

By Kanons

Charles IV, King of Bohemia and Holy Roman Emperor, had a long and successful reign. The Empire he ruled from Prague expanded, and his subjects lived in peace and prosperity.

When he died, the whole Empire mourned. More than 7,000 people accompanied him on his last procession.

The heir to the throne of the flourishing Empire was Charles' son, Wenceslas IV, whose father had prepared him for this moment all his life. But Wenceslas did not take after his father. He neglected affairs of state for more frivolous pursuits. He even failed to turn up for his own coronation as Emperor, which did little to endear him to the Pope. Wenceslas "the Idle" did not impress the Imperial nobility either.

His difficulties mounted until the nobles, exasperated by the inaction of their ruler, turned for help to his half-brother, King Sigismund of Hungary. Sigismund decided on a radical solution. He kidnapped the King to force him to abdicate, then took advantage of the ensuing disorder to gain greater power for himself. He invaded Bohemia with a massive army and began pillaging the territories of the King's allies.

It is here, March 1403, that your story begins...

Background

You may choose to enter this jump as a Drop-In, or build a custom background to fit your purchases made below.

For this, you may set your Age and Gender within reason for no cost.

If you'd prefer to take the role of an established character in the story, or the real history, you may do so under one condition. You must purchase the appropriate level in Rank, and take at least one Favored Skill relevant to that character. Should you do so, you shall be reborn as that person, and gain your jumper powers and memories when the time is right. (Disclaimer: Medieval Catholics are likely unprepared for the theological implications of reincarnation, disclose this with caution)

Examples:

Henry: 1 level of rank + Craftsmanship, Beastmaster, or Sword

Hans: 2 levels of rank + Survival or Speech

Runt: 0 levels of rank + Strength or Heavy Weapons

Godwin: 2 levels of rank + Drinking or Scholarship

+1000 Groschen (GR)

Rank

Feudal Europe is a deeply stratified society, with numerous ranks and titles both formal and informal. No matter how much money or prestige a commoner earns, certain privileges remain inaccessible. Meanwhile, even the most wretched noble is exempt from many laws, and obligated to certain levels of treatment by their peers.

Any of the below options may be taken at **discount**, but doing so will cause the benefits to expire at the end of the jump.

By default, you are a commoner of some sort. Your exact standards of living may vary by location and profession, but you owe certain obligations to your lord.

For **100GR**, you are still legally a commoner, but something about your background or credentials have earned you some regard among your superiors. Perhaps you're a page, an artisan who's earned a lord's patronage, or even a well-liked bastard. In general, aristocrats are more likely to heed your council, and minor improprieties will be overlooked so long as you maintain a decent reputation.

For **400GR**, you're a member of the nobility with all the rights and protections that implies. Depending on your age and situation, you might not actually be administering to any land at the moment, but status is status.

If you carry this or the following tier into settings without a formal aristocracy, you'll still receive a certain deference from society befitting your station, including law enforcement. This won't give you diplomatic immunity, but will give you preferential treatment for anything short of capital offenses.

For **600GR**, you're in the upper levels of nobility, and/or a direct advisor to royalty. In addition to controlling a larger or more valuable domain, you'll often have additional responsibilities such as your nation's mint, and you even have direct access to your King.

Favored Skills

Your areas of specialty, all perks for the chosen skills are discounted.

Pick One of:

Strength	Agility
Vitality	Speech

Pick Three of:

Alchemy	Craftsmanship	Drinking
Horsemanship	Hound Master	Scholarship
Stealth	Survival	Thievery
Warfare	Swords	Heavy Weapons
Polearms	Marksmanship	Unarmed

Skills

100GR discounts are free, all others are half off.

Non-discounted

Till our Heads turn white 100: While Mother Church has a fair array of tunes to share for various masses and rituals, written musical composition hasn't been formalized in Europe at this point. Thus, most non-religious song is folk music, passed on by memory and typically only played with simpler instruments. However sharp your wits are otherwise, you certainly have the mind of a bard now. First, you've memorized all local songs sung in your starting community. Second, you can memorize new songs on a first listen, so long as you can hear it all clearly. Lastly, you have a decent singing voice and some basic rhyming skills.

For more formal musical training, like playing a Pipe Organ, see the **Tradesman** perk below, though these will stack.

Outfitted for any Occasion 100: An odd talent, but potentially useful for those who value self-reliance. Normally, donning and doffing heavy armor or more elaborate formal wear requires tens of minutes of preparation, even with trained attendants. By memorizing each detail of your attire, and contorting yourself into some frankly undignified positions, you've learned to change in and out of the most elaborate outfits unassisted without spending too much extra time. You may also swap between more conventional wears in a seemingly practiced flurry of movement. In case it needs saying, this technique will scale for those of exceptional agility and range of motion.

Tradesman 200GR per: Butchers, Bakers, Candlestick Makers, and Charcoal Burners? Medieval society required a vast array of specialized trades to function, many of which would be beneath the notice of a noble or adventuring mercenary. Each purchase will grant full proficiency in a single trade not covered elsewhere in this document, enough to run a business independently if the profession allows.

Polychronic Time 200: Punctuality takes a very different form in a world with almost no mechanical clocks. Besides, travel is slow and some tasks, like growing and fermenting, simply cannot be rushed. In this jump and beyond, you'll find deadlines on tasks are rare, and what few you do find are quite generous, so long as you don't forget entirely. If you work a steadier occupation instead of odd jobs, you'll be able to step out early and often, so long as your share of the work still gets done. Be warned though, this perk does not apply to emergencies. Wandering off a battlefield is still desertion, and a woman in labor cannot wait for a more convenient day.

Inquisitive Mind 200: Barring perhaps the agents of royalty, there's basically no specialized investigators around here, and those sorts aren't exactly selling their services on the street. So, if people need a proper mystery solved, it's gonna come down to gossip, or someone with a keen eye and good instincts. As long as you're around, folks can get the latter at least. If a murder victim's house is in disarray, you can tell if it was from a fight or the killer looting the place. If someone's story is a bit too convenient, you'll notice quickly even if you can't catch them in a lie yet. Whether you're a healer or not, you've seen enough dead bodies to understand things like the timing of rigor mortis, or identifying different types of injuries.

Watching Over You 200: The official policy of Mother Church is that spirits shall not rise from the dead until the end times. Not that it stops anyone from telling ghost stories, be they in jest or in earnest. What you have now is more vivid, yet more pleasant than those encounters. Any time you rest, or fall unconscious, you have a chance at being visited by those close to you. This will occur even if you wouldn't otherwise be able to dream, and will subjectively last long enough for a prolonged chat. The people who visit you cannot provide training or secret knowledge, but will give emotional support and insight into

your predicaments, as if they'd been watching over you this whole time. By some quirk of your unique nature, people from past worlds may appear on occasion, even if they were alive when you departed.

Master of The Craft 400: To learn a skill, you need a good teacher or a good text, preferably both. Since most people here can't read, that leaves them with the former, which in turn means the time and obligations of an apprenticeship. Unfortunate for them, but lovely for you. The benefits of this perk are threefold. First, you are a very good teacher by modern standards, and an exemplary one by medieval standards. This includes practical skills, theory, and motivating your students. Second, by a mix of luck and perceptiveness, you will come across willing students with some regularity. Lastly, that perception sharpens further when finding exceptional talent in your field(s) of expertise. Should you have evidence of your expertise, be it reputation or some examples of work, you may demand coin or labor for your tutelage with little complaint. But perhaps you could teach some fellow in need out of generosity instead, the satisfaction as they come into their own being compensation enough.

Wonders of Creation 400: Even the greatest of talents will hit times of stagnancy and frustration on their path to mastery. In these times, passion can trump raw intellect, and your heart has been filled with a beautiful passion and curiosity for this world and all others to come. This passion will fuel you through the most bitter of lessons and the most monotonous of drills. Furthermore, you've learned how to learn, and can make progress even if a skill doesn't come naturally or you lack competent instruction.

Local Hero/Infamous 400/600: Heroes and Villains of legend may be human, but they are meant to be grander than man, even in their worst respects. If you wish to be either, you ought to act the part. If you wish to be a Hero, you must become exceptionally well liked or respected in a region. Likewise, Villains must cultivate exceptional fear or hate from their neighbors. Once your reputation of choice has reached the point that the locals tell stories of your exploits, this perk will activate, and every talent and skill you possess will be moderately boosted while you remain in that area.

For **400GR**, you can only benefit from positive or negative reputation (chosen at purchase). For **600GR**, you may be a hero in one city, and a villain in another, and benefit either way.

Strength

Mule 100: It may come as a surprise, but heavy draft horses were absent in Europe even through a large portion of the Medieval period. This is no longer an issue in 1403, but even a single beast of burden would account for a large portion of a family's net worth. Where coin fails, the human body must make do, and yours certainly will. You can carry an exceptional amount of weight before being overloaded, and should you train your body further, your ability to move heavy loads will increase disproportionately fast.

Iron Grip 100: Strength does not end at the arms and legs; it goes all the way to your fingers and toes! Once you have something in your grasp, be it an enemy's throat, or a heavy tool, or a handhold in a wall, you will not lose it until you are gasping for air or physically overpowered.

Hard-Working Lad 200: Hard work is never in short supply in the pre-industrial era. Even a more sedentary profession might require conditioning to ride a horse or haul supplies for home or work, and most were hardly that lucky. As a symbol of that holy virtue of diligence, you thrive from work that others merely endure. Hour for hour, manual labor will improve your physical fitness as effectively as a balanced exercise regimen. Furthermore, pulled muscles, thrown backs, carpal tunnel, and other injuries from overwork are a thing of the past for you. Don't worry about skipping Leg Day!

Grand Slam 200: When people extoll a strong body, it is often terms of strong backs and sure hands for a life of honest work. But the older tales speak of strength differently; of heroes who could dent armor with their bare hands and fell mighty trees in a single axe swing. You carry a small piece of that power into the 15th century. You excel in all matters of explosive power, and any strike with hands, legs, or tools will come down that much harder for it. This won't give you any technique, but you might not need it if you can end a fight with a single hit.

Boar 400: Perhaps people rely on their tools too much; perhaps your brute force has an efficiency all its own. One thing's for sure, if 14 stone or more of muscle and steel comes at someone with enough speed and conviction, they'd be smart to get out of the way. Without momentum, you can force your way through the densest crowds with barely a hint of resistance. With momentum, you can break down solid doors and trample enemies like a miniature warhorse.

Arm of Beowulf 400: No amount of muscle mass can overcome physics; mechanics of leverage and momentum can humble the mighty and empower the frail. That said, Newton hasn't been born yet, so who's going to call the catchpole if you bend the rules just a little? Tools meant for two ordinary hands answer reasonably well to one of yours. A longsword in your hands swings like an arming sword, and a halberd could be used with a shield as if it was a short spear. Miners, woodcutters, and the like would surely benefit from this uncanny sort of strength as well. Just remember, the total weight of your implement still matters, you won't be swinging a slab of iron the size of a man if you can't even lift the thing.

Agility

Finesse 100: The inexperienced and the foolish believe that strength is the true sign of a honed body. You've seen a different path, based not on power or endurance, but precision and control. You've either walked this path since childhood, or have exceptional talent at it. Either way, your motor control is exceptional across the board. You're quite quick as well, able to outrun most people in a sprint.

Featherweight 100: Bohemia isn't exactly the Alps, but there's still enough tall trees, cliffs, and rock formations to get yourself killed even without setting foot on a wall or rooftop. This won't get you up the walls of Rome with your bare hands, but you're a faster and more confidant climber than most. More importantly, you are as prepared as you can be for the trip down. You'll instinctively minimize injuries even from an awkward fall, such as by grabbing something or rolling with the impact.

Perfect Throw 200: Your dexterity doesn't have to end with your reach. A swing of the hips, a flick of the wrist, and any thrown object can fly out as if you'd guided it along the way. In later eras you'd make a killing in sports. For now, you can make a killing by tossing dice; all the precision of a loaded set, and they can't even catch you cheating! For the more outdoor lifestyle, a stone in your hands is only a step or two down from a bow, both in power and accuracy.

Fighting Light 200: Contrary to popular belief, a well-fitted suit of plate armor affords the wearer plenty of flexibility and speed, despite the weight. However, the key word there is "well-fitted". Most folks cannot afford a bespoke suit of plate, and even those who do would boil like a shellfish if they wore it all day during campaign season. No one wants to face steel in their braies, but you just might live to tell that tale. In light armor or plain clothing, you become substantially more nimble and coordinated; able to cleanly slip blows that would take your head off otherwise. Inconvenient parts of your attire will be more

cooperative as well; billowing dresses won't catch while you dance nor will thick mitts impede your handiwork.

Creeping Phantom 400: Whether you're hiding behind battlements or stalking a game animal, it often pays to keep your head down. Some folks might crouch-walk all day, if it wasn't so slow and tiring. Those folks aren't you though. If you're trying to sneak, you'll find no real difference between a tip-toe and a brisk walking speed for noise or visibility. If you are only concerned with keeping your head down, you can almost hit a steady run. These thresholds are proportionate to your movement speed.

Totentanz 400: The Dance of death is a scene that reminds the living of the temporality and impermanence of their stay on earth. In battle, you conduct this dance with every movement, and your enemies shall follow your queue without ever knowing and dance to damnation seemingly for your amusement. Your ability to dodge and weave through danger is both extraordinary and more than that. Even if you refuse to counterattack, each evasion brings the fight further into your favor; your opponents grow frustrated or disheartened, while your window for a decisive blow grows wider and wider.

Vitality

Marathon Runner 100: No horizon is too far for a worthy adventurer; no day too long. You have the will and conditioning to carry on with strenuous tasks well past your peers, only stopping to catch your breath when they might be on the verge of collapse. You still have your limits, but sometimes victory is simply a matter of saying No one more time than the enemy can say Yes.

Thick blooded 100: Well, you're certainly no hemophiliac. Whether a quirk of biology or a healthy lifestyle, symptoms of blood loss appear far later than normal for a given injury. You'll still bleed out eventually if a wound stays open, but not only will you die more slowly, you'll retain a firm hand and a clear head longer to reach safety. The first blood transfusion is roughly 250 years out, but they'd love a donor like you.

Human Dustbin 200: The story of "Steak Tartare" is mostly fabrication. Steppe riders would use raw meat to help treat inflammation or overheating. That said, men and beasts alike have proven hardy or desperate enough to eat some truly worrying foods at times. Whatever the cause, you have the stomach of a carrion eater. You can successfully hold down the most disgusting foods imaginable, and are nigh impervious to foodborne illness. That said, this won't help against actual poisons, nor will you gain any sustenance from eating rocks or the like.

Next to Godliness 200: Despite common misconception, medieval man tried to maintain physical cleanliness and good health. Even if they didn't understand the mechanisms of disease or malnutrition, many would seek out hygiene and a varied diet within their means. You have even more incentive to seek such a lifestyle than most. Good dietary habits and personal hygiene will have larger benefits than normal when recovering from fatigue, injury, and disease.

Red Mist 400: Something smolders inside you that flesh alone can't explain. Whether you burn with righteous anger or you're just one tenacious bastard, death will not take you without a serious fight. If you're on the verge of death, you receive an instant second wind and you'll be able to fight well above your normal limits. This effect persists until you are either stabilized or incapacitated.

Revenant 400: Some people would say that you know how to take a beating. If anything, this is an understatement for the almost unnatural resilience you possess. Wounds that would heal in days now

take mere hours. Not enough to help you in the middle of combat, or prevent you from bleeding out without a sawbones, but you can go to bed bloodied and bruised, and be ready for another round by morning.

Speech

Final Offer 100: Whether you're a seasoned artisan who knows the signs of quality product, or you're simply a seasoned hustler, you'll rarely meet a man who can get away with overcharging you. As long as you're somewhat familiar with the goods being traded, you'll be able to judge a fair price for an item with only a brief examination. Once the value is established, you have all the fundamentals of haggling, allowing you to squeeze at least a few extra coins from every transaction, especially if you don't mind pissing off the other guy.

Troubadour 100: It's hard to say where you got this gift. Maybe you were born with a silver tongue, maybe you picked it up through experience, maybe there's just something attractive about you and your lifestyle. Likely, it's a bit of each, as you have a mix of attractiveness and wit to ease your way through the world. You have a solid grasp of persuasion through speech and written word… assuming you know how to write. In matters of charm and courtship, this is amplified, as your looks and mannerisms are usually appealing to *your preferred sex*. The church may have a narrow view of acceptable relationships in this time, but people have always had needs.

I FEEL QUITE HUNGRY! 200: For most people, flaws of character are things to be worked around or worked away. You've learned to not only be yourself, but make that work *for* you. Got a word or phrase you say compulsively? Maybe it can be an in-joke or oddly effective threat. Drinking and sleeping around as a priest? At least your vices are more grounded to the common man than the Roman priesthood. And if you *are* blessed with conventionally charming or respectable traits, you can make your best side shine.

Highborn & Lowborn 200: In Medieval society, honor was not so much about living honestly, but about obeying the unwritten rules for one's social class. To lose honor was not merely embarrassing, but a direct threat to one's livelihood. Whether you personally care for such things, you are a consummate master at appearing honorable to those within your current class. In practice, this makes you generally more persuasive and trustworthy around people of the same social class as you; whether that means thieves and beggars, or royal courts. If incognito, this can apply to your apparent class, provided you've learned the necessary etiquette and demeanor.

Empathetic 400: The human mind is a more complicated contraption than almost any in creation, it is also frustratingly inconsistent for anyone who wishes to guide their fellow man. If there is no one solution to social maneuvering, then you must first learn your audience. With even a short time spent observing or interacting with someone, you will develop an almost dazzling insight into their personality. From there, you can figure out the best approach for your mark in any social situation. The more time you spend around them, especially in different contexts, the more detailed and accurate your mental model will become.

Dreaded Warrior 400: All battles are won or lost first in the mind. If this is true, your enemies will have a foot in the grave by the time they draw steel. When you allow it, your mere presence will weigh on enemies nearby, sowing fear and doubt even in seasoned warriors. With a taunt or battle cry, this intimidation sharpens to a knife's edge, unbalancing your enemies and emboldening your allies within

earshot. This perk doesn't require violence, but it does require you to be openly menacing, so be mindful that you don't scare the wrong people.

Alchemy

Salted and Smoked 100: Sucks not having refrigeration, doesn't it? Still, people had ways of preserving all manner of goods throughout history, and you've mastered many of them. Not just meat and vegetables, but herbs, medicines, hides, and more will keep longer under your care. This works best if you have the time and materials to treat them, but even with novel reagents you'll have a decent idea how to store them. Also, while a professional chef would be better served buying **Tradesman**, your grasp of food preparation will make you a welcome addition to any camp.

Dark Arts Apprentice 100: The line between an apothecary and a witch is a blurry one in these times, and pushing too far in any authority's eyes can be your last mistake. Still, people take up the trade for a reason. You know how to steep, distill, portion ingredients, and perform other fundamentals of the trade, along with having recipes memorized for several basic medicines. On top of that, you'll find that playing into the sinister reputation of the craft sharpens your performance with alchemy and any other esoteric sciences. Hopefully, working alone on a dark and stormy night isn't too inconvenient.

Poisoner 200: The difference between medicine and poison may be dosage, but the difference between an effective poison and an ineffective one is application. With proper formulation, handling, and some good old luck, you'll find poisons far less fickle in your hands. Poisons applied to food and drink will suffer less from dilution, poisons on blades and arrows will stick to your steel until they find an open wound, and other methods poisoning will likewise be more reliable. Furthermore, poisons you craft personally can be adjusted in speed, allowing you to quickly disable an opponent in combat, or leaving a food taster untouched until his charge has taken a bite.

Trial and Error 200: Alchemy is hardly an exact science by modern standards. Ingredients are measured in handfuls, temperature lives at the mercy of a wood stove, and recipes may be written with such wonderous insights as "cook until done cooking". On the bright side, this vagueness means you actually have a wider margin of error than you'd expect as long as your fundamentals are solid. Your own alchemical endeavors will have a much wider tolerance for error than normal, and any recipes you share with others will benefit likewise. This tolerance applies to the quality of your reagents as well.

Secret of Matter 400: Where in the hell are you supposed to get a basilisk egg or freshwater pearl for making potions, never mind a steady supply of them?! Even more common reagents may be difficult to find based on location and time of year. To compensate for this, and save some cook time besides, you've learned to squeeze every bit of viable product from each alchemical batch. You can't make something from nothing, but lesser colleagues could be forgiven for thinking so, after they see your results.

Jumper Grade 400: The core difference between alchemy and chemistry is solid theory; understanding how and why the craft works. The core difference between herbal medicine and pharmacology, however, lies in isolating and building on active compounds to create the exact effect desired. The sheer quality of your craft can approach 20th century potency with 15th century methods. If you take the time and effort to make an exceptional result in alchemy; exact timing, quality ingredients and equipment, etc. You'll find the results are better still. All of the desired effects are further enhanced without increasing side effects, and you'll find complimentary benefits to your products as well. A potion for treating a hangover might suppress alcohol withdrawal. Gunpowder will burn faster and leave less foulage. A poison that numbs the

muscles may also dull the victim's wits. What value does making gold have, next to one who can put vigor and longevity in a bottle?

Beastmaster

Loyal Companion 100: In a way, domestication was one of mankind's first technological leaps. From dogs aiding on hunts, to cats chasing out vermin, to oxen plowing the fields. No matter how tame though, animals are not machines to be ordered around. They have needs and wants and quirks like humans, but also think and behave quite differently in some crucial ways. Whatever animals you choose to work with, you know all the basics to care, handle, and train them in common tasks. Even if you didn't initially train a given animal, you'll find beasts are generally better behaved in your care. If you train an animal before consigning them to another master, they will retain any unique benefits conferred by said training. Just remember two things: a master's cruelty may be repaid in kind, and wild animals have remained wild for a reason.

As an extra bonus, you can instantly summon any of your animals to your side with a simple command. This will not work if the animal is unconscious, captured, etc. or if there's no safe route to reach you. If other perks are purchased with similar functionality, you'll find your pets can reach you across more difficult paths, with less risk of attracting unwanted attention.

Good Doggy Bad Doggy 100: Some folks seem to treat their animal companions as accessories as much as anything, most obvious with nobles festooning their horses in decorative tack for example. Whatever your personal stance on the matter, your own furred and feathered friends seem quite up to the task. Without any command needed, your animal companions will mirror your intended affect. Want to look friendly? Your hunting dog will put on the most adorable face. Want to intimidate? Your horse's nickering will sound more like the growl of a predator.

Hunting Dog 200: When people describe animal training, they mostly think in terms of obedience. This is crucial of course, but just like training a human, it's also a matter of sharpening the animal's skills. Provided you care for them adequately, any beasts in your service will quickly grow in physical ability until they become a true paragon of their species. No one would expect some shopkeeper's guard-mutt to keep up with a man on horseback, but they don't know your goodest of boys, do they?

Sniffer 200: Common sense tells us that man stands alone with the power of intellect, but you can't swing a cat without hearing a story where animals recognize a threat long before any humans. There's a reason those Cumans treat dogs as equals instead of pets. Your animal companions won't suddenly start talking (you had a lot to drink that one night, don't worry about it) but there's a mix of instinct, perception, and wit you can see in their very eyes. A dog might sniff out a hidden treasure or alert you to someone acting suspicious, and a horse will its way home even if you pass out in the saddle.

Tooth and Claw 400: The best relationships between man and beast aren't masters and servants, but something like family. It's said that people can achieve superhuman feats when kin are in danger, so why wouldn't your non-human family members do the same for you? No matter the temperament or physical ability, your animal companions will always rise to your defense. When they do, they'll not only show the skill of a hardened fighter, but coordinate like they've fought beside you a hundred times before. Covering openings, distracting enemies who outnumber you, even chasing down fleeing enemies if they're quick enough.

Hellhound 400: One of the hardest parts of owning a pet is the knowledge that you will typically outlive your dear companion. Even if you ignore the shorter lifespans of most domestic animals, veterinary medicine is worse still than human medicine in these days, and only horses have any access to armor. Yet perhaps god does not save his blessings solely for mankind… or your animal friend is more than they appear. Either way, once per jump or 10 years, whichever comes first, should one of your pets be mortally wounded or otherwise face certain doom, they will instead disappear from view, only to return the next day, no worse for wear.

For an additional **200GR** undiscounted, each and every animal in your care will obtain this protection, recharging individually for each.

Riding

Pony Duty 100: As much attention as destriers and race horses get, most peoples' experience on horse or wagon will be traveling long distances and/or moving heavy loads. Between the threat of bandits, wild animals, bad weather, and more, travel is best handled quickly and carefully even in the best transport, and god save those who try to travel on foot in these times. Whatever the purpose, you know the basics of how to handle any local pack or riding animals, such as a pack mule, saddled horse, or ox cart. Furthermore, you have a bevy of knowledge and technique to help with long-distance travel in any familiar transport. This includes estimating supplies, packing efficiently, setting a good pace, and spotting natural threats like bad terrain or incoming weather.

Airgiyn Tav 100: A Mongolian term for a superb horse. To receive such a complement from a steppe rider, who are born and raised in a saddle, is no mean feat. Whether your horse has the breeding and fitness to earn such an honor, its rider would certainly be worthy of a superb horse. You've become quite familiar with mounted racing in all manner of terrain, conditions, and distances. You won't be beating trained race horses on an aging nag with this alone, but you'll do better than you have any right to. In fact, you seem to coax a bit more speed than your mount is normally capable of.

In fact, your mount of choice is so superb, you can call them to your side with a simple whistle, day or night. So long as your mount is available, fit for travel, and they can reach you safely, you'll be able to mount up in moments. If other perks are purchased with similar functionality, you'll find your mount can reach you across more dubious terrain, with less risk of attracting unwanted attention.

Knight Training 200: Fighting on horseback is a basic expectation for any knight or squire, and even many men-at-arms. On open ground, the maneuvering and potential momentum give a massive advantage in a fight, but only if you can get used to using weapons from a frankly awkward position. Thankfully you have gotten used to it, both at range and in melee. You have the timing and positioning to strike and block on a pass without injuring yourself, and shooting a stationary target while moving is about as hard as shooting a moving target while stationary.

Trample 200: A heavy cavalry charge is perhaps the most terrifying thing that can befall a man on the battlefield. Even a lone rider's charge is a terrifying experience. Maybe your enemies are smart enough to get out of the way, maybe they aren't, you win either way. Any time you threaten to charge a smaller enemy while mounted, psychological impact is magnified and even hardened soldiers will struggle to hold fast. Should you commit to the charge and make impact, the physical impact will likewise improve, crushing armor beneath you as you punch holes in enemy lines.

Warhorse 400: European saddles from this era are surprisingly comfortable for a leather-wrapped wood plank with no padding. That said, they came with a distinct downside. If you want to get on and off your horse, you can do it quickly **or** you can do it safely. This in turn made riding incidents all the more lethal, so it's best to avoid being unseated in the first place. You have the skills to stay in the saddle where most riders would be dashed against the ground. In combat, your mount won't spook or falter until you do, and you have the grip and balance to stay in your seat unless someone directly pulls you off. In case of a collision or fall, you and your mount will generally suffer less damage than you should, allowing you to keep going.

Wild Rider 400: Going over rough, open ground is more demanding than it sounds. Horses have their own instincts, but at a hard gallop, a rabbit hole or sharp stone could turn a simple ride into tragedy. Riding through dense forest or, god forbid, scree applies similar risks at even slower speeds. Still, needs must, and roads have their limits, especially if you want to travel unnoticed. Whether you and your mount have extensively trained in rough terrain, or you both inherited instincts from the likes of mountain goats and deer, you'll be ready when the time comes. Your mount is generally quicker and safer than it should be when navigating rough terrain and avoiding obstacles.

Craftsmanship

Keen-eyed Apprentice 100: While nobility have access to halls of academia in these days, most professions are still taught on the job through apprenticeships. Sadly, being a good artisan doesn't make you a good teacher, so the key to success for an apprentice is often learning *how* to learn on your own. Choose one artisan craft from the period, such as blacksmithing, tailoring, or carpentry. You've completed an apprenticeship in your chosen craft and reached level of skill where you can manage all but the most advanced jobs in the workshop unsupervised. Furthermore, you've learned how to pick up and improve various skills by watching others in action. This works best when observing the full process from a superior, but even a peer may unwittingly share a few tricks you hadn't considered. You won't learn as quickly as you would from an instructor, but this is often more convenient.

As a smaller extra, even if you didn't choose to be a blacksmith, you can quickly remove teeth without causing further complications. It will still hurt.

Thorough Maintenance 100: Good preparation makes a master, no matter the field. And no matter what duties you find yourself in, you'll find your attire and equipment well prepared indeed. Even if you don't know how to make clothes, armor, etc. you have a firm grasp of repairing and maintaining any equipment you'd find in these times and make a quick study for any gear you'd find elsewhere. Should you apply this skill properly by caring for kit before it gets damaged, you'll find said gear wears out more slowly as well. If you find yourself running an armory or the like, this will apply to equipment you maintain for others.

Saville Row 200: Appearances are everything. Sure, clothing and dyes were far more expensive in this time period, but that meant a given outfit had to count all the more, especially for burghers and nobles who used fashion to denote their status. Whether you add decoration to your products to show their quality, or customize your own attire for looks, you have both a strong sense of general aesthetics and a familiarity with fashion trends. For any artisanal skills you have learned or will later learn, you will also gain relevant decorative skills, such as engraving metal and wood or adding embroidery to fabric. Together, these ensure you can make even the most utilitarian outfits look good with enough time and material.

Good aesthetics demand proper fitting, so this perk will also allow you to adjust and resize armor, clothing, and the like, provided you're familiar with the materials.

Razor Sharp 200: There's little room for waste in pre-industrial times, many items are expected to outlive their buyers, so reliability is more important than raw performance for most people. Still, you know your gear more than most people, so why not push things a bit further? Given some time and repair tools, you can moderately enhance one core attribute on a piece of equipment; a blade that's much sharper, a gun that can support extra powder, horseshoes with better traction, etc. The tradeoff for this improvement is a much stricter maintenance schedule. Cleaning a sword after each fight is wise normally, but now mandatory if you want to keep that scalpel-like edge.

Well Fitted 400: Money can buy performance, but only to a point. The best kit will always be that which acts as an extension of the user, even if the construction isn't quite state of the art. You not only build such familiarity with your equipment after a field repair or two, but see far greater benefits in return. A suit of armor you can truly call your own might seem 20lb lighter in terms of fatigue, yet 20lb heavier in terms of protection. Those leather soles you keep supple will cushion against noise and impact like they were made of rubber. Even a heavy mace might move with the grace of a paintbrush in your fingers. Unlike the above perk, these benefits apply more broadly and without downside, but only apply to equipment you use personally.

Martin's Secret 400: Consistency and reliability are the markers of a competent workshop. That's all well and good, but you're more than a competent artisan, and your workshop is more than some 19th century assembly line. No, craftsman who go down in history push the limits of the form, and you aspire to the same heights. If you take the time and effort to make an exceptional result in your craft; treating the material just right, following exact dimensions of the design, etc. you'll find the results are better still; not adding any novel traits to the final product, but elevating what the craft work is already designed for. A carpenter might build a home that stays standing for generations, an armorer might make a helmet that can survive a bullet, and a swordsmith might make a weapon that can hack clean through lighter armor.

Drinking

Beer Belly 100: While clean drinking water was hardly absent in the medieval period, it wasn't abundant either. Even milk wasn't always safe before pasteurization. Most medieval beers were low in alcohol and high in calories, sometimes to the point of acting as a cold substitute for soup. Still, even small beers could cause drunkenness and alcohol addiction over time without moderation, at least without this perk. It would take exceptional lengths (or tragic lows) to become addicted to boozing, and even then, you'd only experience psychological withdrawal from teetotaling. Furthermore, booze is more filling and nutritious than normal, to the point where beer could be your main food source. Should you seek intoxication by other substances, these will likewise be healthier and less addictive.

Experienced Reveler 100: Beer might have more utilitarian uses in these times, but the tradition of social drinking is as old as history, and Alehouses are your natural habitat. When a night of drinking comes, you can last through more tankards than all but the sturdiest of bellies, and in the morning, you'll recover more easily than those from the ensuing hangover. Your experience with all manners of drink has also given you a connoisseur's nose, allowing you to identify and judge the qualities of all manner of beverages.

Loose Tongue 200: Some call alcohol "liquid courage", for its ability to loosen inhibitions, but those people may prefer to ignore all the gatherings and functions ruined by some drunken fool causing a scene. So long as you remain sober enough to stand unsupported, you'll never be the cause of such scandal. In fact, intoxication from any source will improve your social skills a fair bit. Even if you choose stay clean, you know all the common tricks to liven up a party. Some might call such things sinful frivolity, but should you have ulterior motives, loose lips are known to sink ships…

Tavern Brawler 200: Sadly, not all drunks are the happy kind. For every scene caused by lowered social inhibitions, another was caused by lowered inhibitions to violence. It'd be dishonorable to have a reputation for starting such brawls, but far less issue for finishing them. Even when your speech begins to slur, your fists will fly just as true as ever. Should things escalate past fists, you're also a natural at fighting with whatever is on hand. Compared to the soused wretches you face, that stool may as well be a spear, and that broken phial a dagger.

Saint Vivian's Grace 400: When you drink, things start happening. Surprisingly, few of those things happen to you, and never the most serious things. Should your intoxication reach the extremes of losing time or consciousness, it will be as if the Patron Saint of Drinkers has reached down to guide your steps. Should you black out anywhere less dangerous than a battlefield or natural disaster, you will wake up in relative safety nearby. There's no guarantee of a familiar ceiling, or a ceiling at all, but it beats waking up in the pits of hell.

Indomitable Drunk 400: The difference between medicine and poison is dosage… normally. As with actual medicine, so too with recreational substances. Whether you're pushing yourself a bit too far in a drinking contest, downing some foul potion to break a fever, or trying to guess which goblet has the iocane powder, your body shows a truly exceptional fortitude. Whether for healing or pleasure, you can ingest far greater quantities of most substances before suffering from an overdose, and common side-effects will be more mild as well, should they appear at all. For example, even if you drink a bit too much booze, you'll be less prone to stumbling or throwing up, and staying up for 3 days on cockerel potions won't make your chest feel like it's about to explode. This is less effective on bespoke poisons, but your assailant would be foolish to use a median lethal dosage on you.

Scholarship

Actually Literate 100: A rare skill throughout most of history. Even many nobles and priests were known to eschew their letters in favor of hiring scribes. Still, anyone capable of reading this document has probably benefitted from being literate at some point, and even back in the day, the ability to make letters and records and recipes unassisted could come in quite handy. In addition to fluent reading and writing in your starting language (typically Czech or German), you have pristine handwriting. Furthermore, since most jumpers are literate already, this perk provides literacy and conversational fluency in a second language of your choice. Latin would come in handy for any priests, but there's also a lot of Hungarian people in Bohemia right now. Perhaps you'd even like Romani or Hebrew.

Additional languages cost **50GR each**, undiscounted.

Connoisseur 100: What's the point of picking up highly exclusive skills if you can't show off now and again? How else to show off being well-read than having some semi-consequential factoid for any situation? Here and in any future jumps, you'll begin with a broad, but shallow knowledge on a variety of subjects. Dates and locations of major battles, old wives' tales, local gossip, odd bits of foreign custom,

etc. However, on matters of "high culture", this perk provides more in-depth information. Works of poetry, paint, playwright, and more along with their creators and a purely theoretical grasp of techniques involved. In the right crowd, you can certainly pass as a man of culture and sophistication.

Sawbones 200: Priests, herbalists, and apothecaries are usually associated with combating plague and other ailments, but neither potion nor prayer alone is going to remove an arrow sticking out of you. These require a more… hands-on approach, but no less skill and care. Soldiers in particular would often need to treat injuries in the field, as an infirmary might be several days away. While a modern medic might scoff, you stand among the best in 15th century Europe in matters of surgery and first aid. This includes diagnosing injuries, preparing bandages, setting bones and closing wounds, and if necessary, amputation.

Fundamentals of Theology 200: Aside from scribes, the priesthood were the only trade in Medieval Europe to have any widespread education. Thus, it is little surprise that Theology and other monastic studies were central to curriculum in early Universities. Whether Faith is your stock in trade or not, you're thoroughly qualified for the task. Not only do you have an extensive knowledge of Theology, but you've also memorized all the rituals and routines needed to act as a low-level preacher, monk, or nun. Go with God, if you so choose. This updates with new religions in future jumps, but don't expect to glean much about secret heresies, mystery cults, etc.

Fundamentals of Law 400: God's Law (or at least The Church's) is all well and good, but the laws of man are what get you beaten or hanged. Nobles, of course, get to ignore most of that, and can get out of the worst offenses with their subjects' tax money, but you oppose the catchpoles with a weapon practically unheard of in these parts. You have mastered the word of the law, not just knowing what is or isn't actually a crime, but to weaponize it on the level of a modern litigator. Even if the law isn't on your side, you know enough plausible-sounding legalese to talk your way out of trouble in the short term. This updates with local laws in your starting location for each jump.

Cartographer 400: Another innovation that people from later eras might take for granted. Prior to Napoleon, good-quality maps were quite rare, and often hoarded by the nobility as a military asset. Travelers would mainly rely on the advice of locals to get by, but you have little need. By a mix of navigational skill, instinct, and good fortune, you can locate settlements, campsites, fresh water, hunting sites, and other points of interest well outside of view, even in unfamiliar land. For lands you've personally surveyed, this spatial sense grows sharper still, to the point where you could make a master-quality map with the right materials, purely from memory.

Stealth

Takedown 100: Brutes and Princelings can parade their pizzles all they like in direct combat. Ending an opponent quickly and cleanly saves the lives of your fellows, and even the lives of your enemies if you're so inclined. Provided you take an enemy by surprise, and aren't severely outmatched in strength or skill, you can choke out even armored opponents in a way that they stay unconscious for a good while, and suffer no lasting harm if you wish it. Should you have a dagger on hand, or another suitable weapon, you can instead guarantee a perfect strike to the vitals, enough to kill any man and all but the sturdiest of beasts instantly. In future jumps, where the limits of nature are more of a suggestion, you can think of this strike as a "critical hit" or the like.

Rodent 100: Knowing how to exploit the element of surprise is little use if you can't gain it in the first place. You might not be a weasel or some trickster demon yet, but you've taken the first few steps in that

direction. You know how to keep low and step quietly when skulking around the dark, and you can slip through crowds decently without drawing attention. These skills also translate into a particular kind of self-awareness. You know how much noise you'll make, how visible you are, and how much you stand out based on all manner of factors, from your clothing, to blood and grime on your body, to the hardness of the floor and colors worn by guards and waitstaff. If you do get made, you'll at least know you didn't make some rookie mistake.

Fleeting Shadow 200: "Only those who escape from responsibility can be truly responsible. For them, it becomes a matter of choice, not necessity."

You're not sure who said this, but it makes you feel awful important-like when you get away with stuff. The rush of a clean kill or successful swipe makes lesser rogues twitchy and prone to mistakes, but it makes you sharper than ever. Whenever you accomplish some covert mission, be it theft, murder, or otherwise, you'll find that you're quicker, nimbler, and sneakier for the duration of the getaway. You'll still keep this benefit if you get spotted on the way out, but not if the act was entirely overt IE stabbing a man in public.

Bushman 200: In most videogames, brush and other large plants are ideal for sneaking around. In practice, if you can even get through a hedge without getting caught on thorns and branches, you're likely to make all manner of noise as twigs and the like crunch underfoot. Still, if beasts can find a way to stalk through the undergrowth, so can you. And indeed you have… somehow. As long as the foliage isn't so dense as to block you entirely, you can pass through with no added noise or loss of speed. Should you hide within tall grass or bushes, you'll find the plants covering you evenly from those looking in, yet not overly obstructing your view looking out.

Escape Artist 400: The goal of stealth is to not to be seen, or at least noticed. Therefore, scouts and skulkers should aspire to never be caught in their work at all. Yet, even the greatest masters may run into bad luck sometimes. Whether you're especially good at lying low, or your pursuers aren't that motivated, even your bad luck has a lining of good luck. Whether they're investigating an odd noise, actively chasing you after you've been spotted, or there's a warrant for your arrest, people generally give up the search and forget about you much quicker than they would otherwise.

Et Tu Brute 400: Sometimes the point isn't to stay undetected, sometimes you just need the element of surprise to start a fight on the right foot. Whether or not you have the opportunity for a proper takedown, you'll find that it's generally easier to get a clean hit on an unaware opponent. Furthermore, once you have spent your surprise attack, you'll find your enemies not only take longer to rally against you, their skills also suffer more greatly in the meantime. Should your initial target survive, they'll suffer these effects twofold.

Survival

Botanist 100: Agriculture is the cornerstone of human civilization across all eras, but for wanderers, vagabonds, wise-folk, and now you, the art of foraging remains alive and well. You have an extensive mental catalogue of valuable plants and fungi growing in Bohemia, including their applications and where to find them. This catalogue will update for future jumps, and you'll be much faster at studying flora the old-fashioned way too.

Bounty of the Wild 100: Cows and Chickens are all well and good for providing a hearty meal, but there's reasons the nobles insist on keeping game animals to themselves, and conservation is far from the

largest. Whether you've found legal means or not, you're a decently accomplished hunter, with all the core skills of finding, stalking, and thoroughly butchering prey. This perk won't make you a deadeye with a bow, but you'll know where to strike with any familiar weapons without getting gored to death in turn, and you can make period-appropriate traps if needed. As with the above perk, this will update with new jumps, and you'll be a quick study with any new game to boot.

Wanderer 200: From D&D players to noble striplings, plenty of people start their first journey on the road expecting lodgings at the end of each day. All of them will be disappointed sooner or later, and those of lower class may lack even a decent tent and bedroll. Whether you've found yourself more at home in the wild, or simply learned to make do, rough camping is no longer a great issue. Even if you have to lie on gravel in nothing but your braies, you'll be able to get a passable night's sleep. So long as the wind and rain and chill don't become life-threatening, you'll be able to trek through it with a smile.

Furthermore, even if you find no opportunity to wash the sweat and grime away, nature has already obliged you. Your natural body odor is replaced by a pleasant mix of flowers and herbs, from the local surroundings if possible. This can still be washed away or covered by perfumes and such, as normal.

On the Poacher's Trail 200: For all the efforts taken by the nobility and their appointed huntsmen, it's hardly unheard of for vagabonds or peasants on hard times to put game meat in their stew pots. Hunting in an emergency is one thing, hunting by trade, legally or not, is quite another. Where others study the prey in front of them, you study the whole hunting ground. With some time to familiarize, you'll know how much you can take from nature sustainably, you'll know what seasons to hunt for the best meat and hides, you'll know where different species rest and congregate, and you'll know when you have competition. This means you can spot signs of poaching and track the perpetrators, or avoid the eyes of the law while partaking of nature's bounty.

Wild at Heart 400: Humans never seem to realize how conspicuous they are moving through wilderness. Colorful clothing, tall stance, the stomp of boots, all manner of unusual scents, a torch or lantern in the dark might as well be a military parade to cannier game. As far as the wildlife is concerned, you fit in far better. Unless you move to provoke an animal or its young, it will usually be content to ignore you. This can allow you to move unmolested near more dangerous animals, like wolves or boar, and can avoid alerting your real quarry by scattering birds and the like. When the time comes to strike, you harness this familiarity for darker ends, as your attacks prove more lethal against wild animals.

Leshy 400: "Getting away from it all" seems laughably quaint when looking at a medieval city, but urban blight isn't strictly an industrial invention, especially without modern sanitation. Isolation is handy for anyone looking to avoid plague, but the benefits are far greater for you. The less developed your surroundings, the better you perform in all physical matters. Even a field or park might perk you up slightly; but an untended, old-growth forest would see you surging with strength and vitality, pushing you noticeably beyond your natural limits.

Thievery

Repairman 100: One must think like a thief to catch a thief, and one must think like a locksmith to beat a lock. You've learned the latter at least, with a complete grasp of typical lock designs and methods of opening or bypassing. You may still get held up by more advanced locks, but your insight into the mechanics allows you to improvise lockpicks from all manner of junk, and even devise novel equipment if needed.

Of course, if you also know your way around a forge or the like, you can apply this knowledge to create some fine quality locks as well.

Thief's Sight 100: Why go to the trouble of skulking around at night, breaking into homes, and hoping to get valuables without waking anybody? Most folk carry their silver out with them when they go to market! Sure, everyone can see you, but if you pickpocket correctly, no one will ever notice. You have all the fundamentals of a good pickpocket yourself. You know how to exploit or create a sufficient distraction without making your mark suspicious, and you know how to reach in and lift without them feeling a thing. You also have an exceptional eye for who to pick, and from what pouch. This might mean grabbing a gambler's coin purse instead of their dice bag, but it can also mean guessing which guard has the keys you need.

Hidden Pockets 200: Tragedy! You've pulled off the perfect theft, only for a guard to single you out for a random search. What's an enterprising re-allocator of wealth to do, except a bit of close-up misdirection? Whether it's in your hood, a pouch sewn into your coat, a hidden hatch in your cart, or more unorthodox methods, you know how to slip items past all but the most intensive of searches. This works best with preparation, but smaller items can be hidden decently in seconds.

Trafficker 200: The best score in the world is a glorified paperweight if you can't turn it into money, but no honest merchant wants to be caught selling stolen goods. You might have the fortune of knowing a professional fence, but the extra risk of their profession means a sizeable cut out of your payday. For a thief of greater ambition, this perk provides several benefits:

First, for any stolen goods in your possession, you have a rough idea how long the item will remain "hot", and across what area. This estimate becomes more accurate in familiar territory and with goods you deal in frequently (including those you trade legitimately, if any).

Second, with a mix of salesmanship, superficial alteration, and simple sleight-of-hand, you have an easier time passing off your wares as legitimate to potential buyers.

Lastly, should you still choose to fence your goods, said fence will generally have better luck moving the items, and pass a portion of those savings onto you.

Nimble Fingers 400: The difference between an amateur thief and a master thief may be instinct, but the difference between a live thief and a dead thief is a steady pair of hands. If you were born later, you'd be prime Brain Surgeon material. As it stands, any task based on fine coordination takes a fraction of the effort as your body moves with near mechanical precision. Still, this only applies to fine motor skills, so you may have little trouble picking a shackle or tying a cherry stem with your tongue, it won't help you run, or climb, or throw.

Ordinary Man 400: A clean getaway keeps you out of the stocks in the short term, but stopping gossip is like trying to stifle a breeze. If enough people think you're a criminal, eventually they'll find or fabricate a reason to get rid of you. Since the life of a vagabond would be deeply inconvenient, you've elected to avoid that kind of infamy in the first place. Where other perks deal with cultivating a reputation, this teaches you to avoid having a reputation in the first place. Your appearance, your mannerisms, even your aliases are precisely tuned to be as forgettable as possible, even among genuine colleagues if you wish. Even honest folk should give this skill a thought, lest they be burdened with unwanted expectation.

Warfare

Steadfast 100: A shield isn't just an obstruction, it's a weapon in its own right. Armor isn't just extra hits you can survive, it's a threshold of force that enemies must overcome. Firstly, you've become familiar enough with the weight and bulk of various shields that they won't obstruct your main weapon (or your feet, for larger shields). Secondly, you've learned how to block proactively with shields or armor, even when you can't parry. This may mean putting the strongest part of your armor in the way of an attack, or pressing your block into a swing before it can gain momentum, or other techniques besides. Remember, knights in full plate often did away with shields, because their armor was like an array of shields unto itself.

Hardened Veteran 100: Martial skill is a valuable tool in a battle, but no amount of fencing can substitute for real battlefield experience. While this perk provides no direct skill in combat, you do now know all the conduct and other skills expected of a man-at-arms on campaign. How to march and maneuver in formation, how to help set up camp, how to avoid being chewed out by your commander, etc. Most importantly, you're as acclimated to the horrors of battle as an ordinary person could ever be. You may still break against overwhelming odds, but you won't lose your head when arrows start flying your way.

Masterful Feint 200: Warfare is based in deception, but so is fencing. Flawless technique can still fail if your opponent sees it coming. This will rarely be an issue for you though. Not only do you know a variety of fakes and feints for any weapon you're proficient in, you've also learned to avoid telegraphing normal attacks. This won't stop an enemy from spotting a big windup, or recognizing patterns over time, but it will make your tells much harder to spot in a fight.

River and Rock 200: Another blind spot for tourney fighters is the nature of terrain. Fair fights are for suckers. Mind you, terrain won't always favor you innately, but you have the right mix of awareness and cunning to create leverage in unexpected places. In order to exploit these advantages, your footwork has also improved. While you aren't technically any faster, you know how to move around without losing your balance or giving the enemy an opening, even on rough terrain.

Against All Odds 400: Being outnumbered is just about the worst thing that can happen in a fight. No amount of technique allows you to parry a dozen blades simultaneously, and even if a knight has enough armor to shrug off blows, a mob can drag them down and tear them to pieces. One cannot always secure the kind of advantages that will match superior numbers, but you, specifically, will do better than most. When substantially outnumbered in a fight, all relevant abilities you possess see a marked increase, you'll move faster, swing harder, and even think more clearly in the moment. In cases of mass combat, this ability triggers based on the numbers in your immediate engagement, not the battle as a whole.

To the Task! 400: If events go largely unaltered, history declares that a certain One-Eyed Wonder will lead a peasant army against four minor crusades and go practically undefeated the whole while. Whether or not you consider War Wagons the first mechanized infantry, it's fair to say Jan Žižka is a rare talent in warfare, and one you now stand to match. Your grasp of tactics and strategy is bordering on genius at all scales, from small unit maneuvers to an entire theater of war. Given enough information, you could stay multiple steps ahead of even a capable commander. Just remember, even the deadliest army can fall to attrition, especially if they're short on food and coin.

Swords

Cutting Edge 100: "Death by a thousand cuts" may sound like a wasteful and tedious affair, but the logic holds true. Even if a wound fails to end the fight, it will weaken your opponent and widen your advantage. In combat, your attacks are generally more likely to cause bleeding if you wish, and such wounds bleed much faster. Though they won't be any harder to treat, should your opponent escape. If a fight drags on, there is a very real possibility of your opponent passing out from blood loss alone.

In addition, you are familiar with the basics for long and short swords found in the region, and you can pick up additional sword styles rather quickly.

Precise Strike 100: Attrition is an effective way to gain an advantage in a fight, but you need solid hits to begin and end the enemy's death spiral. For the swordsman, that means precision and opportunism. You have a better instinct for spotting openings in an opponent's defense without becoming more vulnerable to false openings, like from The Fool's Guard. Once the opening is found, you'll find your next strike aimed there comes out quicker and hits more precisely than normal. This won't let you hammer away at one place all fight, but mortal men have yet to invent the perfect guard.

Ars Dimicatoria 200: A serious warrior should train against any and all weapons they expect to face in battle, but there is something special about watching two masters compete on equal ground. If you find yourself in that situation, such as in a tournament, you're not likely to disappoint. The more an opponent fights like you, the better you'll fight against them. If you bring a hunting sword against a saber, you'll get some minor insights on what to expect. If you and your opponent have longswords of similar length and construction, you'll gain enough edge to overcome an otherwise even match without luck. If you both trained from the same master in the same fighting style, you could fight a superior enemy to a standstill.

Gladiator 200: Shields are a wonderful thing for a battlefield, but not every sword fight happens on a battlefield, and not even every soldier bears a shield. For duelists and adventurers, a great big slab of metal and wood may be inconvenient or even improper. Thus, the great masters have learned to defend with their weapon alone, and you learn from their example. You are substantially better at defending with any weapon held in your main hand, to the point where an expert fighter might manage better with their offhand entirely empty, provided there's no projectiles to block. Your offhand doesn't *have* to be empty, mind you, but unless you have a two-handed grip, you'll want to avoid anything bulky.

Meisterhäue 400: Strictly speaking, the "Master Strikes" of German fencing are techniques made *by* master swordsmen, not reserved *for* them. Still, you've mastered Liechtenauer's five techniques, allowing you to reliably combine offense and defense in a single motion. What's more impressive, though, is that you've internalized the theory behind these Master Strikes to enhance your technique in totality. You protect yourself with your attack, you pressure your opponent with your defense, and with time and study you may yet devise Master Strikes of your own.

Slice and Dice 400: On paper, it seems like swords shouldn't have nearly the prominence that they do here. Maces beat armor. Spears stop charging horses and men alike. Bows can kill without even needing risky duels. Still, all these details miss the simple fact that no weapon is quite as nimble as a blade, and you've learned to leverage that. As long as you keep up your attack, each strike will come out a bit faster and a bit deadlier than the last, until your speed, power, and precision are each at your natural limit without compromising the other two.

Heavy Weapons

Lumberjack 100: If you put a hatchet, or even a war hammer on a scale, it doesn't look that heavy, right? The problem is that, where swords put all that weight near the hit, heavy weapons put it all on the end of the shaft. But that leverage swings both ways, as your swings come down that much harder, provided you handle it right. Naturally you can, as you've learned the basics for fighting with axes, bludgeons, and the like that remain shorter than a polearm. Furthermore, regardless of weapon choice, putting your full strength behind a strike gives far greater effects than it should. It still won't be as nimble as a regular attack, but you're here to win, not to impress with technique.

Head Cracker 100: Did you know a fully-armored knight can die of head trauma without their helmet ever being pierced? Fair to say a few mace-men over the years learned that the easier way. Less gruesomely, many guards will keep wooden clubs on hand to knock sense into some rowdy peasant without drawing too much blood. Whatever your end, you understand the power heavy weapons have to derail someone's train of thought. Whether striking the head, some sensitive joint, or just knocking the wind out of them, you know where and how to hit a person for the best chance of stunning them.

Sundering Blow 200: If you can beat down a door, you can beat down a shield. If you can break a steel lock, you can break a steel blade. Even the best duelist can't block a strike if they have nothing left to block with, and you're more than happy to create that dilemma. You inflict much greater damage on an opponent's equipment with each strike. This won't make your first hit any more likely to penetrate armor, but each successive hit will be more effective as even the finest plate begins to bend and shear. Should you wish to loot that fancy gear somewhat intact, you may toggle this ability as usual.

Axe Murderer 200: The dead might not feel pain, but seeing someone get hacked apart messily is still a great concern for those left alive. Cruel as it may seem, an especially brutal fighter can end a fight that much quicker by terrifying their opponents. You may now choose to be that brutal fighter. Your hits shake an enemy's spirit as it shakes their bones, and bands of enemies will flee or surrender after fewer losses than normal, assuming you don't lose the upper hand.

Bonebreaker 400: Just because your enemies can block your blows, doesn't mean the attack did nothing. Force is force, hence why maces and hammers are known as "the armor smashers" in the first place. As long as your weapon impacts, as opposed to being redirected entirely, your attacks in particular will rattle and wear on your opponents. With each impact, the enemy will weaken and tire that much faster. In theory, you could win a battle without ever making the killing blow, as your opponent collapses from pain and exhaustion.

Green Knight 400: Not every knight of legend was known to wield a sword or lance. Bertilak de Hautdesert claimed that, in full armor, he could best any knight of Camelot with his axe alone. Perhaps you shall embody such boasts in this land, as you take head after head. Each time you defeat an enemy, fatally or not, all your attacks grow much more powerful for a few seconds. Taking out successive enemies will stack the duration of this boon, but not the potency.

Polearms

Infantryman 100: Swords, axes, maces, backup weapons at best, dead weight at worst!! The polearm is the soldier's first and truest companion, whether a pike or a pollaxe. The first reason for this is quite simple; Polearms are the easiest melee weapons to use in tight formations. Just keep the sharp ends all pointed forward and some hapless enemies might do the work for you. In any case, whether you are

fighting as part of a spear formation, or using a polearm individually, you have a solid foundation for fighting with all local varieties of polearm. Should you be forced to fight in formation with some ~~lesser~~ other weapon (in the old Roman style, perhaps?), so long as you're otherwise familiar with it, you'll know how to make the best of your weapon without obstructing your allies.

Hardwood 100: Tales of swordsmen lopping pikes in half with one swing are greatly exaggerated, if wood was so soft we wouldn't need great axes and saws for woodcutting, would we? Still, damage to any weapon is a reasonable concern, especially over a longer battle as dents and chips add up. By some mix of careful handling (block with the flat, not the edge) and dumb luck, your weapons will last longer in combat. They'll still wear and dull over time if you don't care for them outside of battle, but even a shoddy spear you pick up off a dead body ought to last a few more exchanges than normal.

Impaler 200: The second advantage of polearms is reach. The man with the biggest stick strikes first. This is doubly important when stopping a charge, where the first rank of soldiers might only get one chance to strike. Of course, reach is more a property of the weapon than the skill of the user, so what does this do? Whether or not you have the longer weapon in a fight, you have internalized the advantage of initiative, and devised strategies to control the flow of combat so long as you aren't clearly outmatched.

Tormenting Strike 200: The third advantage of polearms is versatility. Even with a simple spear, the back end is more practical than the pommel of a sword for attacking, while something like a Halberd is essentially a different weapon from every angle. This could be a lot for a warrior to keep track of in the chaos of battle, but that applies to your enemy as well. You understand every potential application for weapons in which you are proficient, no matter how unusual. They say you can't stab with a dane axe? Just choke up the grip and point the corner of the blade forward. You may have seen people hook a shield, but what about the joints on a suit of armor?

First Strike 400: As mentioned before, if you brace against a charge, your reach will let you make the first attack. But you have to make that first strike count, or that horse will be trampling you before you can think about a second. Thankfully, you've gotten quite good at ending fights in a single, decisive blow. Once per enemy, if you land a hit before they have a chance to attack, that hit will be drastically more powerful than normal. Even if this doesn't kill your opponent, the power of your strike ought to leave them at a great disadvantage. If you're merely sparring, a strike with this benefit may hurt like hell instead of maiming or killing, should you wish.

Iron Harvest 400: A clean kill from a single blow is all well and good, but any decent fighter will know that things rarely go so smoothly. Anyone who's trained against longer weapons will know to slip past the edge of your reach and fight up close, where the polearm is at its weakest. But, so too should any spearman know how to keep shorter weapons at bay, and "any spearman" includes you. Whatever the matchup, you know a variety of techniques to create and maintain distance from the enemy. Furthermore, since even master strikes cannot work beyond one's reach, you can minimize the risk of a counterattack in the event that an opponent parries or dodges your strikes.

Marksmanship

Arma Diaboli 100: The Church attempted to ban certain ranged weapons back in the 12th century due to the damage they inflicted on others (meaning nobles), however such weapons can also do a number to the unwitting user. Bowstrings can take the skin off your arm if you're not careful, and the new-fangled

pistoles spray hot gas everywhere, even when they don't explode in your hands. Whether by caution or learning the hard way, you can avoid such dangers. You not only know the basics of loading, aiming, and firing all man-portable ranged weapons of this era, but you have enough discipline in your motions to avoid accidental injury with both these weapons, and other hand tools.

Steady Aim 100: "I aim with my eye, not my arm" is all well and good with a 21st century firearm, but medieval marksmanship is far more physically demanding. Even when holding a longbow at full draw, you can maintain a steady grip with minimal tremors, whether or not you can hold the draw very long. In practice, this makes you more reliable with longer shots, even under stress or fatigue.

As an extra bonus, your eyes shouldn't let you down either, as you have above-average distance vision.

Salvo 200: Making every shot count is good if you're killing sentries or game animals, it's less important when firing at large formations… or if you still miss. Either way, if there's targets left after your shot, you'll need to make your follow-up shots quickly. Whether this involves drawing arrows from a quiver, or inventing the muzzleloader "mad minute" a few centuries early, your effective rate of fire has taken a noticeable leap. If you get your hands on rapid-firing weapons in other places and times, this will let you operate familiar weapons more quickly, but will not speed up the mechanisms of the weapon.

One Shot at Glory 200: Contrary to popular fiction, instantly killing an opponent with a single arrow is quite hard at the best of times, and only gets harder against good armor. Even crossbows can struggle against top-quality breastplates. If you want to make the most of a single shot, you can't just aim center mass. By some mix of skill and luck, this will be far less of an issue. So long as you can hit a target, you'll have far better odds at hitting specific parts of a target than your skill would otherwise suggest. This might mean gaps in armor, or a vital organ on an animal, or even avoiding certain spots if you're worried about putting someone's eye out.

Eagle Eye 400: Even the most challenging bullseye on a shooting range is ultimately a stationary target. Meanwhile, even if a man or beast is entirely unaware, they might turn at just the wrong time and leave your shot sailing right past their head. Things only get harder in a fight, as you might have a short window to fire before someone shoots back. Nevertheless, your mind is keenly trained for snap shooting in any situation. In practice, this gives you a mild sensation of "bullet time" when aiming a ranged attack. This lasts no more than a second of real time, so you can't delay too long, but it only requires a couple seconds between uses, so there should be little issue with weapons of this era.

Skirmisher 400: As mentioned earlier, ranged hits are more likely to wound against armor than kill outright. That means archers need a plan if their target decides to retaliate instead of backing off. Typically, that means hiding behind something solid, or taking to your heels. By varying combinations of the injuries you inflict, the fear of being shot at, and the powers that be rewarding your boldness, enemies have a harder time firing back at you once you start scoring hits. This applies to enemies near your target for a few seconds with each hit, becoming more effective with the damage your shot inflicts, and less effective with the number of enemies targeting you specifically. Don't push your luck too far, and keep your foe beyond arm's length, and you can survive some vicious battles.

Unarmed

Jawbreaker 100: Sooner or later, every unarmed fighter learns one important lesson. The bones in the human hand are small and, normally, not that strong. Whether you learned this the easy way or the hard way, you have also learned a few different workarounds, such as conditioning your body to endure

impacts, striking with the sides and palms of your hands, or just aiming for softer parts of your enemy. In practice, this means two things. First off, you have solid fundamentals with all unarmed striking. Second, you have the durability and control to reliably avoid hurting yourself with your attacks, even against armored opponents.

Ringenmeister 100: You might get by just swinging your fists if you're brawling with commoners for coin, but punching plate is a waste of time. If a knight of The Empire finds himself unarmed or on the ground, he turns to the grappling style known as Ringen. Unlike pure wrestling styles, Ringen includes clinches and holds with a weapon as well as unarmed techniques. Your technique is sufficient to overcome a stronger untrained wrestler, and your grasp of leverage and body mechanics will give you an edge in matters like clinches and weapon binds. While some weapons are better than others for grappling, you'll at least have some idea how to apply any weapon you've gotten the hang of.

Kurzkampf 200: No one in their right mind would bring only their fists to an armed battle. Even with armored gauntlets, your reach and leverage are worse even than a knife. Counterpoint; the last thing they'd expect is to get punched in the mouth. Whether you have something to prove, or just lack a better option at the moment, you at least have a chance at pulling this matchup off by negating at least one of those problems. In boxing terms, you are a consummate "in-fighter", able to slip in past an opponent's reach and hit hard even when you can't fully extend your arms. As long as you can find or create enough of an opening, you can negate the range advantage in a melee fight. This applies even to marginal reach advantages, like brawling with a taller opponent.

Sting Like a Bee 200: So, unarmed fighting has all these drawbacks, but what's something it does especially well? Well, having two fists and no extra inertia from a haft or blade means a trained brawler can strike exceptionally fast. If you're just hoping to improve your natural fighting style, you can now strike noticeably faster without sacrificing power or technique. If you are willing to sacrifice in a few places, you could very well develop the fastest jab in Christendom.

Bring 'em On 400: Contrary to certain films, to get hit and keep going is not the best strategy for winning a fight. Men and beasts alike are naturally averse to pain because even minor injuries can spell disaster down the line. Unfortunately, sometimes becomes an obstacle instead of an asset, and moreover you'll be damned if some woodcutter is going to win your hard-earned silver in a brawl. This perk will not reduce the severity of any injuries you receive, but those injuries won't hinder you as badly in the short-term. You can retain most of your strength and stamina through pain, blood loss, even minor fractures. Just try not to make the sawbone's job any harder than you have to, okay?

Start Me Up 400: Whether or not you prioritize durability in a fight, every fighter should prioritize endurance. Even the best fighters will fall if they get winded after all. Naturally, this means that most quality combatants are exceptionally athletic. Perhaps you have achieved this physique and want to push things further still. Perhaps age, debauchery, and lingering wounds prevent you from reaching such heights, and you must compensate. Either way, you've learned how to move and strike more efficiently, and how to pace yourself for longer fights. In general, combat tires you out far less than it should for your current level of endurance.

Beyond that, you've found that the thrill of battle can keep you going past normal limits. Scoring clean hits, especially with more skillful maneuvers will reduce your fatigue, as if you'd caught your breath for a few seconds.

Items

+500 GR for Items, Properties, and Property Upgrades. Usual protections for all purchases here; you're guaranteed to eventually find them again if lost or stolen, but not if given willingly or sold. Any ranged weapons purchased below always include a pouch or quiver of ammunition.

The Basics (Free): A simple set of day clothes, a knife, a purse full of silver, a waterskin (filled with clean water or cheap wine), and a few portable snacks, such as an apple or some dried meat. Unless you're a lord or a beggar, this is a perfectly ordinary set of affects for anyone going to market or walking about on their day of rest.

Bags, Belts, and Bindles 50: A proper knight going to battle will have attendants and pack animals galore carrying their supplies and spare equipment behind them. Depending on the battle, a knight may have had a fresh lance for each and every charge. Suffice to say, a lone adventurer would not have this privilege, having to either carry their equipment into battle, or risk ditching it nearby. To reduce the issue, this collection includes a backpack, and several wearable pouches. The bags themselves are comfortable, and don't restrict your movement too much. Anything inside is protected from bouncing around as you move, and the weight is spread out enough for noticeably easier carrying.

Fighting Peasant's Kit 50: No self-respecting soldier would go to war with this equipment, but if bandits and cutthroats attack and there are no self-respecting soldiers about, the common folk must defend what's theirs. For protection, you have gambeson, chausses, mitts, and a padded cap, all sown together from common clothing. For weaponry, you have a straight-pronged pitchfork, a hatchet, and a shortbow. Altogether, these would only equate to the poorest of equipment held by any militia or bandit, but unlike those, all the equipment here will still pass for ordinary tools and clothing, and can thus be carried openly without protest.

Journal 50: Good heavens, what is this doing at 50GR? Do you know how much a book of vellum or parchment is worth in this day and age? Truth be told, this small journal has a more personal use for you. Without any effort on your part, this journal will stay up to date with a list of all your current tasks, and a collection of relevant or otherwise actionable information you've picked up. This won't become a portable trivia library, or collect information you didn't consciously register, but it does mean you're at no risk of forgetting things like a contact's name or the directions to the next town. If you aren't capable of reading… … … or give it willingly to someone illiterate, the symbols and markings still somehow act as a decent mnemonic.

Farkle Table 50: Sometimes you just need some fun and games to unwind and pass the time. Sometimes you have a heavy pouch of silver and are disinhibited enough to waste it. Whatever your reasoning, from now on you'll always find a spare table at any open drinking hall or the like, and opponents willing to engage in some low stakes gambling. By default, this will be a certain dice game that wasn't actually invented until the colonial era, but you can choose cards, dominos, mahjong, or any setting-appropriate game of chance, and the table will be set accordingly. House rules, custom pieces, and even outright cheating are allowed, but keep in mind that your opponents will play about as seriously and about as honestly as you. No matter your abilities, you'll never manage more than modest winnings here, but it may make you some memorable evenings, and even a few friends.

Communal Pot 50: Without regular access to ovens, the stewpot was the main kitchen appliance in these times. Between festival days, alms for the poor, and travelers' encampments, it isn't unheard of for

stewpots to be made on outdoor fires, though this item takes things a tad further. From now on, virtually any open, public space fit for eating will include a large cauldron, filled with some manner of hot porridge or soup. At meal times it refills with enough food to give everyone nearby a reasonable portion, though uneaten food will also disappear. The food remains hot and fresh so long as it stays in the cauldron, and any passer-by is welcome to eat. On local holidays, the food will even have some nice additions like cream, fruit, or extra seasoning. That said, while the food is filling, it is strictly survival food. Unless ingredients are added to the pot, anyone subsisting on this alone will soon suffer from malnutrition.

Maintenance Kits 100: Most people don't have the time or money to approach the smithy every time a tool of theirs gets banged up, especially for people out on the road. These set of pouches and small tools allow for field repair and maintenance of any clothing, armor, weapons, or other personal equipment you might have on hand. The kits include consumables like blade oil and fabric patches, which replenish at settlements, encampments, and the like. Be warned, these kits will not be sufficient to repair broken equipment, or do any kind of shop work.

This also includes some lye soap for cleaning clothes (NOT bare skin), provided you find fresh water.

Sawbone's Kit 100: As mentioned previously. Even a man-at-arms in an orderly force is not guaranteed good access to a field hospital if they wounded in combat. If a poacher is bitten in the woods, or a merchant cut while repelling bandits, the odds of finding help in time are even slimmer. If you have the skills to treat injuries, this is the best equipment you can get in these times while still being portable. Needles, blades, saws, bandages, sutures and more, all miraculously sterile. To ensure your patient stays still, this also includes a couple mouthfuls of clear moonshine. Like the other kit, this will replenish in any safe, populated area.

Pushko's Push'em 100: Firearms are still in their infancy in 1403, horrifically unreliable, hard to use, and powder cooks are few and far between. Still, they've found their adherents even among nobility due to their potency against armor and the psychological impact of their shots. A special handgonne has ended up in your possession, said to be the work of an ambitious apprentice smithy. Whether the weapon is ingeniously made, or blessed with good fortune, it is abnormally practical. So long as you reasonably maintain the weapon, it will never misfire or injure the user. Even the concussive sound of the weapon is less harmful to you, while still giving your targets a fright.

Opportunity 100: A weapon carried by a man of great charm and greater dishonor. Where he was far less than he appeared, his weapon was far more. This weapon may be taken as a shortsword or a mace. In either case, while the weapon is actually mediocre in most respects, it carries one downright bizarre property. Regardless of the form, it seems to cut and crush with near equal effectiveness. The result is almost two weapons in one, both for versatility and stopping power.

St. Anthony's Standard 100: A staff with the likeness of a religious figure carved into the end. Gangs of miners use these as symbols of allegiance and good luck charms, though this one has a couple extra tricks. While this weapon only works as a blunt instrument, it has enough weight to still do respectable damage, and the figurehead can take a surprising amount of punishment. In addition, it has two more benefits. First, since it doesn't resemble a normal weapon, it can be carried more openly, like the Peasant weapons listed above. Second, its mere presence will encourage any allies in view, as if the depicted saint urged them onward.

Steppe Chief's (Cross)Bow 100: Mongol horse archers are quite possibly the deadliest soldiers to exist in the pre-industrial world. While the Cumans serving King Sigismund were driven from their homelands by the Mongols, they used similar recurve bows. In fact, the compound limbs used in these bows may have inspired crossbow designs. Whether you prefer a longbow or crossbow, the weapon you receive has similar benefits. While less powerful than the heaviest weapons of its class, it can be drawn/loaded far faster, and is easier to use while moving. May you always see blue skies, and may your enemies see the wrath of god.

Tengri's Tack 100: A great rider is nothing without a great horse, and a great horse deserves great equipment. This includes a full set of equipment for your mount of choice, including bridle, saddle, bags, shoes, and breeching. The tack set here is specialized for skirmishers and long-distance riders, cutting bulk wherever possible, save for the expansive saddlebags. Paired with a set of spiked shoes, this allows your steed to run faster, and for longer than they could even unencumbered. The whole point of a mount is to travel more quickly, so why not focus on the beast's strengths?

Cataphract's Tack 100: All the speed and comfort in the world mean nothing if your horse takes an arrow to the lungs and dies before you reach the battle. This set likewise includes saddle, bags, and shoes, but adds a chanfron for the head, and caparison in the design of your choice to the body. Essentially, a steel helm and gambeson for a horse. As a result, the horse is not only more likely to survive a hit, but less likely to spook from heavy fighting in the first place. This will burden your mount a good deal, but getting to your destination intact is more important, right?

Sellsword's Attire 100: At the end of the day, clothing exists to protect the body, so why bother with pretense when you need even more protection than most? Not every soldier has access to a full suit of plate, naturally, but as the Late Middle Ages approach, sturdier armor does become more widely available. You now have a full set of brigandine armor with gambeson underneath, along with steel gauntlets and an open-faced helmet. It's not the most visually impressive outfit, and the metal strips making up brigandine are halfway to waking the dead with their noise, but most of your body is quite well protected.

Envoy's Attire 100: Sometimes it just isn't enough to have sturdy, practical clothing. Sometimes you have to make a statement without saying a word. Sometimes you're plainly obligated to dress according to your role and status. To that end, this is the finest fashion you can acquire without access to a king's treasury. An embroidered coat in vibrant colors, a pointed hat or chaperon with optional feathers, moderate jewelry, and a pair of spectacles for sophistication. Who needs a silver tongue when people can already see you as their better?

Scout's Attire 100: So, there are outfits built for utility, and outfits built for style, surely there's some secret third thing? Whether you're a poacher, a burglar, or a scout for an army, some attire is made to go unnoticed and unmolested. While proper camouflage is lifetimes away, people in the know do understand the value of dull colors that match the surroundings. Not only does your outfit fully cover your body in such colors, but pieces like the boots, belt, and gloves have been padded and treated as to minimize noise when you're skulking around. Just pray that a guard's eyes glide past you if you're seen, because you will not look upstanding in this.

Knight in Shining Armor 200: Protection, fashion, and subtlety in a single outfit is a bit too much ask for, but men of means can truly excel in two of those respects. A full suit of plate armor, polished to a mirror sheen. The best armor a human can get in this time and place, full stop. Despite being built for war

instead of decoration, the armor will also demand respect from your peers and awe from your subordinates. Perhaps if you leave the bloodstains on, it will demand dread. Just make sure to clean the armor afterwards, blood will tarnish even the brightest steel.

Lingua Belli 200: The Tongue of War. A weapon who's design and construction approach the absolute limit of the craft in this place and time. Originally, this name was given to a longsword, but the name could suit any type of weapon in Bohemia just as well, even a bow. Whichever weapon type you choose, Lingua Belli outperforms an ordinary counterpart in every respect. Faster, sturdier, sharper, you name it. Beyond raw utility, this weapon is also exquisitely ornamented, such that anyone could recognize it as a masterpiece, even when sheathed or unstrung.

Middle Finger of God 200/400: Even the mightiest warrior cannot tear down a stone wall. Even the finest blade cannot cut a portcullis. Skilled fighters can win fights, but siege engines win campaigns. A line of carts lay before you, carrying all the material, tools, and ammunition needed to assemble your artillery of choice on site. All you need are the men to operate it. For **200GR**, your siege weapon is the more common trebuchet, using counterweights to lob stones at a long distance. For **400GR**, you've chosen to follow the cutting edge, with a siege bombard. Sourcing and measuring out gunpowder is no laughing matter, but in return, you get a far smaller device that is easier to aim and penetrates more deeply.

Savior's Schnapps 400: A fruity beverage made from a some concerning ingredients, a certain young bastard's favorite drink, and a faithful companion to those who lead dangerous lives. Counter to what some hawkers might claim, it will not save you from certain doom. But this potion, supplied once a month, sharpens the wits instead of dulling them for a full day. In particular, those who partake feel more in tune with their instincts, allowing them to better recognize bad ideas and dangerous situations through gut feeling. Should you stay the course and find disaster, there's no guarantee of a second chance, but follow the guidance you are given and death shall not take you before your appointed time.

Properties

Some of the properties offered below would normally be the domain of a noble. If you buy these without purchases of Rank or an equivalent perk, you will instead be regarded as steward, or otherwise given authority to oversee the holding even if you don't officially own the land. In future jumps, each property may be inserted into the local landscape, or added to some external structures like The Warehouse.

Vagabond's Shelter Free/50/100: Choose between a camp set or dugout shelter. Neither option was ever meant for permeant habitation, but they can come in handy for travelers and seasonal laborers. In both cases, your only source of heat or safe light will be an outdoor campfire, you'll be sleeping on a simple bedroll over dirt, and your shelter could flood if you set it up in the wrong place. The dugout shelter is a pit dug into the ground with some stairs and a thatch rood, so it will do a better job at shielding from the elements, to be fair. The camp set, meanwhile, can be quickly taken down and transported by cart or pack animal. Since both options are also used as hideouts for brigands and poachers, for **50GR** your shelter is well concealed from anyone who hasn't visited previously. For **100GR**, you'll receive both options with the aforementioned bonus.

Peasant's Shelter 50+: A proper home, by standards of the day. Unlike the dugout, this structure comes with a solid stone foundation, an interior hearth, proper furniture, safe spaces for candles or torches, and separate rooms for storage, eating, and sleeping. By default, this will still be cramped for anything more than a small family, but there's a big difference between uncomfortable and unsafe. For every extra **50GR**

spent, the maximum occupancy doubles, adding new floors, wings, or buildings as appropriate. A whole complex for a peasant family would be odd, but some enterprises do need to house all their hired hands on-site, and with enough structures in one place you've essentially founded a village.

Stables & Sties 100: Even townsfolk who don't work the fields will often have their own animals. A horse to haul heavier goods, chickens to supplement the dinner table, or a dog to guard the door at night. Whichever combination you prefer, you now have a yard with shelter, feed, and other supplies to care for a small number of livestock.

If purchased with Farmland, this space will expand into a full barn, capable of supporting a couple times more animals at once.

If purchased with Fortress or Estate Housing, you will also gain a large stable, fit to house and equip a dozen or so warhorses.

Farmland 100: For all the talk of politics, piety, and force of arms, nations still live and die on the toil of their farmers and the quality of their soil. I won't lie, pre-industrial farming is deeply unpleasant work, but it's honest work, and even lords will be weary of disrupting their subjects' harvest. Your harvest will be better than most, if you put the time and thought into it, as your soil remains dark and free of pollution, year after year. Since this story begins in Summer, your fields will already be planted and growing with a selection of local crops.

If purchased with Stables & Sties, this land will include additional space for grazing, and an ox or horse plow.

Bathhouse 100: As mentioned before, hygiene was hardly foreign in these times. That means folk needed something better than a dip in a stream or cold basin. Virtually even town in Bohemia has a bathhouse at this point, some even publicly owned and made available to the poor. Thus, you have one to call your own, and a more upscale one at that. This space includes open and private bathing rooms, a large boiler for the water, all manner of soaps and perfumes, and even some first-aid supplies… yes, bath houses were a common venue for sex work in these days as well. Whether you abide such practices or not, contraceptives will be available, such as they are.

If purchased with the Alehouse below, these may be combined into a sizeable Inn. This will add a barber's tent, and a bed for every seat in the Alehouse section. These won't be up to the level of noble housing, but noticeably more comfortable than most peasant rooms.

Alehouse 100/150: At this point in history, inns were generally limited to trade routes and larger settlements. Still, everyone needs a place for a drink. As Europe gets into the later middle-ages, social drinking transitions from volunteer farmhouse brewing to more professional establishments. You now have such a shop yourself, capable of seating and feeding a couple dozen people at once, along with a steady supply of local food and drink. Said refreshments won't be much higher quality than the common folk get normally, but there will be a fair bit of it. Should you need to cater a festival, or some noble guest, you may need to buy out of pocket.

Or, for **50GR** extra, the alehouse will include its own brewery, with a few vats for fermenting and great barrels for storage and transport. You may designate each for beer, wine, or mead, and will have a supply of common-quality ingredients for each. Sadly, commercial-scale distillation is 205 years, and half a continent away, so you'll still need to look elsewhere for moonshine.

Workshop 100/200 per: Technically, one could say many artisans and shopkeepers work from home. But it would be more accurate to say that they sleep next to their business, given the space required. Can you even imagine trying to work metal on a hearth, or cook on a forge fire?! Regardless of your craft, so long as it isn't listed elsewhere in this section, this will provide an adequate working space, equipment, and common-quality materials for a small operation for **100GR**. Assume roughly one master, and a couple apprentices or journeymen, as appropriate to the task.

For **200GR**, you have two options. First, you can gain a workspace for tasks that naturally require more manpower, such as masonry, smelting, or making charcoal. Alternatively, you can add annexes for more specialized tasks within a discipline. For example, a smithy could have a metal caster and an armorer or a carpenter might have spaces to make bows and instruments.

Armory 200: The term "The Right to Bear Arms" originated from laws in European towns that prohibited most people from openly carrying weapons other than a knife. The first exceptions to this rule were obviously on-duty soldiers and guards, as well as the nobility. Whether you fall into those categories yourself, you're more than able to rise to the occasion should an army need to be raised. You have a very secure structure loaded with weaponry. Barrels of ammunition, racks of spears and shields, and basic armor. Enough to arm several dozen men. The weapons included here are in adequate condition, though lower quality than gear offered in the previous section. You may replace or supplement any equipment inside with items donated by you and yours. Weapons and ammunition stored here will be repaired and replaced gradually over time. For better or worse, should the immediate area come under attack, the locals will automatically gain access to the armory until the danger has passed, after which the equipment will always return.

Marketplace 200: Why control the goods you make when you can control the flow of all goods? That control comes from an open square, where townsfolk are permitted to set up stalls and hawk their wares. Here, and in future settings, this space will attract local businesses, which you can peruse at your leisure. This won't generate passive income for you by default, but you and yours will often get preferential deals as the host. Perhaps more importantly, you have some regulatory power within the marketplace, such as banning certain customers, merchants, or goods; or reserving spaces for your own business. Technically, you could invite less savory business here, though this item offers no innate protection from the catchpoles if you do.

Tourney Grounds 200: The professional sports of the day, popular across all social strata of medieval Europe. Traditionally, these contests of martial might were reserved for the knighthood, but it seems that a few towns in Bohemia have opened up smaller contests to men-at-arms and even some commoners. The grounds in your care have equipment and facilities more in line with the larger affairs, including spaces for archery, melees, and mounted combat. Between competitions, this space is also well suited to training soldiers. Due to the weapons provided all being dulled and softened for training, and some blessings of fortune, no deaths or long-term injuries shall occur from these grounds being used for their intended functions.

Estate Housing 200+: Mercenaries may come into fine arms and armor, merchants may have their share of coin, and grooms may keep a fine horse for themselves. Many things can denote wealth, but only land can denote a true lord. Whether or not you have such title yourself, this house you tend to was clearly built for higher nobility. In addition to having top quality amenities for the time, palaces often acted somewhat like private hotels for nobility and their retinues. Thus, between master and guest rooms, this

space can support roughly a dozen people, plus servants. For each additional **50GR** spent, this can accommodate two additional guests.

House of God 200/400: In these times, Churches were not merely places of worship, but cultural centers of their communities, like how the Rathaus was an administrative center. For **200GR**, you see to a typical-sized Catholic church for the era. This includes space for mass, service, and baptism; spaces for temporary grain storage and smaller meetings; a bell tower, and a graveyard if you so wish. For **400GR**, you now oversee an entire monastery (or nunnery, if preferred). While monasteries would receive some supply and labor from outside, these spaces were meant to have minimal contact with the outside world, and thus functioned as entire communities for the most devout followers of the church.

In future jumps, should other faiths or denominations be customary, or take your personal interest, this structure may be reconfigured accordingly.

Silver Mine 400: As beautiful as the lands of Bohemia may be, its wealth came from beneath the land, in silver. Vast wealth poured in from places like Skalitz and Kuttenburg towards the royal mint, which in turn fed the treasuries of Bohemia and the Empire itself. You now have an entire silver vein to yourself, to mine or lease out as you see fit. For reference, the vast mining complexes of the Kuttenburg region service 14 such veins. Your mine shall replenish each decade, and may include small quantities of other useful minerals, but precious metals shall always be the primary value.

Fortress 400/600: Mercenaries may come into fine arms and armor, merchants may have their share of coin, and grooms may keep a fine horse for themselves. Many things can denote wealth, but only land can denote a true lord. Whether or not you have such title yourself, the fortifications and luxurious quarters within were clearly build for men of high status. For **400GR**, you own a smaller castle, akin to Suchdol. Sturdy walls, a gatehouse, and a moat, with space for a few dozen people between guests, servants, and a garrison. A direct assault is possible, but would be costly without a sustained bombardment. For **600GR**, you have possession of a castle on par with Trosky or Rattay. This fortress is placed on ideal terrain, offering a wide view of the surroundings and a naturally difficult descent. Furthermore, the fortifications are larger and more complex, and the space is expanded in kind. All but the most desperate or bloodthirsty commanders will settle in for a long siege, as an attack would be daunting even with siege engines.

Property Upgrades

These amenities and other improvements can be applied to any or all properties you own, including those purchased elsewhere.

Creeping Vines 50: In some contexts, a building being overgrown with vines would be a sign of decay and poor upkeep. However, if properly managed, they can be a lovely aesthetic addition and even a small utility. By default, this would be hops or grapes, but you can replace these with any vines you have access to. These plants will grow neatly without maintenance, freshen the air in a small radius, and even provide a small harvest of fruits or seeds, though not enough for any commercial venture.

Kneeler 50: Piety above all else, as they say. This provides a small shrine to your preferred faith, suitable for perhaps one or two people at a time. Kneeling at this alter for a while helps clear the mind, and generally bestows the right mindset for earnest contemplation and prayer. This won't earn you any social regard for your piety, and most organized religions would look dimly open you shirking clerical service

entirely. But if the material culture of religion does not concern you, or you simply lack time for mass, this ought to suffice.

Barrels of Booze 50 per: Your properties each have a small cask, with a stand and a collection of cups and tankards for drinking. One cask contains one spirit of your choice and refills each morning with a couple gallons of your chosen booze, enough to provide table beer with every meal for a small household. Each additional purchase adds more casks, each with their own beverage. At the start of each jump, any or all casks may have their drink replaced with any drink that you could realistically get ahold of in the area (i.e. not one-of-a-kind vintages).

Should you make your own booze, from items here or no, you may choose to stock these casks with those brews. Somehow, this will not deplete your main batch.

Smokehouse & Cellar 50: Preserving food isn't just a matter of frugality, it can be a matter of survival, especially in winter. Tools of preservation can also have other applications, like making meat tastier or easier to eat on the go. All of your properties will have equipment to smoke and dry foods, as well as a cool, dry space for long-term storage. Unless you have a clean stream nearby, the cellar is your best chance at keeping drinks cold for a hot day as well.

Knight's Cupboard 50 (requires Armory): An armed garrison is good for any town, but more remote holdings may be ransacked by bandits or a supply officer gathering "requisitions". For just such an occasion, your holdings may each have chests or cabinets bearing the same properties as the Armory, but limited to a single person each. A house or workshop would have one such container, while larger properties may have a few such caches spread throughout.

Scribe's Desk 50: The commoners have their ways of tracking coin and material, but for those of means, proper written records are superior by far. In what would normally take a sizeable amount of wealth, your properties each have a dedicated office space, with a sturdy writing desk, book stands for comfortable reading, shelves for storage, and a steady supply of ink, spare quills, and parchment, along with basic binding equipment.

Saint Adalbert's Spring 50/100: Did you know most of the water running around the outside of Kuttenburg would have been severely toxic? Even without feces or garbage getting in the water supply, processing silver from the mines leaves arsenic and other heavy metals flowing downstream. Since no mining town could afford to drink that day in and day out, they have to either dig into untouched aquifers or route water in from elsewhere through aqueducts. For **50GR**, your properties each have a stone well, with a pulley and bucket leading to a practically endless supply of clean water. Inconvenient for larger tasks like filling baths, but enough to drink and cook with easily. For an additional **50GR**, this is upgraded to a fountain, which sprays out enough water to supply a dozen people at once with no manual labor. This time, you do know where the water comes from.

Murals 100: A handmade painting on the walls of your property is a sign of wealth and prestige even in modern times, to say nothing of times before mass-produced dyes. Typically, these murals would depict some religious subject, but the design is ultimately your choice. These will always be professionally done, and remain in pristine condition unless you wish for some dramatic aging.

Sleeper's Beds 100: For those who can't imagine sleeping on a glorified bench or hay pile. Every bed among your holdings has been improved in all facets of comfort, whether you need firm or soft, hot or

cold. In practice, this will allow for an excellent night's sleep in all but the worst conditions. Some may call such comfort decadent, a font for sloth. But perhaps, starting the day fed and rested proves that you're taking your duties seriously.

Philanderer's Beds 100: For those who can't imagine sleeping alone and sober at the same time. Every bed among your holdings has been made larger, enough for at least one more sleeper, and has some pleasant decoration to impress visitors. For reasons that would never be countenanced on a goodly Christian document, these beds are also far sturdier, and won't have you waking up sore if you sacked out in an odd position.

Penitent's Beds 100: For those who can't imagine offering indulgence, even at rest. These beds look more suitable for a dungeon than a home, even having restraints on all 4 posts. While this item cannot be combined with the above two upgrades, it can provide additional beds with their own dual purpose. Anyone who endures a night in these beds of their own free will shall wake with a renewed sense of humility and diligence, allowing them to better endure hardship and reject temptation. Those who sleep in such a bed under confinement shall instead feel humility paired with resignation, reducing the risk of escape or other misbehavior.

Tiled Stove 200: Did you know a well-designed chimney can both heat and cool a home? Add in the need for a fireplace to cook food, and it's no wonder why the hearth is even more important than bedding for a medieval home. As a result, even the most run-down properties on offer should have some heating already, but this will improve things substantially. First and foremost, the ceramic tiles surrounding the stove will store and gradually release heat even when the fire is put out, and can warm even large structures off a single fireplace. Second, these thermal properties make for a much better cooking stove, as the heat will be more even and stable. Lastly, should you open the flue pipes up further, the stove will draw in substantial amounts of outdoor air, thus cooling the building instead of heating it.

Walled Quarter 400 (Discounted with Fortress): To an outsider, the walls of the Italian Court in Kuttenburg may seem like an unnecessary, even silly extravagance. The city is well fortified already, why build a whole private castle separate from all that? Anyone who's tried to take the royal mint, by cunning or force, knows the answer full well, and now so shall your enemies. Your holdings are now independently fortified, with walls, gates, and even their own guards. That said, do not expect a whole castle protecting a single plot of farmland; the quality of the defenses will generally scale with the density and value of holdings they protect. This may range from a palisade and a sturdy door to a lesser fortress in its own right, depending.

Personal Chest 400: The first duty of all homes is protection from the elements, but the second is storing your belongings. The usual shelves and cabinets will suffice for serfs and burghers, whose lives are tied to a single area. But more privileged or ambitious folk might find themselves travelling, and can neither afford to transport all their belongings on the road, nor risk leaving them unattended for long periods. To that end, all of your properties now have a large chest, with sturdy construction and a masterwork lock. Anything placed in one of these chests can be instantly removed from any other such chest, no matter the distance.

Companions

Band of Bastards 50 per: You don't go to war with the army you want, you go with the army you have. But sometimes, the worst may turn out to be the best. For each purchase, import or create 2 companions with Rank and Favored Skills as usual. They each receive **600GR** for perks, and **400GR** for items. Companions can take drawbacks that effect themselves specifically.

Jumper's Best Friend 50 per: Humans are messy and complicated. Sometimes, what you really need is an animal by your side. For each purchase, choose one domesticated animal. Your animal companions gain **800GR**, but can only buy perks from Strength, Agility, Vitality, Stealth, Survival, and Unarmed; with Strength, Agility, and Vitality being discounted. They cannot purchase items, and can only take drawbacks that would apply to humans.

The Two Knights 100 per: Perhaps the deepest bonds can form unexpectedly. Once you've paid this price, you need only convince someone you meet in this world to join you, and they shall be made a companion then and there. Should you fail to build such a bond, or choose to stay here, the price shall be refunded at the end of the jump.

From the Garrison of Sir Jumper 200: What's a Lord without their Retinue? An oddly well-dressed pilgrim, potentially. A realm is nothing without people, and you shall have them. Any subjects, serfs, military subordinates, etc. who remain under you at jump's end will automatically become a follower. They will join you on future jumps, but do not take a companion slot and gain no benefits afforded to companions.

As a small extra, all your followers will gain an encampment as a collective property, scaling in size with population. This is somewhat more comfortable than Vagabond's Shelter, though still not ideal for permanent housing.

Scenario

Hero's Journey (Gauntlet Mode): Sometimes, great people come from humble beginnings. As a Jumper, you are hardly humble by standards of the day, but you will learn how to build yourself up the hard way.

First, you begin with **0GR** before drawbacks.

Second, you are reduced to the physical and mental ability of an average adult, before perks purchased here. This will likely put you below Body Mod overall, but you can regain all Body Mod perks through training, guaranteed, and will grow faster than normal when training up to those levels.

Third, fate will conspire to drag you into the war between Kings Sigismund and Wenceslas. You may choose which side, but you will be fighting against one King's supporters in some capacity.

Should you survive to the end of the jump, you will receive the perks Wonders of Creation Master of the Craft for free, refunded **GR** if already purchased. You may optionally take From the Garrison of Sir Jumper for free as well. Lastly, you will gain the special perk **Hero's Journey**. This accelerates any serious attempts you make to rise up in social status, both through new opportunities appearing, and gaining more reputation for your accomplishments with relevant parties.

Heavy is The Crown (Requires Rank 3): Emperor Charles IV was considered one of the greatest rulers of the Holy Roman Empire, and the Golden Age of Bohemia began and ended under his long reign.

Historically, he left two viable heirs in Sigismund and Wenceslas. Here though, the House of Luxembourg has a third candidate with you. You will begin this jump with a small, but loyal base of support in the HRE, and are on the proverbial short list for the Bohemian and Imperial throne, but lesser than your brothers'.

At minimum, you must seize the crown of Bohemia to avoid failing your chain. Doing so will grant you a Fourth Level in Rank, giving you social recognition akin to a foreign head of state even in future jumps.

Should you go further, and be crowned Holy Roman Emperor, you will also take your domain with you in its entirety. Not only will all citizens become followers, but you will take the land itself. Every tree, field, and castle in a substantial portion of Europe will be yours.

Drawbacks

Take drawbacks to grant additional **GR**. Drawbacks override perks, but are rescinded at the end of the jump (with one partial exception).

I Want to Believe 100: Remnants of old Pagan religions, esotericism from pre-reformation Catholics, and a lack of education or literacy have combined into a contradictory morass of superstition among nobility and commoners alike. You've wholeheartedly bought into these superstitions, whether or not you're gullible in more secular matters. You won't even get points for piety from this, as you may treat with ghosts or seek the aid of witches for luck and love.

Manly Odor 100: Good grief, what died and crawled into your braies? Your natural scent is uncommonly potent. Not so bad that people can't tolerate your presence, but you'll have a hard time leaving a good impression outside of the roughest circles. Stealth will also be a challenge, as people smell you before they see you. The only mitigating factor here is that a good washing will briefly suppress your stink. You'll have to wash more often than most folk here, but it can be done with enough spare time and coin.

Tiger Ghost 100: The voices of the dead are eager and able to slip into your dreams, and they're none too happy. When unconscious, you have a chance of being visited by deceased enemies or loved ones. Unfortunately, whatever their opinion of you in life, these specters appear only to berate and torment you here. They will dissect your every mistake, and belittle every triumph. They cannot harm your body, but your mind may be wracked with guilt and indecision.

Full House Sinner 100: Who needs ghosts to guilt trip you when you can do it yourself? You've certainly memorized all recognized sins back to front, even if you aren't otherwise that pious, and will feel inner torment from even minor transgressions. Unlike the above drawback, you are still capable of recognizing your good deeds, however you will need some deliberate act of repentance in order to alleviate your guilt, such as confession. If you aren't Christian, you may of course choose a different code of conduct from this time period, but you'll still be managing guilt and redemption in a stereotypically Catholic way.

Somnambulist 100: Man is afforded time to rest for a reason, you can't be on your feet all the time! Your mind might understand this, but your body certainly doesn't. You now sleepwalk periodically. Some part of you has enough awareness that you won't walk off a cliff, and you will wake up if you're about to be attacked. However, the quicker you travel by day, the further you might wander by night, and there's no guarantee you'll be able to retrace your steps.

Tapeworm 100: Well, a tapeworm would explain your appetite at any rate. You need to eat substantially more than a normal person in order to survive. This would be an inconvenience in a modern setting, but when meat is rare and food has to be stockpiled for winter, this may get dicey if you don't plan ahead.

Claustrophobia 100: Face protection is very important in warfare, what with your face having all those tender bits that can be easily seen and stabbed. Unfortunately, good face protection on armor tends to trap heat and carbon dioxide right next to your face. Pair that with stress from combat, and you get a phenomenon called "helmet horror" where it feels like your helmet is smothering you to death. Not only are you especially vulnerable to helmet horror, but you generally tend to panic in small spaces, such as tunnels.

Bad Back 100: Yes, herbs and flowers don't weigh anything; no, that doesn't mean you should just bend over like that. Whether you failed to care for your body, or discovered the hard way that you can be too diligent, you've managed to injure yourself. Perhaps you have arthritis or bad joints instead, but the point remains. Manual labor won't kill you outright, but it will be more difficult and painful than it should be, and manual labor is most professions in these days. Perhaps you can find an apprentice to do the heavy lifting?

Hic-Hic-Boom 100: Despite appearances, you swear God made you with two left feet and ten thumbs the way you navigate the world. Hauling bags, breaking stone, and shouting are still potentially within your skillset, but precision crafts would be an exercise in frustration for you. Do not allow yourself to be "volunteered" for any kind of alchemical work, lest it be the death of you and those nearby.

Hemophilia 200: Apologies if this is a sensitive topic, but was your family tree a tad… narrow? To be fair, there's more than one way to end up with this shortcoming. Your wounds take ages to close on their own, to the point where a larger cut might not close at all until its too late. To add salt to the wound, your borderline anemic even at your best, leaving you regularly short of breath and prone to fainting. Combine this with Bad Back, and you could be mistaken for one of those 'consumption' patients from a Victorian drama.

Chausses in Mouth 200: Bad looks can be smoothed over with the right attire. Bad reputation can be repaired or escaped. Generous friends can fill an empty purse now and again. Sooner or later though, you have to open your mouth if you want people to like you, and that's where your troubles start. You speak out of turn or otherwise piss off superiors for no good reason. You let slip embarrassing details about yourself and others. When people do show you favor, you come off as obtuse and unappreciative. Pairing this with any of several drawbacks below is sure to end in you being a pariah, and not even necessarily the feared kind.

Public Menace 200: I'd say you must have a punchable face, but most of the fellahs around the village don't seem to mind you, just the catchpole… Even if you go to a new town where you have no reputation, every guard, bailiff, and other enforcer of the law seem to have it out for you. If anything is reported stolen, be ready for a random search. If you get in a fight, it'll take serious convincing to keep them from blaming you on it. God help you if someone with a slight resemblance commits murder while you're in the area.

Poverty and Famine 200: The locals are in hard times, what with the war and banditry, but this is ridiculous. If you're a simple farmer, selling your surplus crop will be a waste of time. If you're a hired hand or mercenary, you'll have to haggle and coerce with every employer to get a decent payout. Even if you're

a lord, tax revenue has nosedived without any evidence of fraud. No matter your profession, you'll be near broke most of the time. Pairing this with Wretched of the Earth practically guarantees you'll be living off the land like a beast for 10 years.

Yackers and Fash 200: In need of a howfin' foy that yae up to yer oxters in- okay, too much. Whatever languages you know, the local dialects all seem wildly different. Communication isn't totally impossible, but you'll rarely understand more than half a given sentence early on. Even as you acclimate, bits of lingo will routinely trip you up, forcing you to either guess from context, or ask for clarification like a dullard.

Bad Trip 200: Please tell me you didn't take a potion from some strange herbalist. No, you haven't gotten the attention of anything beyond the veil… probably. Every now and then, you receive vivid, disturbing visions, often with some occult subject. The visions themselves won't harm you, but many will come while you're awake, so pray that the monsters coming at you aren't real people.

The Bell Tolls 300: It tolls for death, pray it does not toll for yours. At some point in this jump, you'll find yourself in a populated space at the start of a deadly epidemic. The location will quickly be sealed off from the outside world, and you cannot leave until it has ended. You have no resistance to the disease beyond that of a healthy adult, and you'll have no luck treating it until the source of the infection is discovered, which will put you at greater risk. Of course, your only requirement is to survive the outbreak, but without treatment, most of the people in the quarantine zone will die.

A Woman's Lot 300: For all the prejudices and inequalities that exist in modern times, they pale in comparison to those of Medieval Society. Whether you were born a woman, or to a minority culture like Romani or Jews, the circumstances of your birth are a millstone around your neck. Where extraordinary acts and abilities may have overcome preconceptions for some at least, now you will only find sympathy among others of your 'lesser' demographic. Rank may even serve to isolate you further, as commoners are either envious or fearful. Certain trades will be denied to you entirely, but at least you're unlikely to be conscripted for war.

Wretched of the Earth 300: If fortune ever means to smile upon you, it sure hasn't yet. Whether by circumstance or foolishness, you've been thrown out onto the streets. You aren't necessarily hated in your starting location, but you'll find no charity save the most basic of church alms until you earn coin or favors. This drawback will also lock you out of your warehouse and other properties, though you may take any items you can keep on hand.

Bohemia Rise 400: By default, you will exit this world in 1413. Well after Sigismund's first play at the Bohemian crown, but shortly before the burning of Jan Hus and the conflict that would come to embroil Central Europe for years to come. Your time in this jump shall extend until the Hussite Wars have ended, or the historical end date in May 1434, whichever comes first. The Vatican cannot afford to let such a schism go unanswered, but if the Hussite Wars are somehow averted, you may also leave if the Hussites either secure power in Bohemia, or are suppressed entirely. Bear in mind, the death toll from these wars was estimated at up to 200,000 people.

Where is my sword!?! 400: Like the Arthurian Knights of old, you've found yourself saddled with a quest that will take you across the realm while testing your skill and bravery time and time again. Sadly, you likely aren't a knight of legend, and your goal is likely far more mundane than the Holy Grail. Perhaps you were personally wronged, perhaps you seek redemption for your own actions. Your goal will never be entirely out of reach so long as the jump continues, but neither shall it be easy, no matter your power.

Most likely, you'll be forced to cross some powerful figures along the way, and stride into dangers that most would avoid, even with an armed band at their backs.

Technically speaking, failure at this task will *not* end your chain, but no amount of temptation can break your fixation on this task for long, to the point that you may wind up staying here if the alternative is failure. Should you depart with this task unfinished, the shame will persist even as other drawback effects fade.

I Want to Stop Believing 600: Well now you've gone and done it, ruined a perfectly grounded, historical setting you have! As it turns out, all manner of mythologies are true here, Christian and otherwise. Bathe in the wrong pond and a goblin might drown you. Kill someone under the wrong circumstances and they might just haunt you from the afterlife. Those women wandering into the woods at night? They just summoned The Devil into the mortal world, and the whole county has gone to the dogs. If you also took I Want to Believe, your superstitions are mostly off-base. That Demon you're trying to exorcize is actually a Leshy who doesn't particularly mind holy water.

Notes

1. Drinking perks, with the exception of Beer Belly, do not work if you are fully immune to intoxication from the substance in question.
2. Weapon perks can be applied to other weapon types that you've mastered.
3. Fanwank to your preference on staffing and building modifications for properties purchased.
4. As mentioned, you can a smelter or charcoal burner with the workshop property. Yes, you can set the location of your properties within reason. No, this document, nor any hypothetical benefactor do not take responsibility for any angry mobs should you create massive smoke plumes upwind of a town.
5. Likewise, you could plant a marketplace in the ass-end of nowhere, but how many people show up, and what they sell, will be impacted accordingly. Should you keep the marketplace as a warehouse annex, fanwank responsibly, but this should still have some utility.
6. Any magical spells or relics acquired via I Want to Stop Believing lose their supernatural properties at jump end.

Ending

As always, you're left with three choices, should you survive to the end.

Stay

Gain **1000GR** worth of purchases for your trouble.

Go Home

Return to whatever world you came from.

Move On

Proceed to your next jump.