

Safehold Series

CYOA

Jumpchain Compliant

Version 1.0

By blackshadow111

Introduction

Welcome to Safehold, boys and girls! Get ready for a post-apocalyptic humanity that reached the very heights of the stars, mastered incredible technologies and fought a war against an aeons old force and came close to becoming the only people to ever fight them and live.

So why do they seem to be in a sort of medieval stasis where the church is an obscene caricature and kings and princes command power over a fractured land, you ask? That is a strange story, full of violence, hatred, and the greatest lie ever told. It's a story that turned a basic maneuver of laying low briefly, although on a scale never before attempted, into... well, the world and the fate of humanity as it is now.

You arrive shortly before an arrow fired 800 years in the past strikes home and starts attempting to change all that. That is, about a month before Nimue Alban wakes up.

You'll probably need these **1000 CP**.

Age and Gender

Your gender remains the same as it was before, or you may switch for 50 CP. Your age rolls are:

1d8+15 for Drop-in and Prince

1d15 + 25 for Priest

800 years for the PICA, and you can freely control how old you look.

Location

You may pick any location on the planet you like, other than Zion. This does not stop you from traveling there later.

Origins

Drop-in- 0 CP

You arrive in this world as you are, no preexisting allegiances or obligations. C'mon, you know how this works.

Prince- 0 CP

You were born with a silver spoon in your mouth and a boot on your back. As secular royalty on Safehold you hold tremendous power and enjoy the benefits it brings, but you unofficially answer to the all-pervasive will of Mother Church in... pretty much everything, actually.

Priest- 0 CP

Or maybe you *are* the aforementioned boot. Or associated with them, at least. You're a Priest of Mother church, the exact position being up to you, short of being a part of the Group of Four. You may be a good priest or more towards Clyntahn's side of things, that remains up to you.

PICA- 300 CP

Or perhaps you're something and someone entirely different. You lived in the Heydays of mankind, in the war against the Gbaba, and the losses against them. Then you were picked for a highly secret project involving a modified PICA and a really long nap, and things moved from there.

You are a Personality-Integrated Cybernetic Avatar, a highly advanced robot with dramatically higher strength and toughness, a lightning fast brain stored where people store their livers, ridiculous self repair capacities as long as there are raw materials and your tiny, battle-steel wrapped power core remaining, and a lot of other nifty things.

You can either replace Nimue Alban or be another PICA, completely up to you.

Perks

Each origin gets their 100 CP perk for free, and the others at 50%.

Drop-in

Weird Name- 100 CP

Safehold names can be *weird*. The sounds tend to remain familiar ones, but the spellings have often mutated into an unrecognizable mess. But that poses surprisingly little trouble for you, as things are now.

You find that people tend to take anything strange about you in stride, particularly so if you have at least something of an explanation. So long as you can explain it, they don't mind anything from a space station to your turning out to be a robot all along, and indeed, tend to be rather chill about understanding it.

Enlightenment- 200 CP

Of everything people can suffer from, ignorance is one of the worst, if not by itself then due to the effects it has, such as superstition, stagnance and the intellectual crippling of a people, and it can be a huge problem to fix it, even if you know how. Though not for you, thankfully.

You have that curious ability that you can impart any concept you understand to other people so they understand it too, and do so perfectly so they truly grasp it instead of just monkeying what you're saying or doing, and do so without shattering their worldviews. They may be *changed*, and that might be the point time to time, but you can be assured you won't cause any mental harm you don't mean to, no matter just what it is you reveal.

Spymaster- 400 CP

Heroes and conquerors ushering in new ages is all well and good, but often there needs to be a lot of work done behind the shadows so these things can actually happen. You're now the kind of guy capable of making it happen.

You are an absolute master and genius at all the back-room politicking, intrigue and deception that it takes to keep a kingdom running and thriving, and indeed, growing. You know how to both arrange and prevent assassinations, have an instinctive ability to be able to find people in the enemy's ranks who can be turned to be spies or agents for you, and how to set up the networks so information, weapons or even people can be smuggled across vast distances without anyone being the wiser.

Your ability to scheme and plan is boosted to a massive height, allowing you to set up incredibly complex and intricate plans that are incredibly robust despite all their complexity, and you have an understanding of the human mind that lets you predict what anyone is likely to do in any given situation almost perfectly.

One Man Industrial Revolution- 600 CP

Wisdom from on-high is one thing, but it takes people who know what they're doing to truly revolutionize entire fields in days and months. People like you. There are geniuses, and there's *you*. You have an understanding of all kinds of sciences that beggars belief. Given even the barest of hints, you can develop technology of all kinds years, centuries ahead of what the world knows, and more importantly, you know everything required to build and use such things with what there *is* at hand around you.

Your imagination is similarly peerless, as is your ability to study and analyze existing technologies and methods. You can grasp concepts entirely out of context to your whole civilization with no effort at all, down to their most basic concepts and ideas, and use those modify and/or improve them further in ways and to extents even the original creators wouldn't have imagined.

Prince

Princely Composure- 100 CP

You're a prince, born and bred, and it shows. You have the grace, manners and etiquette of true royalty, never to leave you. You know how to get your point across without yelling or whining, and have an instinctive grasp of the etiquette and protocol for any situation you find yourself in.

In addition in all future jumps you find yourself part of at least one, and most likely more royal families. While this won't exactly make you the heir to the throne, you can expect to be really, really close to it.

Hail the King- 200 CP

Leadership is a delicate thing, depending on as many variables as it does. Maybe people don't like you, or maybe you just don't have the skills, in their perception. You don't have any of those problems, thankfully.

You are a consummate leader and administrator, a master of all the manipulation and scheming required in politics, able to discern the motives of everyone around you while hiding your own, and intimidating or persuading people to go along with your plans comes as easy as breathing to you.

You also have a very strong charisma, an aura of sorts that makes people see you in a better light at all times. People tend to see your leadership as a natural thing, in the light that 'of course jumper is the leader. Who else would be?'

Conqueror- 400 CP

It's not all fun and games being a ruler, y'know. There are wars, every now and then. And while losing is naturally the worst option, winning has its own problems. You need to integrate territory, get people to surrender and stop rebelling and paying taxes and generally be your citizens instead of your enemies, and all the rest.

Good thing none of that's a problem for you then, isn't it? You're a master of all things related to takeovers and conquests, a genius at knowing the sentiments of the people around you and the people you want to control and rule over. It's child's play for you to annex and integrate whole nations, getting millions to submit to you cheerfully, even to fight for you in turn.

This works on both nations and organizations and on a more personal level, allowing you to know just what you need to do to rise high in any organization, as well as take over other organizations. It also works on places that you haven't actually conquered but come to power over by any other means; regardless of circumstances you're just *that good* at administrating, making policy, and efficiently managing a bureaucracy.

Warlord- 600 CP

War is an ugly thing, but sadly, also a necessary one. As, thus, are people like you. You're a wartime leader, a general, an admiral, or perhaps something else, and you're quite possibly one of the finest ever seen.

You have a head for strategy and tactics unheard of. No matter what it actually is, land, marine or even perhaps later air and space, as soon as you encounter a field of war you find your skills rapidly rise to match whatever challenges you face, and exceed them soon after.

You also have tremendously awe-inspiring skills in personal combat, being a fiend with every weapon you pick up, and your aim is such that missing, with guns or cannons, is for other people. This ties in well with your personal bravery that can inspire legends for millennia after a single battle. Your willpower is absolute, boundless and limitless, allowing you to do things like lead charges in the face of what would in all likelihood be certain death, except that with your particular skills for strategy and tactics... well, anything is possible.

Priest

Money Management- 100 CP

A crucial role the church plays in this world is as the world's moneylender, and you can't very well do that if you don't know one face of a coin with another, can you? You're a financial wizard, a master of all things dealing with money.

In this world you know how to trade, how to keep proper records and such, along with banking and interest games, and all the rest. In future jumps too, this skill follows you and updates, accounting for stock markets and currency speculation and everything in between. It doesn't matter how esoteric or complicated it is, if the field has to do with money, you're a master of it.

You could be the greatest accountant ever seen, or the greatest Finance Minister, both with equal ease.

Terror Tactics- 200 CP

There are times when the church has to take a rather harsh hand with her flock. Heresy and apostasy cannot be quelled with pretty words, after all, some rather unpleasant things have to be done.

You are, fortunately or unfortunately, really, really good at them. You know the book of schueler back and forth, and are a master of inflicting the proscriptions laid therein. You're also really good at coming with with other tactics to cause pain and horror every bit their equal, and some much worse.

Finally, you also know how to use these tactics to achieve larger aims. You know the ins and outs of intimidation and general oppression, being able to keep large populations under control with fear alone, and tend to radiate an aura that can get grizzled veterans quivering with a look.

Inner Peace- 400 CP

It can be hard to have confidence in oneself given the trials and tribulations life can place upon you, especially when the whole world is at war. For others, at least. You are quite something else. You have lived a long life, or maybe you were born special, but either way you have attained that which eludes even the best of people.

You have achieved true inner peace with yourself. You know yourself, and you are resolved with it. This has the effect of making you an incredibly thoughtful, well adjusted person, and renders your confidence and self-assurance unbreakable and with unfathomable depth, though you remain as open-minded and capable of growth as ever. You can face even the worst torments

the Book of Schueler has with a quiet dignity, and indeed, are flat-out immune to the destructive effects of pain.

Beyond mere pain, even, it is simply not possible for you to fall prey to any form of insanity, addiction or other mental maladies, no matter how powerful or insidious. Nor can anything render your mind alien or unknowable in any way, no matter what you may end up seeing, doing or experiencing, or however old or great your mind might grow. You retail a core of *you*, that always remains as simple and easygoing as a child, no matter how deep it grows.

Staynair-esque- 600 CP

But it is not necessarily enough that oneself be at peace. Bringing others to peace, healing their mental distress and bringing them hope is one of the primary jobs of a priest, and you are a wonderful, magnificent specimen of such.

You seem to radiate a sort of aura, that brings out the best in people around you. Simply being near you, hearing you talk and interacting with you fixes deep-seated mental issues of all kinds, and if you actively work at it you could turn even the likes of Zhaspahr Clyntahn into a wholesome, well-adjusted person. Even if you somehow find people worse than him it would only take more time and effort, as hope is never ended with you around.

There is no form of mental illness, natural or otherwise, that you cannot ease out, making you one of the finest therapist and psychologist the world has ever seen, if not *the* finest. You are not limited to humans, even, being able to interact with the likes of immortal PICAs in the same way, or perhaps even AIs.

In future jumps too, you can fix anyone and everyone you encounter of any all mental issues, be they mundane or magical, normally absolute or unrecoverable, or any combination thereof. The more powerful or deep-rooted the problem the more time and effort it will take, but that is all. Talking is the most common way to do all this, but by no means the only one. You can do it through any means you can use to communicate things to people.

PICA

Fighter- 100 CP

As a PICA, your body is tougher, stronger and faster than most humans can even imagine, making you capable of taking on whole armies single-handedly, or at least small groups. But raw strength ability only ever go so far. It takes *skill* to be really effective, and you have that now, in spades.

You are a peerless warrior and fighter in a myriad variety of styles. Your reaction times and instincts, are of course, utterly inhumane, but now they are fine tuned so they would outmatch any other PICA as much as a PICA does humans, and somehow remain so even if you switch to a human body in the future. Besides these, you have a legendary aim and armed and unarmed combat skills that would leave pretty much anyone in the dust.

Many and Varied- 200 CP

It can be a complicated affair to juggle many and varied identities, especially if you're using them for high-stress work. You could say the wrong thing in the wrong name, mistakenly refer to someone by name when you're not supposed to know them at all, or a hundred other possible mistakes.

Not for you, though. You're the consummate infiltrator and impersonator. Your skill at crafting varied identities of all kinds, of fleshing such personalities out and living them utterly flawlessly is nothing short of legendary. You know how to speak, when to feign ignorance, and all other related skills. You also have all the required side-skills for all this, being a ridiculously formidable actor, forger and hacker, along with other similar skills relevant in future worlds and situations.

For their own good- 400 CP

Sometimes people don't know what's best for them. Actually, make that most of the time. And in such cases they need someone to guide and assist them, to show them the way. You can be that person.

You have incredible skills and talent at getting people to listen to you, to trust and like you, and also know how to then use these things to achieve further goals. A sort of charisma surrounds you, which seems to convey to all others that you can and should be trusted, even when what you say challenges literally everything the target holds sacred.

You can talk anyone into and out of anything, being preternaturally skilled at manipulation and charm. You could get the worst of fanatics to denounce their beliefs over the course of a conversation, and come out of it thanking you.

Nor is your ability restrained in any way by distance or even by the number of people you're affecting. You can influence masses as easily as you do individuals, and affect people across miles upon miles of distance as if you were there in person.

Igniter- 600 CP

There is a fire in you, Jumper. A flame that burns hot and furious, eager to burn down the world... so long as it assures that a better one will be born in its wake. Something about you

inspires people, that shakes otherwise ordinary people out of their lifestyles and makes them into *legends*.

It's not outright a supernatural phenomenon, or at least can't be detected to be. But even so, talent and conviction seem to *fountain* from you, turning all those around you into bonfires of potential and power. A man who would be an ordinary trader can become a vastly influential businessman capable of influencing nations, an otherwise ordinary prince is inspired to become a world-shaking conqueror and diplomat, and so on.

It's only for people you're favorably inclined towards, of course, but on them it works miracles, bringing out hitherto unimaginable potential and talent and creating it where it plain didn't exist, turning even the weakest and most vacillating first into strong examples of their like, and later into true exemplaries in the field. It doesn't matter what fields they work in, anything and everything from politics to innovation to proselytizing is affected the same by this, making people into once-in-history giants just by being near you and working with or under you, with even better results if and when you deign to actually teach them something.

Items

Each origin gets their 100 CP item for free, and the others at 50%.
Wherever applicable, you may import existing items at no additional cost.

Drop-in

Personal Symbol- 100 CP

There are certain limits you have to work with when you can't be everywhere. People don't do as you know they should, even if you ask... and that's if they know you asked. Many times communication has challenges that simply can't be overcome.

This should help, though. This is a mark, in whatever shape you desire. It's your own personal mark, which identifies and denotes you without any doubt whatsoever in the minds of anyone who sees it. You can use it on tokens to give to people, seal or sign letters with it, or whatever other things you want, attaching your name and identity to whatever you use it on.

Recon Skimmer- 200 CP

Whoa, a spaceship! Well, not quite. Close, though. This is a Terran Federation Recon Skimmer, a supersonic aircraft capable of carrying about half a dozen people inside it.

It's rather tough, with an armorplast coating on the glass parts of it and extensive stealth systems that conceal it from pretty much all distant detection methods, apart from the Mark I Eyeball and Ears.

It's speed is supersonic, as said before, and it can hover in the air pretty much indefinitely if you want. Also, there are projectors and other devices on the outside that can be used to disguise this skimmers as any other vehicle of similar size, even some kind of mythological 'chariot of flame' if you want.

Company- 400 CP

Perhaps not the most powerful of glorious thing on the list, this is a great thing regardless. A full-fledged business empire, one of the largest in the world. And it's all yours.

You have a small fleet of ships you own which ferries goods from your factories to markets far and wide, cultivating contacts and friends in ports and harbors across the world, and earning you vast amounts of money. Your employees are loyal without peer, and work together exceptionally well, with even their internal politics being focused on doing better than each other rather than on bringing each other down.

This company follows you in future jumps, adapting to be a proportionally powerful force in all future worlds as it is here, or perhaps greater still, but it never shrinks.

Prince

Comm Lockets- 100 CP

A highly advanced communication device, this thing still looks like an elaborate piece of jewellery, fit for a queen. Or something else, if that's what you prefer. The point is, it can connect and communicate to other communicators like this, and do so instantly and without any possibility of discovery.

You receive 8 of these, on top of one for every one of your companions. These ones can communicate across any distances on a world, or even in orbit, but no more than that. Furthermore, each of them can connect to any other electronic forms of communication too, be they cellphones or similar.

Royal Guard- 200 CP

Royalty can't very well go risking their lives on every stroll, can you? These are a set of NPC warriors, highly skilled and loyal, and all ready and willing to die and kill for you. Despite being NPCs they are highly intelligent, more so than most people you could meet.

They and you both understand each other perfectly in all things, with not possibility of miscommunication or disturbance. They follow you in future jumps, acquiring skills in whatever local fighting abilities exist in the setting equal to what they have here.

Kingdom- 400 CP

Well, where are you the Prince of? This is the answer to that question. While not quite as rich as Charis or as large as Harchong, this nation is still close to both in their respective fields, being a true power in this world.

It has a powerful military force on both land and sea, though again, not quite equal to either of the above. It's degree of technology is nothing special, especially compared to Charis, but it's remarkably more advanced than Harchong.

The form of government, degree of religious orthodoxy, it's culture and other details not mentioned here are left to you to determine, including, yes, the location. Whatever you pick, unless you don't want it so this land and all it's people are entirely loyal to you in all things, and the resources here, not only in terms of tech and such but the general geography, farmland fertility and mineral presence and natural harbors etc. are among the very best in the world, if not *the* best. This country could be a superpower with some work, Jumper.

Priest

Wealth of Experience- 100 CP

Or just wealth, if you prefer. You have the expected Net Worth of a High-ranking Vicar now, someone who focussed on gathering wealth even more obsessively than most of them, though I wonder how that's possible.

A lifetime's worth of obscene bribes, loan interests, taxes, donations and who knows whatever else, this is, by itself easily enough to set anyone up for a disgustingly luxurious life pretty much indefinitely, and it's all yours now!

It can be in whatever form you like, from a pile of money to an undetectable, untraceable bank account, or switching between them at your will. Either way, you get similar amounts of whatever the local currency is in future settings, and it somehow never raises eyebrows. You can also feed in any existing wealth or sources of wealth you have into this, extending these features to cover that too.

Church Ship- 200 CP

A ship of your own! This is a ship carrying a church flag, which goes quite far in this world, at least until events later in the plot. But for you it somehow continues to work even then, just don't tell the others.

Apart from securing you the best berths and the finest treatment in every harbor, all for free, it also gets you deferential treatment from other ships you meet on voyage, as well as certain weight in political considerations.

Finally, this ship can never suffer an accident, no matter what kind of situation you take it into. If it's going down it goes down to deliberate action, or not at all. In future settings it evolves to become whatever equivalent of 'ship' is prevalent in the universe, from airships to even spaceships if you need it to.

Key and Stone- 400 CP

Ooh, interesting. This is a strange set of items... a Sceptre of Langhorne, a sign of the church and the inquisition within it, and... a stone? But don't go by what it looks like!

This is in actuality a set of highly advanced technologies, something only one person on this world is capable of comprehending, apart from you of course. The stone is a highly advanced Lie Detector, capable of penetrating falsehoods no matter the utterer. All you need is to touch the stone to a person, and it will turn red upon any lies spoken by them.

It doesn't matter who or what the person is, the stone has a limitless number of modes capable of interacting with any beings capable of telling a lie and detecting them flawlessly, though the requirement of needing to touch them never goes away... barring you doing something.

The Key is something entirely different, a data storage device with an entirely limitless capacity. It can interact with any and all forms of data storage without any issue whatsoever, with its scanners capable of even transcribing writing into its databanks, and that from vast distances. On other devices it bypasses any and all restrictions they may have, being able to easily acquire and present any information they have to you with no effort at all.

Put together, the items form a set, in which the stone serves as a projector, displaying whatever information is stored in the key at your command. This can be in the form of a projected screen, a full-fledged hologram, or any other similar means you like.

PICA

Saintly Journals- 100 CP

So... the world is a lie and everything people know has been told to them as part of a conspiracy to keep them ignorant. Imagine telling someone that and getting them to believe you. While it may even be possible, even easy if you have the skills mentioned elsewhere in this doc, it always helps to have assistance.

This is that. This is a set of records that mentions you, a secret history of the world prophesying your coming and telling the truth just well enough to convince people that you are true and genuine, and that you can be trusted above all others. It identifies you just enough for people to realize, and just happens to coincide with whatever idea it is that you're pitching.

While it wouldn't convince true fanatics just by reading it, anyone short of them has a very good chance of converting on the spot, and even the worst cases would only need some further work from you. In future worlds you may expect such books to surface at least in a few of the local factions, depending on who you want to work with, and they will always be enough to get the local powers to trust you, if not believe in you fully.

AI Assistant- 200 CP

Well, it's pretty much what it says on the tin. This is a full-fledged AI, a properly aware and capable artificial intelligence worth the name highly intuitive and capable, this has none of the teething problems of Owl, being fully and completely developed already.

Simply by willing it you can connect them to any computers, databases, monitoring devices or such you control, and have the full power of their abilities at your back for dealing with even the most ridiculous amounts of information.

Their personalities are up to you to decide, but they are completely loyal to you in all things. Also, they're entirely immune to ever being hacked or hostilely affected at all, no matter what.

Archive- 400 CP

In this day and age, it's hard to calculate just what all humanity has lost. Going from being a spacefaring species to pure muscle and wind power, the sheer breadth and depth of lost knowledge is mind-boggling.

Or maybe not. This is something that can change all that. If the church knew of this they'd probably drown the world in blood to destroy it, but then they'd do that for a lot of things, in all probability. A full, complete record of all human knowledge, this is everything mankind ever discovered or created, from science to the arts to all the rest.

Every book ever written, every play, every movie and show ever made, all the art and science, history and truth of the human race is recorded in this archive, ready for you to peruse and use.

In future worlds too, while it doesn't cover quite the same range and breadth of data, this archive updates with every single scrap of knowledge known in any kind of public way, and an extensive collection of secret knowledge too. If it isn't something a country or conspiracy is expending huge resources to keep secret... it's *probably* here.

Companions

50 CP- Import/Create

You know how it goes. You may import an existing companion, or create a new one, giving them 600 CP.

Canon Companion- 100 CP

Like one of the locals? You can take them along for 100 CP. Yes, Merlin/Nimue/whatever she's calling herself latest too.

Drawbacks

You may take up to 800 additional CP via drawbacks.

One Big Web +00

David Weber, the writer of this series, has quite a few other books to his name, and more than one of them even have jumps. You might even have been to them! Anyway, it doesn't really matter. Point is, those universes are all linked to this one... somehow.

The exact details of this are left up to you to decide, but Honor Harrington, Dahak and all other Weberverse novels will inevitably end up exerting a pretty significant degree of influence on Safehold now, one way or another.

Angels and Demons +100

What's this, then? You're not starting in the future now. Rather, your arrival coincides exactly with the arrival of the human exodus, bringing with them the leaders who would go on to become this world's Archangels and demons.

There are unique dangers here, jumper, but also unique opportunities. Good luck.

Uncontrolled Physiology +200

Uh. So human bodies have reactions. That's pretty normal... but *this* might not be. Every physiological reaction in a human body has been turned up several notches for yours, especially the ones that would leave you embarrassed and/or humiliated.

Weaknesses +200

No one is perfect, but some are more imperfect than others. And few are more than you, at least in certain ways. You have a major personality flaw, jumper, one which causes you quite a lot of problem every now and then. Maybe you're a total scheming weasel like Narmahn, or maybe you're just an absolute bastard like Clyntahn, or it could be that you just have crippling shyness.

Whatever it is, expect it to cause you significant issues socially.

Vicarious Living +300

Or you could pick something more defined. As it is, you have a taste for the finer things in life, Jumper. Absolute decadence and obscene opulence are what you not just demand but absolutely can't *imagine* living without, and you will say as much to people. Loudly and repeatedly.

Weathering the Weather +300

Is something you must do. Did you piss off some weather god in the past? Wherever you go, the absolute most rotten, depressing weather follows you around. Rain, storms, fog and the usual, and when it *is* cloudless it's scorching, burning heat.

Jokes aside, in a world this reliant on wind and muscle power this will be a major issue for anyone.

Excommunicated +400

They know. Somehow they know about you, about what you are and what you represent. 'They', of course, is Mother Church, especially the Inquisition. They know every trick you have, every companion with you, and everywhere you've been, and they're coming for you.

Proscribed +400

What's this? A lightsaber? This is Shan-wei's temptation! So is this power ring, and that magical wand!

That's right. No powers, no warehouse, only this jump's stuff, your bodymod/equivalent, and whatever you've learned over the years. For sanity's sake, don't take this with the one above.

Shan-wei's Pawn +500

Something went terribly, terribly wrong somewhere, Jumper. This is not the world you remember. Humanity did not lose a war and end up hiding on Safehold. Humanity was created here, created by God and his Archangels. Langhorne and the rest *were* archangels. Shan-wei *did* fall and become the devil.

Later, after a great struggle, the forces of good won, but now Shan-wei's puppet is back, to tempt good people away from the light into darkness most vile... and you, in all probability, are helping her.

See, you forget all about this drawback and the situation upon entering the jump. While nothing prevents you from discovering it after, well... Nimue is around, a genuine demon here to damn humanity and she has the whole PICA tree.

Safeholderos +500

Oops. Looks like David Weber's stories were hijacked! Somehow the iteration of the world you're going to has been changed on a basic level. The tropes in play are no longer the weber ones, but rather those of one George R.R. Martin and his ilk. That is, politics and people now resemble the real world and Game of Thrones far more than they do any kind of righteous heroes and moustache-twirling villains.

A good thing is that this only affects the planet of Safehold, so there's that. A bad thing is that the 'good' guys don't seem to have gotten the notice. Charis, and especially its royals, are still the same people they were in a different story, only in a different world.

And you have any idea what a world like this to people like these? Actually, you probably do. Which is why you must step in. You must take Charis to victory one way or the other, to the same extent, if not greater than they did in canon.

And you must do it all without carrying them there. That is, while you may use whatever powers you have to *help* them, you're not permitted to, say, flatten Zion with a Kamehameha or go full Yog-Sothoth on the entirety of the Church.

Choice

Stay

Go Home

Next Jump

Notes

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.