to slice through the skin of a demon or a paladin's armor. But it's use as a melee weapon is the most minor. The flag endows the one that holds it with the power to summon dragon flames, terrible fire that can easily spread across an entire battlefield and melt steel to sludge in moments. Drawing on the user's magical energy, as well as allowing them to convert the hateful feelings and grudges of themselves or any around them to even more energy. In a similar fashion of spending energy, metal stakes can be summoned from the air or ground in a large radius, acting as weapon and hinderance.

But the purest use of the flag is not for offense, despite it's varied powers. It is to protect. By planting the flag into the ground and calling upon the divine power held within, a light will appear in the form of a shield that isolates the user and everyone else within up to ten meters of the flag. This light takes the user's own durability and magical resistance, turning both into a protection against any and all physical and magical damage that touches the light. The protections of a Saint could ward off an attack able to vaporise entire mountain fortresses and should it be wished, the shield can then reflect whatever attack it has stopped back at an enemy. Like the fires of the dragon, the user can empower these reflected attacks with grudges freely. The light the flag summons cannot hold forever, damage it blocks will degrade the flag and eventually break it. The flag will slowly heal, even from destruction, but not until you let it rest.

Leader

Royal Silliness- 100

If the people are starving, then give them all of your cake! The wealth of the nobility should be freely shared with the needy people and while this wealth might be in a strange form, it is valuable still! You have an unlimited supply of cake, any cake kind you could think of from this world. Shortcake, sweetcake, fruitcake, holiday cakes, chocolate cake. As long as you want more, more will appear. But more than that! Your unlimited fund is not just cake but also silly outfits. While the materials appear to lack anything more valuable than mundane jewellery, you are still able to call up entire royal wardrobes filled with bizarre outfits fit for any weird princess or prince each day. Perhaps it seems silly but when you can feed and clothe your needy people, who cares for silliness?

Guillotine Breaker- 200

With a tinkle to each step, this crystal horse shines with beauty. A royal steed if ever there could be one to fit the name. Guillotine Breaker, due to its crystal make-up, is an almost unbreakable horse but it otherwise acts and moves as if it were a normal warhorse of the time, albeit one already very fond of you. The presence of the horse will slowly heal you and allies of wounds and ailments, soft light bathing such injuries until they disappear in time. Should it be shattered, Breaker will reappear at your call after a day of rest.

Guns of a Patriot- 400

In a land filled with magical blades, spells and horrific beasts from hell, can a gun really be of use? The gun just needs to get bigger. And there needs to be lots of them. Really, there's not much you can't do with enough cannon. Just look at Napoleon. You've got a hefty arsenal of hundreds of cannons and firearms from the earlier ages of the technology stored at a safe location. It's best kept there, since you can summon and mentally command any firearm or gun kept with the rest of this arsenal you have at will and empower the gun to greater effect by channeling magical energy into it, regardless of how the weapon normally works. Just summon a new pistol to your hand every time you run out of ammunition or bring a massive golden cannon to the battlefield and charge it up with mana to knock a hole through an entire castle at once!

Crystal Palace- 600

It's not every day that even a high class noble comes upon a home as gorgeous as your home. The Crystal Palace, named for the British creation of later years, is a sprawling mansion estate in one of the more lush regions of France, finding equal chance at warm summers and wet winters. The mansion itself could easily house hundreds of guests in luxurious comfort, along with the horde of servants that currently make their homes here in service to the estate and yourself. They're needed for certain, as beyond the palace is a massive garden and hunting range. There are even supernatural benefits, as your presence in this palace will see an enormous increase to all of your parameters, from the physical to the magical, while you are present.

This options true use comes about from what you can do while outside of it, however. At any time, you are able to call upon the spirit of your home and fashion a dress or outfit for yourself based on the property. This dress holds powers drawing from your property, not just allowing you to benefit from counting as being within the home but gaining new powers, such as manifesting crystal weaponry to damage foes and spread your statistic increases to your allies. Should you import something into this or import this into something later, you'll find the dress mode will update to properly represent your current Crystal Palace.

Additionally, though it can be turned down now or in future times considering the state of the revolution later on, the ownership of this palace can confer a royal title on your person. Whether it be as a princess or as the actual queen of the country you find yourself in should it be currently lacking, it'll be a position that is either by birthright or royal adoption. Such titles will be available to you in future worlds, under the same conditions.

Paladin

Liquid Reason- 100

Captured from a lake on the moon, after quite the journey, this glass bottle contains a smoky silver fluid. It's pure reason, from a place often thought to cause madness, and drinking the liquid reason can restore anyone from madness or mental degradation to their original selves. The taste is a little yucky but when you have a friend driven mad because of rejected love confessions, and cross dressing doesn't help, you go with moon reason. The fluid restores a day after it has been emptied.

Logistilla's Tome- 200

A leather bound tome, given to you by a powerful witch that you once aided. Or just stolen from someone else who helped her. The book gives a powerful passive ability to the holder, rendering them immune to most forms of magic below a certain level of power. A blast that could tear through a row of houses could break your magic resistance but magic of less power won't touch you. Actually reading from the tome will allow you to summon a shield to block magic or send out a blast in all directions that tears apart magic, both effects working on any magic short of a Reality Marble or similar extremely high class magical effect. Even some creature from the Age of Gods should fear you when you remember to read your special book. The witch who wrote the book also filled it with some entertaining stories from her past and a range of notes on various magical beings.

Ring of Power- 400

Magical rings are a classic of heroic fables, both as tools for the hero and as objects of destruction. You've managed to come upon one of quite some power, though the exact specifics are up to you to decide. An example would be the Angelica Cathay, last held by the paladin Bradamante. It granted moderate protection against magic to her and the ability to remove curses and magical transformations done to others with a touch, provided they were not of immense power. A twist of the ring will turn the user invisible to the mundane and magical eyes, while a pulse of magical power will grant an extreme increase in defence to the user and their allies for a few seconds, turning an ordinary man's skin to steel. Lastly, the ring could be used to significantly empower weapons held in the same hand it was worn, granting them half again their normal offense. You can choose to take Angelica Cathay or create your own ring, taking a range of minor to moderate powers or perhaps one or two more significant ones. Extra purchases are allowed and will discount this option again.

Hippogriff- 600

The impossible creature, born of a union between predator and prey. The child of Griffin and horse should not exist and indeed did not, yet it does. For others and for you, as this Hippogriff has decided to consider you as it's master. A powerful beast more than capable of weaving between massed firearm attacks with it's speed and agility, along with having enough strength that even a powerful paladin would be wary of it's charge. But the real value of the Hippogriff comes from it's nature as an impossible existence, a trait which allows it to travel to and fro into the Reverse Side of the World, where myths and phantasmal beasts reside. It is able to do this quite easily in a partial manner, turning it and it's rider invisible and untouchable to effects that cannot pass dimensional barriers, or fully in order to genuinely travel to the Reverse Side until the creature makes it's return trip. In future worlds, the Hippogriff will be able to travel to similar alternate realities, filled with the myths and legends of those worlds. The winged beast is quite intelligent, almost that of a human, and has a large store of personal magical energy that it uses mostly for it's transportation ability. Given it's intellect, it has already become very experienced in fighting with a knight rider, making the use of a lance particularly effective.

Artist

Murderer's Love- 100

There's not a need for powerful magic or legendary swords when all you want to do is kill a man. A mere knife will do for that, like the one in your hand. It's terribly sharp but looks really no different than a knife you might find in a kitchen. But it is quite hard for others to notice it, even small efforts to conceal it on your person allowing you to pass most inspections with the weapon unnoticed. It'll only get more lethal once you make your move too, as bloodying the blade will just cause it to become sharper for the second strike, until you clean the blood off or it dries. It's never far from your grasp when you need it, wherever you might be.

Works of Death- 200

Relics from a time of horrors yet to come to France. A room filled with torture tools and implements of execution fills your mind, an imaginary structure that can be made real as you reach in and pluck out the weapon of choice. Decapitating blades, racks, nooses, iron maidens, boiling pots of water or oil, even the soon to be famous guillotine. Dozens of tools are available and as you mentally touch each one, your mind fills with ways to utilise it in combat, rapidly summoning it partially or fully and making use of it against mobile foes. The tools are magically enhanced so that they perform well even on armoured knights and magical creatures, though they'll grow sharper and deadlier the more lives each tool takes.

Misty Island- 400

Like the famed count of Montecristo, you've had an eventful life. A life that has led you to fortune, power and some amount of fame. Whether a similar story as the count himself or through more rightful means, you've come into the possession of a small island like Montecristo, with a decently sized manor home, grounds and dock present. The title of Baron comes with the island, a Baron of France, as well as quite the significant fortune. You'd be known as a fairly wealthy noble even in France's noble heyday, though far from the richest. You've not unknown to the French social scene, believed to be a powerful but mysterious man with whom currying favour with could return great rewards. But the secrets hidden within your island, in tombs and lost caves, are perhaps much more valuable. The island holds fourteen treasures spread throughout, together creating a magical field that massively enhances the potency of any powers that are based on or drawn on grudges and hatred, increasing many times over. Even powers merely linked to darkness or negative emotions find significant growth, if lesser so. With time and study, one could perhaps even learn to focus these relics and create a unique magical circuit/crest combination, one which can create lesser versions of the King of the Cavern in your subjects. Perhaps you could even create a stronger version or enhance an existing one, if you found a source of hate or grudges of enough magnitude. In future jumps, you'll be able to inherit or quickly gain a similar title and fortune, though the land will come with you as it is here now.

Musical Mayhem- 600

An orchestra of pure destruction has been created, an array of instruments to surpass any ever made. Around forty musical instruments are lined up in front of you, each one a thing of beauty in a different style. Any collector or musician would be glad to hold even one. But they are more than just able to produce fine music. Each tool here is a magical item, varying from those of moderate use to mighty weapons. A flute may be present that can automatically inflict a hard to notice but weak charm spell on any who hear it, whereas the ornate and massive trumpet in the back could unleash sonic waves that crush castle walls to dust. There may even be an organ in the back, composed of

the bodies of theatre goers, that can be used to create sonic weapons and significant magical curses. The arsenal of music present here could turn an ordinary orchestra into something that can bring down an army, as each tool requires minimal magical energy to use despite some of their powers. However, each one must be played well for the powers to manifest at proper levels. If you wish, you may find replicas of actual magical instruments, such as La Black Luna or Christine Christine, in the array.

Companions

New Entrants- 50 per

Each time you take this option, you can either import an existing companion you have or create a new character to be present in this world as one of your companions. You may decide things like personality, backstory and appearance, provided it does not give significant advantages. Both options gain a free origin, discounts and free choices from that origin, along with 600CP to spend on perks and items in the rest of the jump.

French Hero- 50 per

A given when there are such well defined characters. Each purchase of this options allows you to have a ticket which can be used to bring along any character from within the purview of this jump as a canon companion, provided you can convince them to come. Alternatively, you may lock the choice to a single character from the start and while you must still convince them, this will guarantee that you meet more than a few times in situations that place you in a great light, making becoming friends far easier.

Haunted Plushie- Free/50 for Extras

So soft and cuddly, you really could fall asleep on this plushy. If it ever stopped talking. Probably in the voice of someone you'll come to know here too. This pillow-like plushie has the appearance of a character from French history or legends, along with their personality. Mostly at least. Whoever you choose seems to be a rather more lewd version of themselves, unfortunately imprisoned as just a voice in a plush doll. They don't seem to mind terribly much, it doesn't stop them from trying. When you can get them to put the pillow talk on hold, they're as good company as their original selves would have been. Perhaps a more intellectual sort might be a good choice, someone like the Paladin Astolfo would just proposition you and call you gay all the time. Not a smart pillow there.

Big Sister- 400

You encountered something strange, something some might call of the third kind. When out traveling through the countryside of France, you happened on a glowing monolith. Designed in a way unlike any architecture you had seen in France till now, you approached. From the structure appeared a young girl with strange features. White hair, dark brown skin and dark red eyes. Another man might have shown fear to such features but something drove you to give her shelter. The girl grew affectionate towards you and wishes to accompany you for a time. She is quiet but terribly powerful and has a great deal of knowledge, even if seldom shared. Her purpose here is unknown, though you feel that she does not have hostile intentions. Not in this time period.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Immortal Life- +0

The presence of the immortal Francois Prelati makes this a no brainer. If you're not satisfied with just ten years in France, you can take this and extend the time you spend in this jump. The very latest you can go is to the extent that Francois himself went, to the late 2000s to visit the False Holy Grail War that is the setting of Fate/Strange Fake.

Continual Life- +0

If you've been in this setting before, such as through another Legends Project jump, you can choose this option to retain changes you've made to this world in the past. While the drawbacks will need to remain as potent regardless of what changes you put in place, you are getting points from them for a reason, you'll be able to continue to play around in your own story.

Bluebeard- +100

Bug eyed and with the skin of a corpse, you're not going to be considered a pleasant sight to other people. Like the effects of long term exposure to particularly twisted magecraft, your body has become quite the ghoulish thing to see and it's affected your mind a little as well. You're still in control of yourself, it just makes you tend to act very over-dramatic a lot of the time. Don't be surprised when you start yelling about how cool something is.

Village Idiot- +100

Growing up in a little farming village doesn't do wonders for your education. In fact, it means you don't have much of an education at all. You're both illiterate and aren't very good at speaking French, the one language you know now. Perhaps there's a learning difficulty mixed in, because picking up both language and a lot of the common knowledge of the land and how things work here will be a lengthy, difficult task. Even if you're a quick learning genius. Maybe it'd be best to leave the letters to the nobles and just inspire the troops with your presence.

Star Crashed Lovers- +100

A witch pronounced an unfortunate curse on you, one meant to dig at your very heart. Your destiny is to be separated and isolated from your loved ones, be they a husband or family or even close friends. Communication might be possible via letters but actually meeting, even for brief minutes, takes inordinate amounts of effort. While they will not necessarily come to harm, ten years of only having friendly acquaintances as company can prove stressful and being unable to help your loved ones if they get themselves in danger could end fatally.

Let Them Eat Cake- +200

Oh ho ho ho, who actually starves in this day and age? If you don't want to eat the bread, just try some cake. It's the sort of thing you find yourself saying quite often, since you now have the attitude and expectations of the most spoilt and arrogant French noblewoman you can imagine. Not just expecting the best but demanding it, even if you happen to be an ordinary villager, as well as a seeming complete inability to empathise with anyone you see as beneath you. It's not impossible to grow out of it, especially if exposed to the real world, but it'll be a difficult and likely traumatic journey to get around your own arrogance and believed status, even if you think you have something to make it go right away.

Altered State- +200

What a vengeful look that is on your face. Are you feeling a little upset? Something nasty has wormed its way into your heart and left it blackened and altered. Your mind is drowned in feelings of hatred and rage and ugly obsessions. Before you even get a chance to resist, it has altered your body to take on a paler form like that of an Alter Servant. Resisting the black urges and impulses that seek to make you kill, take revenge at even the smallest slight and drive you to all manner of crimes and depravities is a difficult task, all the more for the fact that the darkness within you makes it feel like something you deserve, a rightful recompense for what you've suffered. Even if you haven't suffered at all, the blackness within is so very good at making you feel like a cursed victim. Maybe giving in won't be so bad, if only you could plan for what your darkness has in store for you.

Evaporation of Sanity- +200

Drip, drip, drip. The moon hangs above silently, dripping a little bit of lunacy into the mind of the hero. The source of reason is what takes reason from even the best of men, when it sees fit to curse them. Afflicted by a particular brand of moon madness, you find that your reason leaves you whenever the moon comes out at night. The fuller the moon, the less sanity you retain until it goes down once more. Even at an early phase of the moon, its presence will render you erratic, making strange decisions and hyper energetic, though you at least still pursue your actual goals. A full moon would have total madness result, laughing and crying and attacking and saving on a whim, causing chaos across the country. Perhaps most difficult is how hard it is to sleep at night now, without strong magical aids, because the moon's presence in the sky matters more than whether you can feel its light.

History Versus Fantasy- +300

When the myth of a man becomes a reality, it's hardly unexpected that they both come to clash. The legends, myths, rumours and stories about you have come to life in the form of a version of you based on those fantasies. Most appropriate for someone who has already had adventures but if you lack an existing story, the person may just be a very exaggerated version of yourself, in both highs and lows. Through a twist of fate, this new person has been pitted against you. They may not necessarily hate you but they do believe that they must slay you for themselves or the greater good or whatever might drive such a fantastical version of yourself. Perhaps they just want to be the only one or the original. They're not necessarily stronger than you, they may have some powers at a greater level but have greater weaknesses or even ones you only have in tall tales and stories. Your pursuer will seek to destroy you, even if he must gather allies to do so, but it is not impossible to broker peace if you can figure out and solve what might be driving them. Perhaps examining yourself might reveal the answer.

Symbol of Oppression- +300

You are an eye at the centre of the hurricane, the hurricane that brings freedom. Your mere presence incites revolutions and rebellions, bringing chaos and upheaval to lands around you. The shame is that they inevitably consider you as the symbol of what they hate. The commonfolk and non-nobility constantly find themselves incited to violence against you, even at the cost of their lives should you be the one with authority over them. The brutal rampages of the French revolution are effectively replayed in your dominions and anywhere you stay for too long. At times, they may pose little threat to life and be more a total disruption to any life you might wish to leave yourself. At others, you may encounter more powerful heroes who get swept up in the chaos and come to believe you really must be some awful tyrant.

Chosen By God- +300

To be chosen by God is a sacred thing, a wonderful thing, isn't it? Who could not want to be the avatar of His will on Earth, working to save humanity? The reality of the situation, as you'd expect, is not so positive. The force that watches over humanity has taken an interest in you, in the same way it did for Jeanne D'Arc, and demands your service as it's agent in these times. To seal your service, it somehow managed to restrict access to anything you got from out of this world along with any holy powers you might have from this jump, only allowing access to you when you work towards it's interests. It doesn't seem able to force the issue beyond that restriction and you'll find access to your things from here and elsewhere restored once the jump ends. Working for the Counter Force is inevitably dangerous and often dirty work, butchering any threat to mankind before it can be realised and pitting you against terrible monsters of both the human kind and not.

Ending

Ten years have come to an end and it is time to make your choice on where you go now.

Stay Here in the world of French Legends and the greater Nasuverse.

Go Home to the world you originally came from.

Continue On to a new world that you have not yet seen before.

Notes

Special thanks to my lovely Bee, more romantic and handsome than any Frenchie can hope to be.