

Welcome to 19th Century Central Asia, the region between the Caspian Sea and China; the lands that will become Kazakhstan, Kyrgyzstan, Uzbekistan, Turkmenistan and Tajikistan.

The region is a melting pot of cultures: Russians from the North, Indians and Persians from the South, the Ottoman Empire to the West, and Asian influences to the East, not even mentioning the regional nomadic tribes or the many travelers and traders who pass through the region following the silk road.

You will appear on the day that Kurlak of the Eihon family, age 12, is wedded to his bride Amir of the Hergal clan, age 20, in an arranged marriage, and you shall spend the next ten years here.

Please accept this as a gift:
+1,000cp

Otoyomegatari (Bride Stories)

"A Story Of Those Who Live Under The Sky,
And Make Their Way On These Plains."



Gender, Age & Locations

You may choose your gender for free. Your age roll will depend on your Background - you may forego all rolls (Location and Age) for 50cp, choosing the result you would like.

- 1 You awake just outside the town where the Eihon family and a number of others live. It is surrounded by farmland and pasture.
- 2 You awake by the shore of Lake Soma - a freshwater lake about a half-day from the Eihon village.
- 3 You awake just outside the town where the Numaï clan live. They are quite wealthy and influential, owning vast swaths of land for many miles.
- 4 You awake somewhere on the vast plains - these Numaï lands used to be used by the Hergals for grazing, and is located several days away from the village where the Eihon live.
- 5 You awake somewhere on the shore of the Aral Sea. This area is inhabited by people who are fishermen by nature.
- 6 You awake in Khiva - a large town on the banks of the Amu river, which leads to the Aral Sea.
- 7 You awake in Tehran, Persia. Technically in the middle east rather than Central Asia, but on the route around the south of the Caspian Sea, it is favored by those wishing to travel west but avoid Russian interference.
- 8 Free Pick - Any place in Central Asia.

Culture

Select the nature of the society you belong to (pick one).

Foreigner (Drop In) - Ocp

You may Drop In either without any existing in-setting personality and memories, or you may drop into the role of a foreigner to these lands, such as an Englishman or other travelling European, or perhaps a Turkic trader. You have at least enough of the local languages to get by, if not fluency.



Villager - Ocp

You live in one of the many villages dotting the land, or otherwise claim a fixed area of land. It is likely you are farmers, fishermen or craftsmen, and your town likely thrives on crops and domesticated animals. Your land may come under dispute or attack from the Russians or Nomads.



Nomad - Ocp

You are a nomad who lives within these regions; you are probably of the Hergal clan, though other nomadic clans certainly exist. It is likely you trace your clan's ancestry back to the Khans, and the saddle is as familiar to you as your own skin. You graze livestock and hunt for food, and you may need to take the land you need to survive on by force.





Background

Your background defines your position within your society (pick one).

Traveler - Ocp

You travel as a matter of trade, business, or interest rather than cultural heritage. You might have a family back home, wherever that is, or maybe not. Unfortunately, it means you don't really have much social standing, and are regarded as more of a visitor or guest than someone who can be relied upon.

You may pick any age between 15 and 40.

Groom - Ocp

For young men*, either recently wed or seeking a wife.

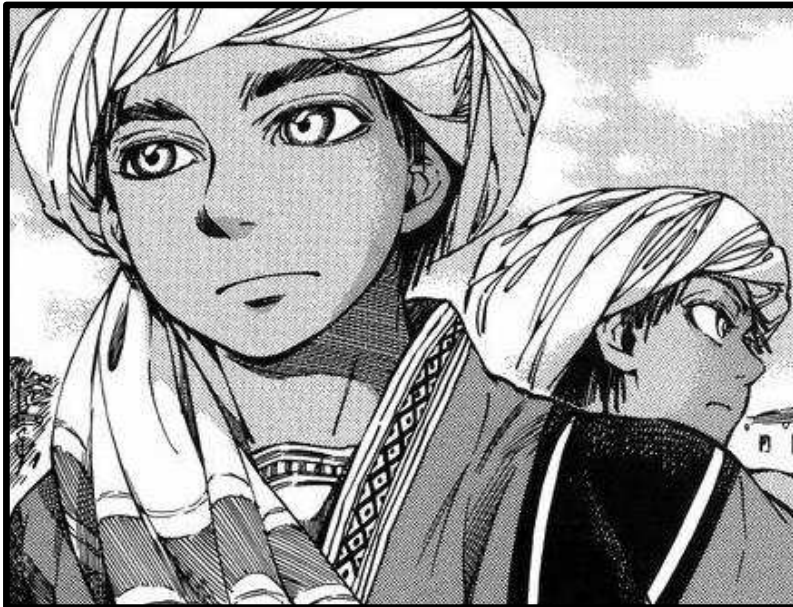
The details of the marriage were/will be conducted by your parents, as is proper.

Your age is 12+1d8.

Bride - Ocp

You are a young woman or maiden*, either recently wed or seeking a husband. The details of the marriage were/will be conducted by your parents, as is proper.

Your age is 12+1d8.



Adult - Ocp

Married, or perhaps married and bereaved. If so, you will likely be expected to take a new wife or husband.

It is more than likely (but not certain) that you have at least one child already.

Your age is 20+2d8.



Elder - Ocp

You are well past the age where you have to bother about things like marriages. You might be a grandparent or even great-grandparent. You'll have literally a lifetime of experience in this place to draw on.

Your age is 40+4d8, and we will guarantee you won't die of old age (or ordinary age-related conditions) before the end of the jump.



Perks
Single-purchase only.
100cp perks are free to the listed Culture or Background. Discounts are 50% to the listed Culture or Background.

Eye for Detail - Free For All
You better notice the many fine details in the rich tapestry of life. You will find greater detail everywhere - not just with your eyes; all your senses are sharpened.

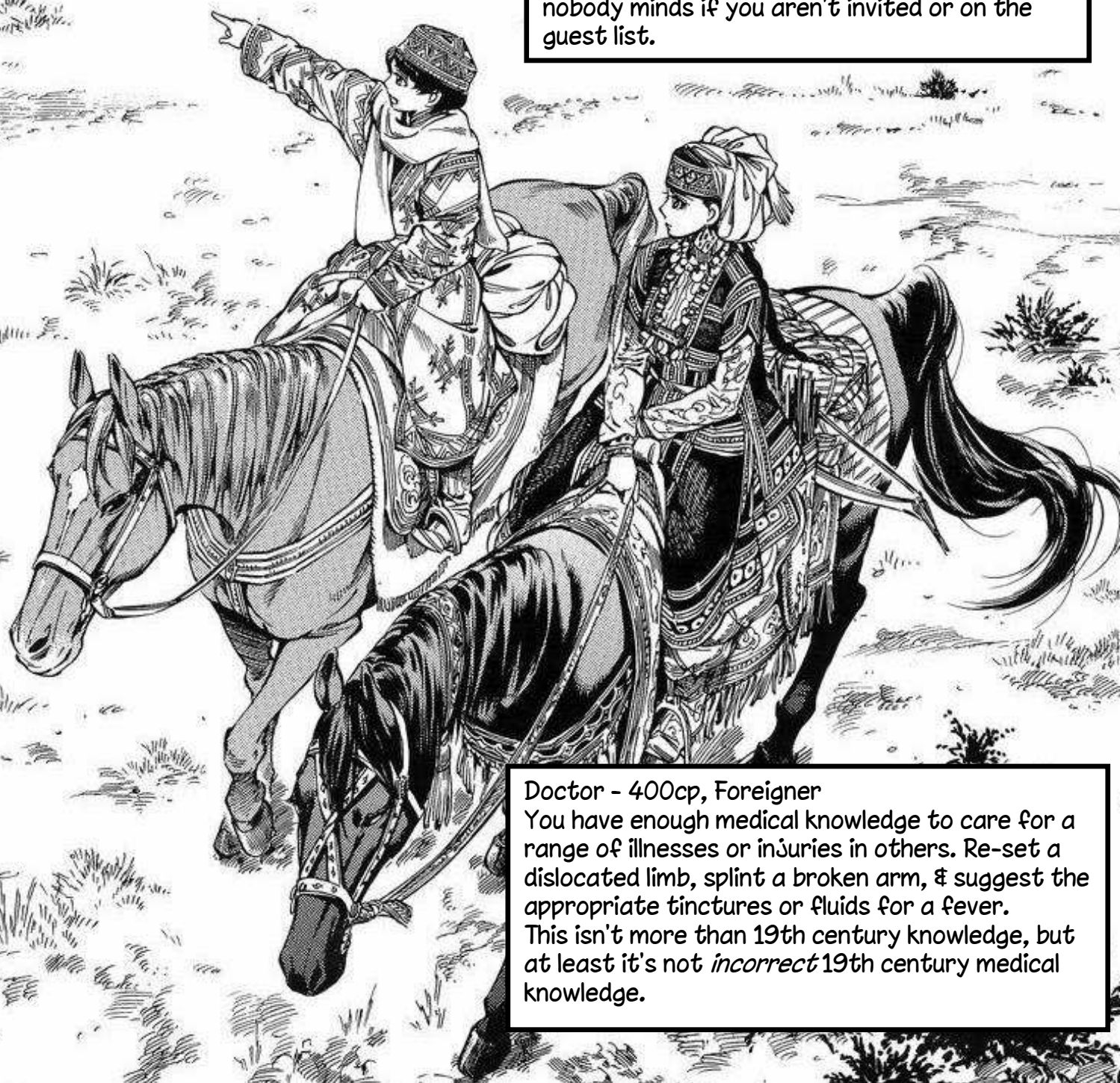
Everywhere Has Their Own Way - 100cp, Foreigner

Whenever you arrive in a new culture, you can quickly work out any cultural taboos that might get you into hot water.

A Rolling Stone - 200cp, Foreigner

While you are travelling, you always manage to show up just in time for some kind of event the new town.

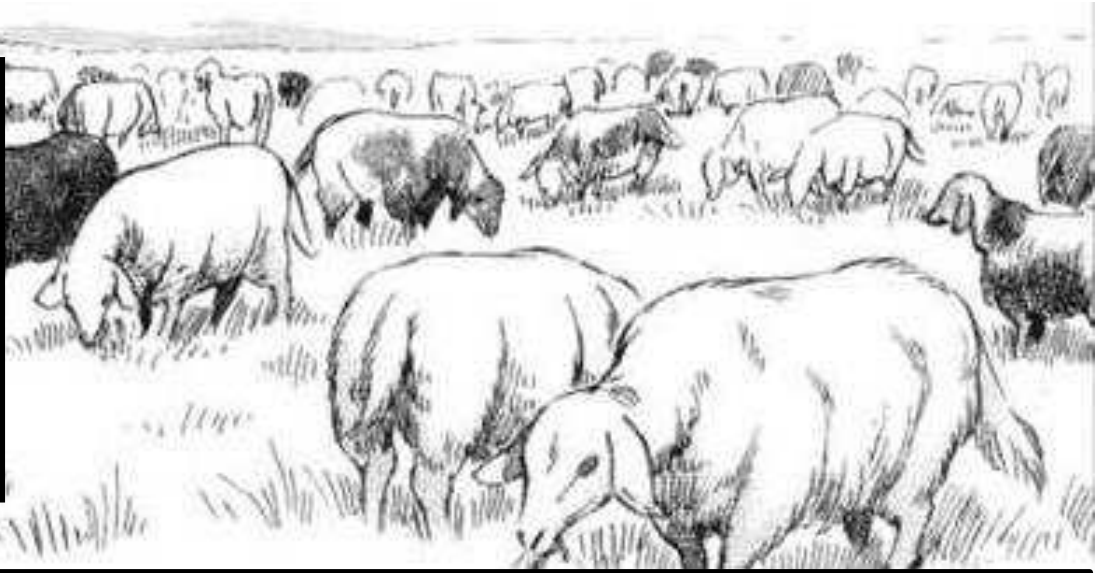
Weddings, New Year's celebrations, a circus in town, tournaments, or just random parties. What's more, the phrase "the more, the merrier!" seems to apply to you (and your "plus ones"): for any kind of celebration or party, nobody minds if you aren't invited or on the guest list.



Doctor - 400cp, Foreigner

You have enough medical knowledge to care for a range of illnesses or injuries in others. Re-set a dislocated limb, splint a broken arm, & suggest the appropriate tinctures or fluids for a fever. This isn't more than 19th century knowledge, but at least it's not *incorrect* 19th century medical knowledge.

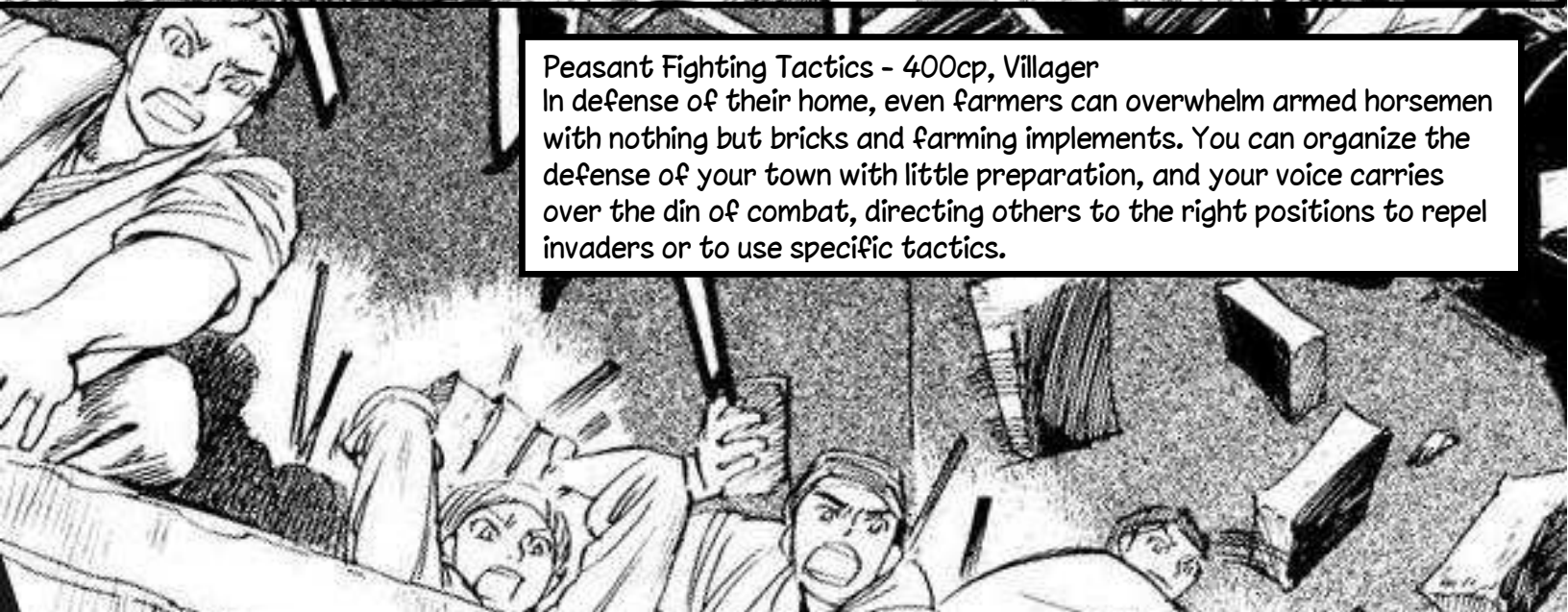
Shepherd - 100cp, Villager
Your livestock never wanders far from your watchful gaze. You almost never lose livestock to random 'wandering off'; if one is missing, you can be sure that something unusual has happened, and there will be some adventure in finding and returning it to the herd (or in having it found and returned by other people).



Break Bread - 200cp, Villager
A good meal with your company lifts the mood of everyone who eats the food and encourages friendship among those present. Having your meals in public or communal areas encourages other people to join you with food to share, and with enough people it will quickly become a banquet.



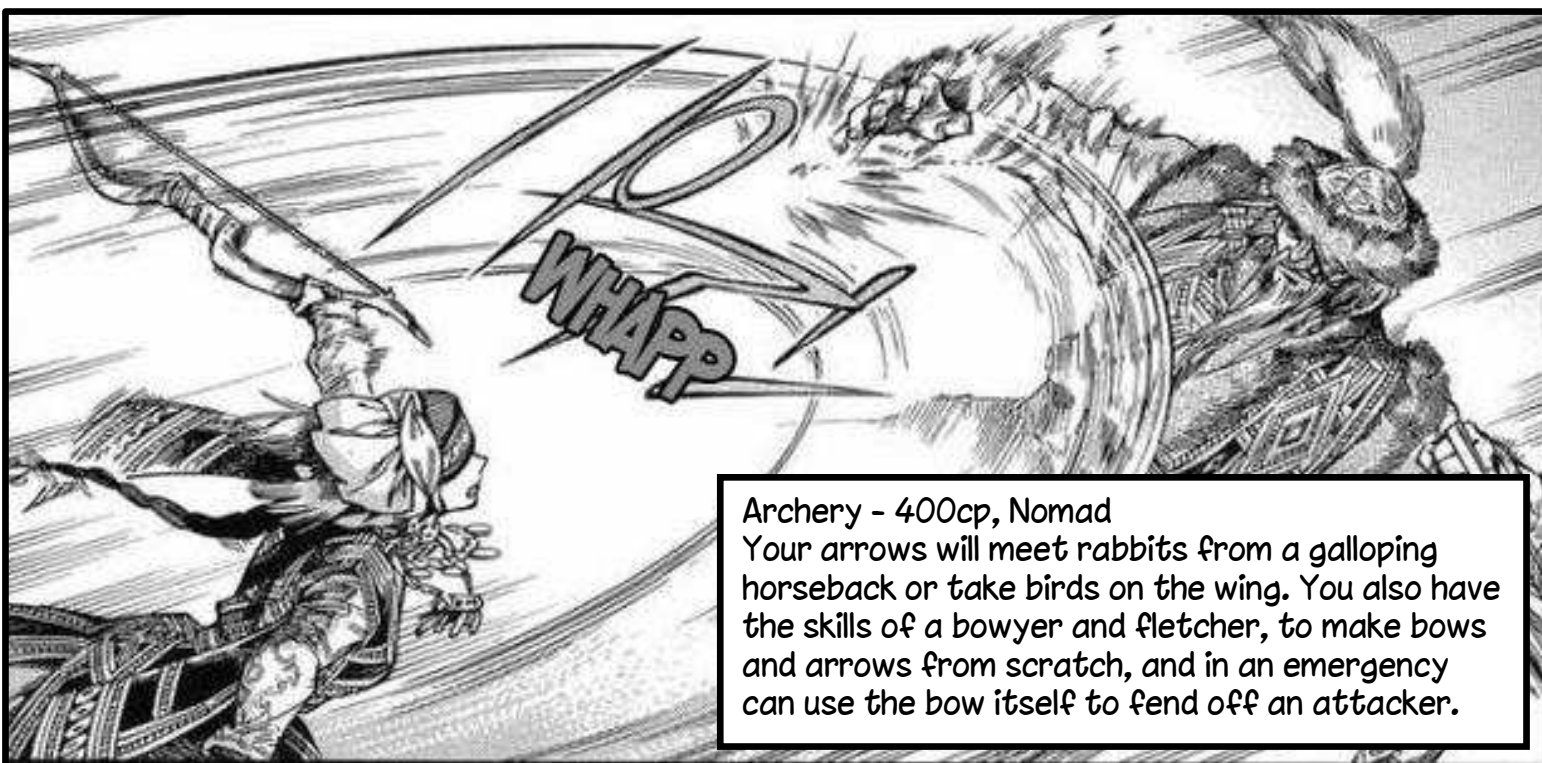
Peasant Fighting Tactics - 400cp, Villager
In defense of their home, even farmers can overwhelm armed horsemen with nothing but bricks and farming implements. You can organize the defense of your town with little preparation, and your voice carries over the din of combat, directing others to the right positions to repel invaders or to use specific tactics.



Warrior Blood - 100cp, Nomad
You can handle yourself in a fight, and know your way well around a sword or knife. You could best a handful of similarly armed enemies in a flurry of blows.



Steppe Rider - 200cp, Nomad
You are a skilled rider, able to sense how your steed will move beneath you - you can even stand up on the saddle while your horse is at a trot or a run. You never suffer from riding pains.



Archery - 400cp, Nomad
Your arrows will meet rabbits from a galloping horseback or take birds on the wing. You also have the skills of a bowyer and fletcher, to make bows and arrows from scratch, and in an emergency can use the bow itself to fend off an attacker.

Journeyman - 100cp, Traveler
Navigate by the stars and landmarks of any place you have been before. You certainly know how to use a map and compass, but you don't really need to if the route is familiar.

Falconry - 400cp, Traveler
Falconry is a highly praised skill as birds of prey are difficult to train. You have experience with using birds of prey for hunting, and the training and care of them. Falconry is considered a prestigious art among the locals, and your skills may be in high demand merely to teach others the art.

Scribe - 200cp, Traveler
At its core, solid literacy and basic numeracy, but you are also a skilled calligrapher and scribe, able to fill a page with neat, flowing script or quickly take down a verbose conversation.



Calculator - 600cp, Traveler
You are skilled with the abacus, and also with many of the principles which mathematics can be applied to, like architecture and geometry. This has follow-on improvements in many math-related areas, like engineering.

You have almost savant-like estimation of the quantities that you are observing - the number of bricks required to build a house, the number of men in an invading army, or how many pounds of grain are stored in that silo.

So swiftly can you calculate on the abacus you might beat a layperson with a modern calculator.



Proper Use Of The Animal Husbandry Skill - 100cp, Groom
You are skilled in the care and raising of domestic farm animals, from birth through to death - including mercifully killing them for butchering or to put an injured animal out of its misery.

Sing Away The Time - 100cp, Bride
There always seems to be a tune on your lips. Time seems to fly by as you sing, whistle or hum a melody, and before you know it that long ride or the daily chores will be done; you're even in tune.



Embroidery - 200cp, Bride
You are extremely talented with the local art of embroidery; an important skill for the women of the region. Inspired designs come naturally to you, and you can easily sew complicated icons, patterns and charms onto cloth - they may not do anything in this universe, but they seem to have a bit of a placebo effect, and in a places with real magic, if you have that power, you will find it easier to weave clothing with magic.

Core Strength - 200cp, Groom
While you're not above 'peak' strength, you are surprisingly strong - stronger by far than your body shape or size would indicate.

Older Than You Look - 400cp, Groom
Despite physical appearance, you have a bearing of responsibility and duty that encourages others to put their trust in your hands.

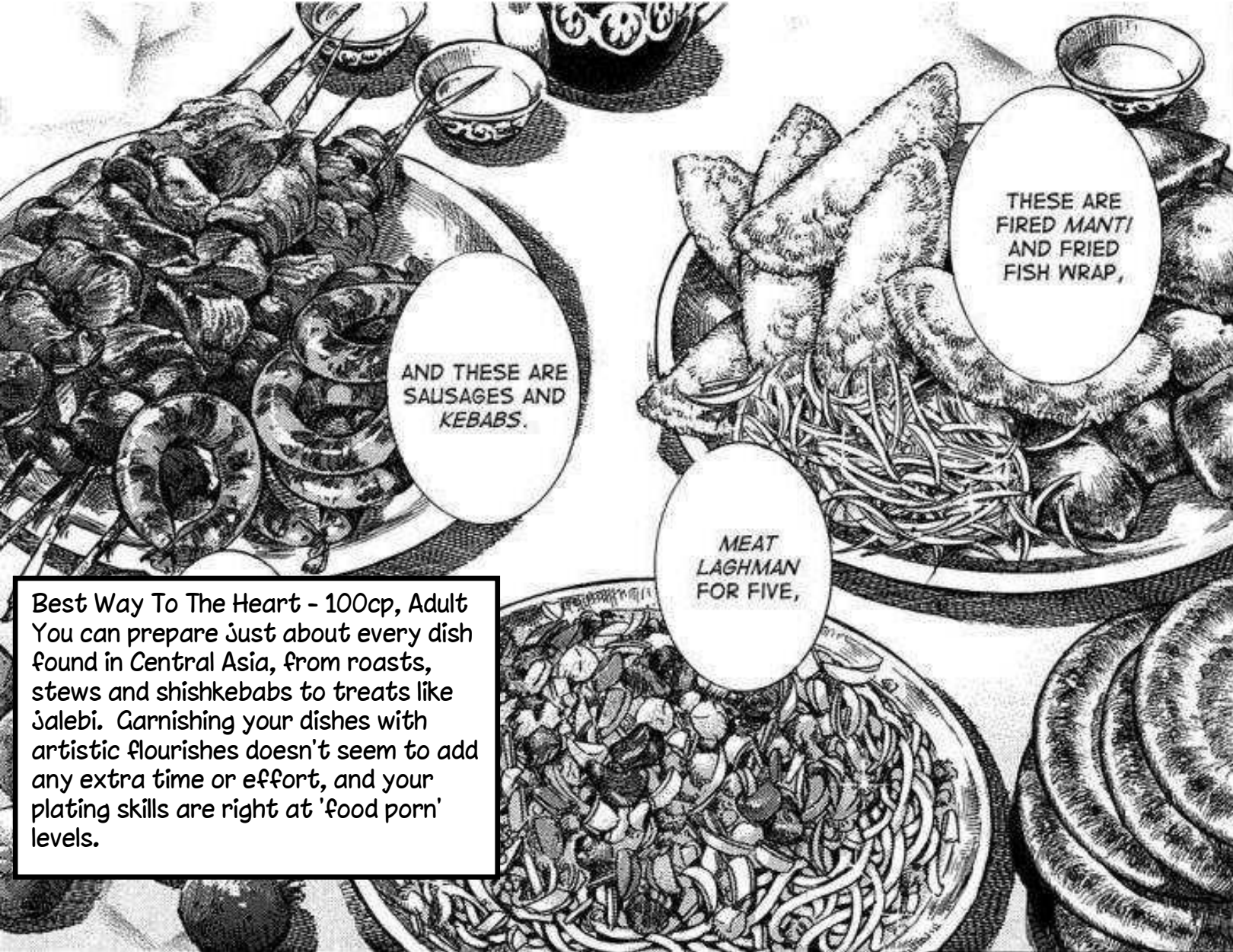
The First Is Always The Hardest - 400cp, Bride
A project done well makes you proud. If you go all-out on a project it stands as an example of what you can achieve. It will inspire you to do just as well next time, and the effort required to match your previous result seems less and less arduous with each repetition.

Grow Together - 600cp, Groom and Bride
This deep understanding of your partner ensures that as you and your partner develop, you both accept the gradual changes you will undergo along the way. Your relationship will perhaps bend but never break, always growing stronger.

This also guides the development of both of you as well, never controlling either of you but encouraging your development in ways that match each other over the long term.

Sudden and jarring changes may be enough to break this effect, certainly enough to alert each other that something is perhaps not right.





Best Way To The Heart - 100cp, Adult
 You can prepare just about every dish found in Central Asia, from roasts, stews and shishkebabs to treats like jalebi. Garnishing your dishes with artistic flourishes doesn't seem to add any extra time or effort, and your plating skills are right at 'food porn' levels.

Trade skill - 200cp, Adult

Being able to cook is all good and well, but food doesn't grow on trees! Well, it does, I suppose...you know what I mean.

You possess one craft skill, such as weaving, pottery, or carpentry, to such a fine degree that earning a living wage is no issue - so long as you have customers to sell your wares to, that is.

Rapid-Fire Teaching - 400cp, Adult
 You can impart many skills in a short period of time, quickly bringing people with very little talent up to "acceptable" with surprising speed, and keeping troublemakers in line while you teach. This rapid-fire method doesn't work that well for improving someone who's already got a decent amount of skill.



Hard Work Is Its Own Reward - 600cp, Adult

Anyone can train up a skill with time, but you get so much more out of it. They're just training the individual skills, but when you practice your physical skills, like swordsmanship or martial arts, you're also pushing your core attributes - strength, flexibility, cardio - to their limits, building them up as well.

Authority - 100cp, Elder

Younger people don't fear coming to you for help and advice, the way they might avoid asking their friends or parents for help out of embarrassment. They often see you as an impartial mediator, even if that is not quite the case.

Negotiator - 200cp, Elder

You are skilled at wresting a bargain from merchants, but equally at advising others on reaching mutually acceptable agreements. Furthermore, your home or facilities are often considered to be 'neutral ground' by third parties for important discussions befitting their nature. A regal home is the perfect place for important diplomatic talks; a comfy home is best for those seeking resolution on family matters, and the bosses of two crime rings might ask to hold discussions in one of your safe-houses (one that they know of, that is). You are always given some form of recompense for allowing others to use your home or property in this way.



Old Ways - 400cp, Elder

You've done many, many things in your life, from delivering a child to fixing a cart, hunting with the bow to building a house - however, you are little rusty. But being a bit rusty at something is better than not knowing how to do it at all, right?

You have an extraordinary breadth of experience for someone of your time, 'remembering' just about anything a 19th Century man or woman could reasonably have done in a long, active life, albeit being rusty at all those things.

This does not reduce the skill level of anything you've actually learned/got training for/got perks for/clearly remember, it brings up to "rusty" a wide range of local skills you don't already have training in/skill at.

Mental Mentor - 600cp, Elder

In addition to being an experienced teacher, not just of skills but life lessons and building character, your pupils can occasionally "consult" their memory of you in times of doubt or need.

This memory of you will provide a short piece of guidance, just what you'd say if you were there.



Undiscounted Perks



Beauty shines through - 100cp

The effects of your physical appearance can shine through regardless of how many layers of clothing or how little of your assets you're showing off. You may deactivate this effect at will.

Through Deeds Not Words - 100cp

Sometimes communicating exactly what you want to say is difficult. So you might need another way to get what you mean across. Basically you can make or do something to get a message across to someone you can't speak to directly.

Knockout Kiss - 100cp

You can give someone a kiss so good they practically faint. Only works on people genuinely in love with you.

Steam and sound effects may depend on what setting you're in, but they'll definitely be blushing furiously for a while.

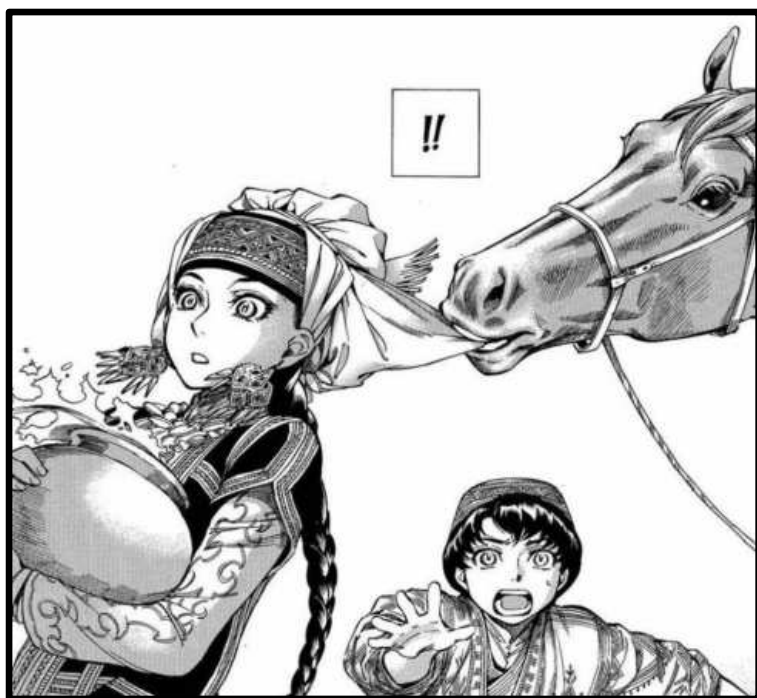
Window to the Soul - 100cp

Your eyes are especially expressive, always catching rays of light like cut gems. They communicate as much in a look or a glance as most people get across in a sentence.



Strong Constitution - 100cp

You seem more tenacious and lively than average; no stranger to exertion, you can shrug off most illnesses or light injuries. If you fill up on food you'll still be working hard long after everyone else throws in the towel.



Attired Appropriately - 100cp or 200cp with upgrade

Modesty is very important in this part of the world, so it's best to ensure you're correctly attired at all times. You won't suffer from accidental 'wardrobe malfunctions', or losing items of clothing - hats won't fly off in the wind, jewelry won't fall off when you're galloping on horseback, scarves don't come loose and slip - even if they aren't properly secured.

For a further 100cp, this protection extends to deliberate efforts to disrobe you - from a toddler pulling at your scarf, to a pickpocket trying to snatch your crown. This protection doesn't extend to efforts to actually destroy your attire and accessories, only efforts to remove them intact.

Items

You may purchase multiples of items.

Discounts 50% to the listed Culture or Background,

100cp options are free for first purchase to their background (discounted for following purchases).

Period wear - Free All

A wardrobe of clothing and footwear from your tribe or culture, appropriate to your gender. Enough for a week of everyday wear and a good outfit for special occasions, with a few accessories like belts, jewelry, hats and scarves.

Drop-Ins who don't choose any nationality end up with an ad-hoc mixture of Western and Middle-Eastern attire.

Barter Goods - 50cp

A thousand tanga worth of trade goods and coinage. This is enough for the complete contents of a new home, but not the land or building itself.

Tapestries - 50cp

Embroidered tapestries and carpets will line the walls and floor of your Warehouse, or optionally its attachments or your other properties. Lights will instead be from heatless lamps, and you can change the patterns and designs with a thought. Don't worry about stains or dust - that will be taken care of.

Traveler's Satchel - 100cp, Foreigner

A leather satchel in which to keep your belongings. Any item placed within, if lost or stolen, will return to the satchel within a day, and the satchel itself always finds its way back to you within a few days.



Remedies - 200cp, Foreigner

A wooden box containing dozens of jars and vials, each holding a different medicine. Each of these is suitable for treating different ailments (common ailments, that is - there's no T-virus cure in this box). Restocks weekly.

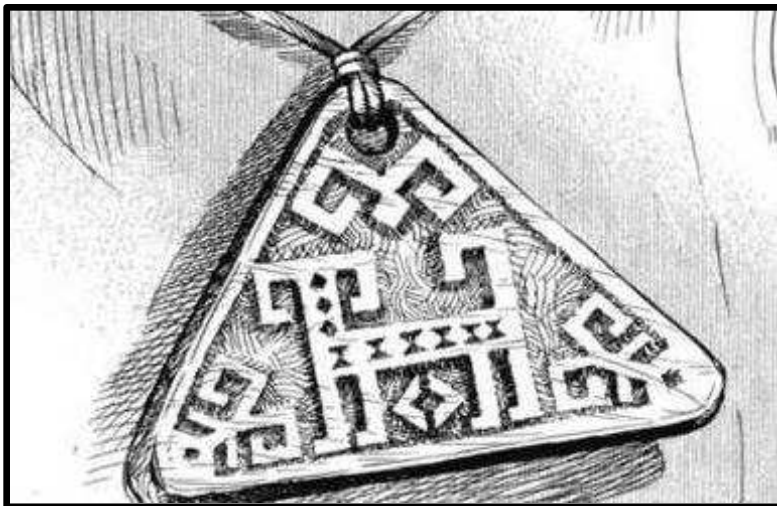


Camel - 400cp, Foreigner

A valuable animal for travelling long distances. While not as swift on the run as a horse, it tirelessly crosses the deserts with a heavy load. Especially valuable if you plan on travelling through Persia. It spits at and nips anyone who approaches without your approval.

Animal Charm - 100cp, Villager

A somewhat-childish ornament that depicts an animal. You seem to get a minor boost to an attribute that animal is known for - a goat represents strength; a hawk represents protection; a horse represents speed, etc. You may freely pick whatever animal from the region and a suitable attribute as you like. The boost is small enough that only you or someone who knows your abilities well would really notice it.



Jezzail - 200cp, Villager

An ornamented, long-barreled musket that fires a large ball of shot. Its barrel has a two-pronged bipod. This one is especially well-crafted, to tolerances somewhat beyond the locals ability to manufacture.

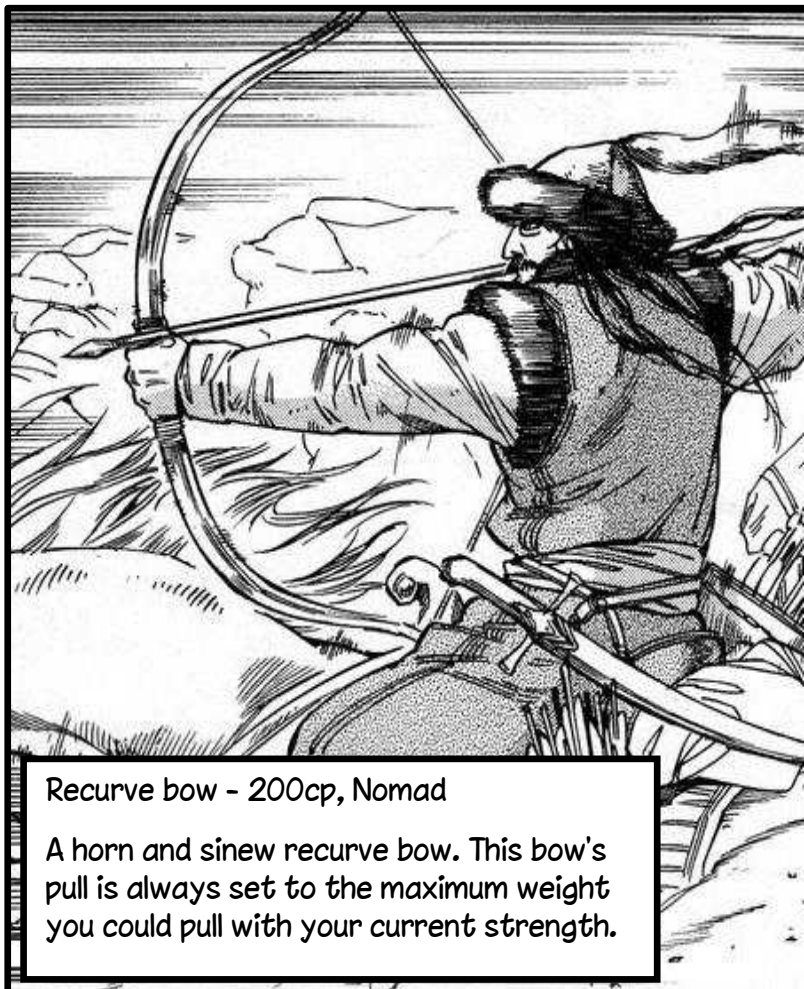
A Home - 400cp, Villager

This is a small home, usually of mud brick, suitable for a couple or small family. If you are a Nomad, this is a yurt; basically a large hide tent. If you are a Foreigner, this is a very portable canvas tent with collapsing poles.

After you leave this jump, this house inserts into the new world, and takes an appearance typical of the "average citizen's home" of the location you appear in.

A Fine Horse - 100cp, Nomad

A swift and healthy horse that will carry you rapidly over plains and foothills. It knows its own name and perhaps "come" and "stay here". Further training is up to you. With just a saddle and rider, its speed has few peers, but if you load it down too much, it will slow.

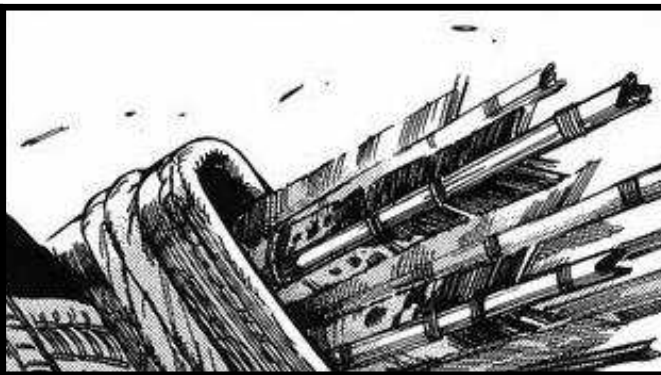


Recurve bow - 200cp, Nomad

A horn and sinew recurve bow. This bow's pull is always set to the maximum weight you could pull with your current strength.

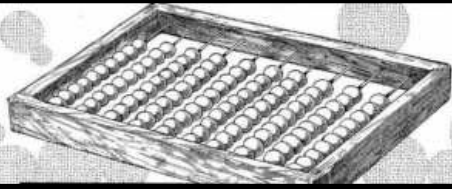
Eagle-fletched Arrows - 400cp, Nomad

A sturdy leather quiver of arrows. The arrows are fletched with the feathers of an eagle and they fly especially far, straight and true. The quiver refills any expended arrows each week, and I suppose if you made any 'upgrades' to the arrows, they would keep those qualities.



An Abacus - 100cp, Traveler

An abacus that seems to be useable for calculations with any number you can imagine, from basic (if large) integers through to the irrational and the imaginary.



Pocket Watch - 200cp, Traveler

A gold pocket watch, easily worth a small fortune. Giving this watch to somebody else sets a countdown; the watch shows the time remaining until you meet them again.



An Eagle - 400cp, Traveler

A large, healthy Golden Eagle trained for hunting small game like other birds and rabbits, as well as a hood and a thick leather glove to handle it. Optionally, it may be another bird of prey, such as a Peregrine Falcon.

Naans - 100cp, Groom

A stack of several hot-from-the-oven naan breads in a few different flavors and decorated in different styles, wrapped in cloth. They restock daily one hour after dawn.

Grape Vines - 200cp, Groom

A number of hardy grape vines may be found on any land you own. They seem to be in season year-round, and the fruit is always plentiful and sweet, even if they are untended.



Farmland - 400cp, Groom

A few acres of level, fertile land with a plentiful water well, on which to sow crops or keep some livestock, but you could equally build a home on it or anything else that takes your fancy. After this jump it inserts itself somewhere appropriate in the new world.

Pomegranates - 100cp, Bride

A bag holding several pomegranate fruit. It restocks daily at dawn.



Fabric & thread - 200cp, Bride

A wide assortment of fabrics, cloth and thread in many colors, ranging in quality from canvas, thin leather, wool and cotton to fine silk. It also includes the tools for sewing and embroidery - needles, shears, measuring cords and the like.

Fabric expended on making things restocks monthly, as do lost or damaged tools.

Trousseau - 400cp, Bride

A bundle of gifts that makes up part of your dowry - you never know what might be in here, but it contains a bunch of household items that people would typically give to a newlywed couple in the current setting. Here it would contain items like embroidered linens, a bow and quiver of arrows, blankets, clothing for men, women and children, jewelry and money, cookware and cutlery, that sort of thing. In a modern setting it might be appliances, champagne flutes, bottles of wine, dining sets, and a significant amount of money to keep for a rainy day.

Bottle of Rose Oil - 100cp, Adult

Once you put it on, you won't notice its scent, but others will detect the sweet aroma. Cancels out any foul odors you or your clothing and gear emit, even at the end of a hard day of mucking out the stables. Refills weekly.



Pipe - 100cp, Elder

A small smoking pipe. Using this pipe seems to make it easier to concentrate and focus, clearing your mind. Simply holding a flame in front of the pipe's bowl fills it with tobacco, and knocking it out extinguishes it.



Tools - 200cp, Adult

A set of very fine tools for whatever your occupation is. Men might have carpentry or pottery tools, women might have baking gear or a hand loom for weaving. This equipment cleans and cares for itself, and any broken or stolen pieces are replaced overnight.

An Old Goat - 200cp, Elder

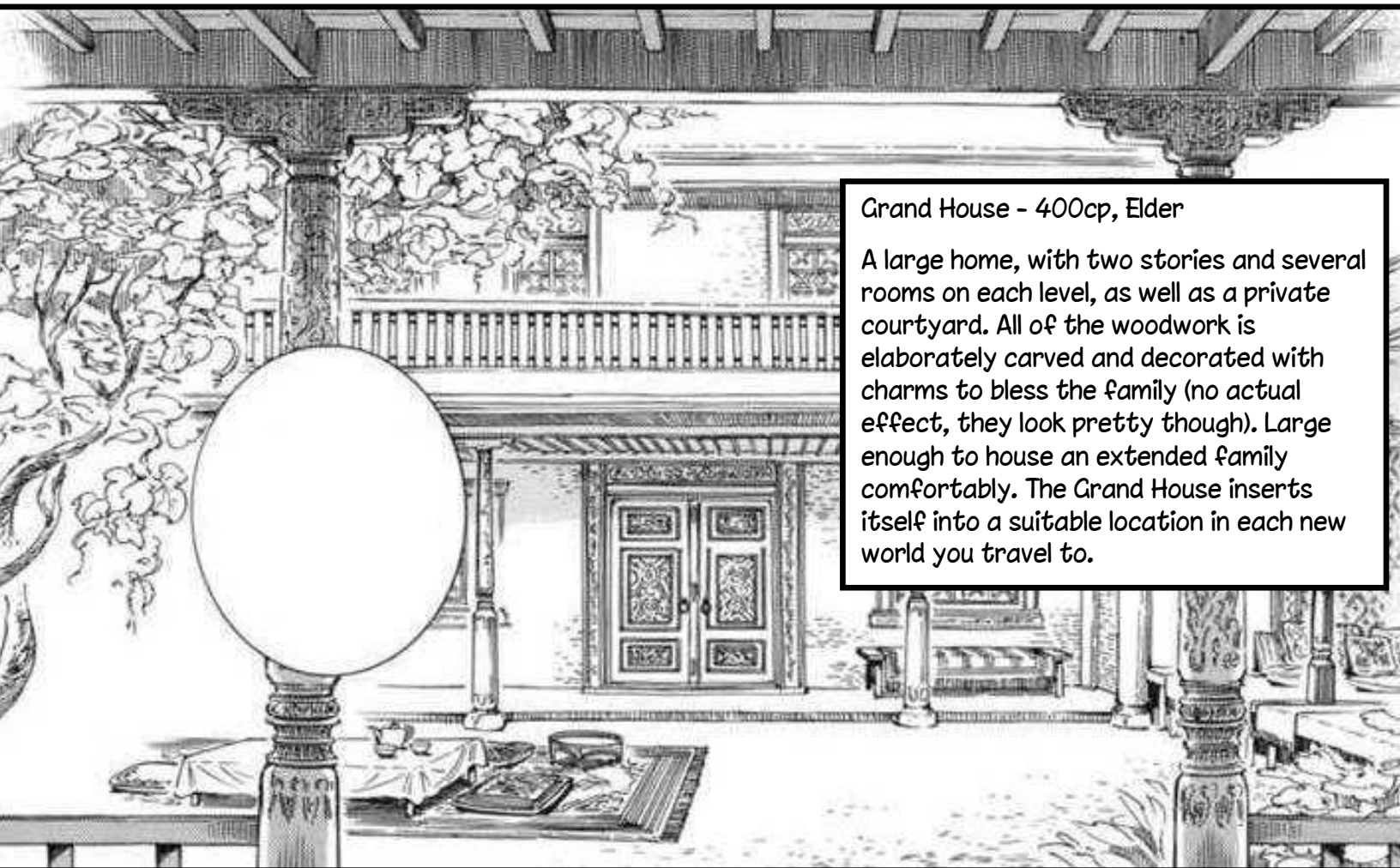
A Billy goat that will permit itself to be ridden by you - just grab its curved horns and hold on as it scales the most precarious surfaces as though you were nothing at all. If there's even a tiny foothold, this goat can climb up it.

Bathhouse - 400cp, Adult

A large, tiled series of rooms. Towels, soaps and the like provided so you can relax in the steam or heated water. Much more hygienic than the real thing. The bathhouse attaches to the warehouse after this jump, and your inactive companions may be found relaxing here (they do not make any use of their powers and may not leave unless you swap them out for an active companion).

Grand House - 400cp, Elder

A large home, with two stories and several rooms on each level, as well as a private courtyard. All of the woodwork is elaborately carved and decorated with charms to bless the family (no actual effect, they look pretty though). Large enough to house an extended family comfortably. The Grand House inserts itself into a suitable location in each new world you travel to.

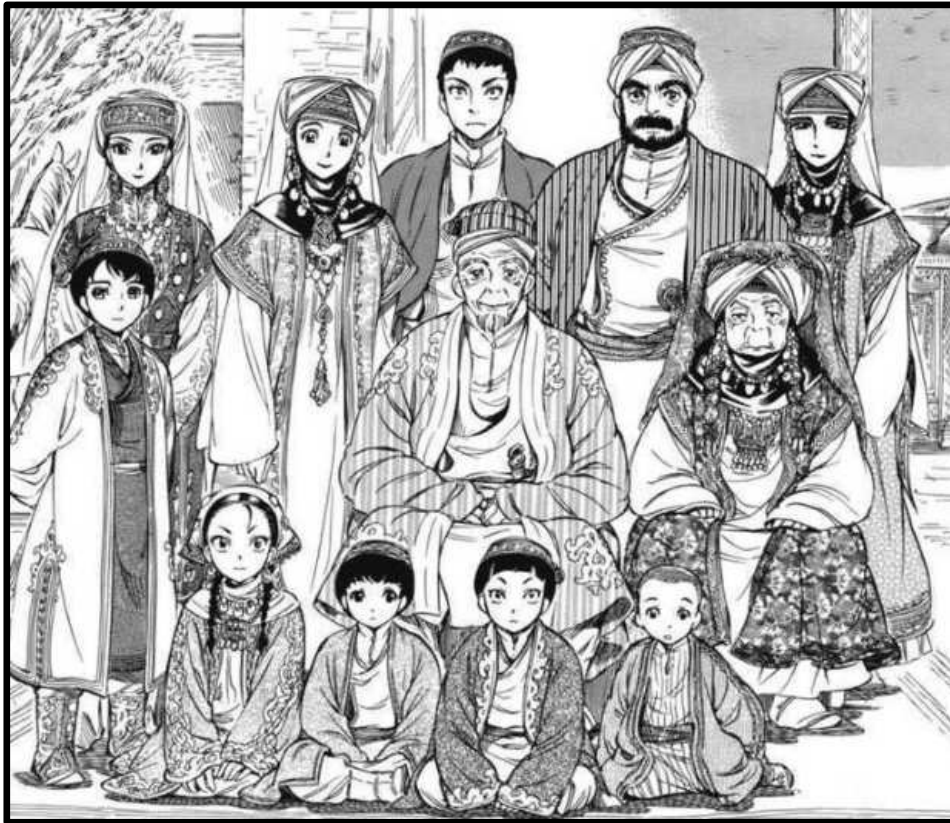


Companions

You may select multiples of companion options.

Companions may not purchase other companions or take drawbacks for cp.

If you purchase companion options or receive them for free, there is no cost to import an existing companion into that role.



Extended Family - Free

You may import for free as many companions as you like - even exceeding the usual 8-companion limit - as part of your extended family. Parents, grandparents, great-grandparents, uncles, aunts, nieces, brothers or sisters, in-laws, children/grandchildren...the list goes on.

These companions are locked in human form appropriate to the setting, and have no perks or extraordinary powers.

Guide - 100cp, One Free Traveler

A Local guide; almost certainly an unwed young man, but maybe an older man. He has all the perks of the Nomad Culture and Traveler Background. You may import an existing companion for free.

Wedded - 100cp, One Free Bride And Groom

You are wedded to someone: devoted and caring, a 'match made in heaven'.

You may import an existing companion into this role for free. You may freely pick their culture. They have all the perks of their respective culture and background, plus 200cp more to spend.

If you're a Groom, you get a Bride for free; If you're Bride, you get a Groom for free.

If you have another background, this is an appropriately-gendered partner. Travelers or Adults may chose whether they share your Background, or they may be a Bride or Groom as appropriate. Elders have an Elder partner of the opposite gender.

Sister-Wife (Women only) - 100cp

Create or import one companion as your Sister-Wife: a best friend and confidante. Sister-Wives are meant to do anything for each other and have no secrets between them. They get a Culture and Background of your choice, and all the perks that are free or discounted for their Culture and Background plus Window To The Soul.

Twin - 100cp

You have a twin brother or sister (your choice of fraternal twin or identical twin) that you are rarely separated from.

You may create a new twin or import an existing companion into the role. They have the same Culture and Background as you, and all perks that would be free or discounted to them. In addition, you both have an uncanny ability to think the same things as each other and take the same actions simultaneously.

Drawbacks

Select up to +600cp of drawbacks. Further drawbacks may be taken for your own masochism but provide no extra points.

Unladylike/Unmanly - +100cp

You aren't prohibited from unladylike or unmanly activity, but it will go very embarrassingly for you when people find out, and people *will* find out about it - especially those who you would rather not hear about it.

Culture Shock - +100cp

The locals will always react with fear or hostility towards any out-of-setting powers or technology - electronics, magical powers, even vaccines and medicine that is more advanced than what they currently have. They may take actions like trying to trash your stuff or trying to stone you as some kind of evil sorcerer. I advise discretion.

SO I HEARD YOU LIKE EMBROIDERY, MOTHER FUCKER - +100cp

You are addicted to embroidery. You'll drop almost anything to go do some needlework if someone suggests it, and you're unnervingly fascinated by the finished products. On the plus side, you'll be fantastic at it by the time your ten years are up.



Awkward - +100cp

You have an awkward way of speaking and acting, around everyone in general, but especially around a given set of people (like "women" or "your In-Laws" or "children"). You might be able to overcome this awkwardness with specific individuals over time.



Strange Customs - +200cp

When it comes to social niceties, you tend to make mistakes.

Usually, these are relatively inconsequential mistakes, like wearing a head cloth in the style of women rather than men, or mistaking someone's gift of clothes to imply you're incompetent at sewing.

Sometimes these are serious mistakes, like offering an incredibly inappropriate gift to an important guest.

Occasionally, these are very bad mistakes...like accidentally agreeing to get married without realizing it, or saying something painfully humiliating to someone you like without thinking.

Marriage Proposals - +200cp

People will be offering their sons or daughters to you. Yes, even if you're already married - that's no excuse. You don't have to agree, but it'll certainly become a nuisance.

Those offered to you are definitely not your type - trust me on this. You'll be wishing for the "death do us part" bit if you do end up married to one of these partners.

Trouble with the Russians +200cp

The Russians are playing at the Great Game, expanding into the local area, and perceive you as an obstacle. Passing through Russian-controlled towns might result in you being held by locals under their influence; they might supply your enemies with weapons and entice them to attack the village you call home; or give some pretense for confiscating your belongings and land - basically anything they can do to create trouble for you.

Engagement Difficulties - +300cp, for any background except Elders

You have not yet been married, and your prospects are not looking good for a number of reasons. Firstly, you have some trait that is undesirable in a husband or wife - you might be bad at whatever duties are expected of you, weak in health, loud-mouthed as a maiden or too shy as a boy, your family has to scrape to put together a dowry, or something else.

Secondly, it's hard to find someone your age, or who fits your family's ideal of a suitable partner (your opinion isn't even taken into account).

Lastly, even when things are looking up for you (and your family), there will be at least one major setback before the wedding (such as your house being destroyed in a clan fight). It will take significant work on your behalf to overcome these obstacles and find a match, and all the while your lack of partner is bound to torment you with self-doubt.

You do not receive a "Wedded" companion option if you are a Bride or Groom - you cannot purchase that option at all.

However, should you somehow manage to be happily wed to a suitable partner by the end of your time here - something which will seem like it will take a miracle to achieve - then you may take your spouse with you at the end of the jump for free.

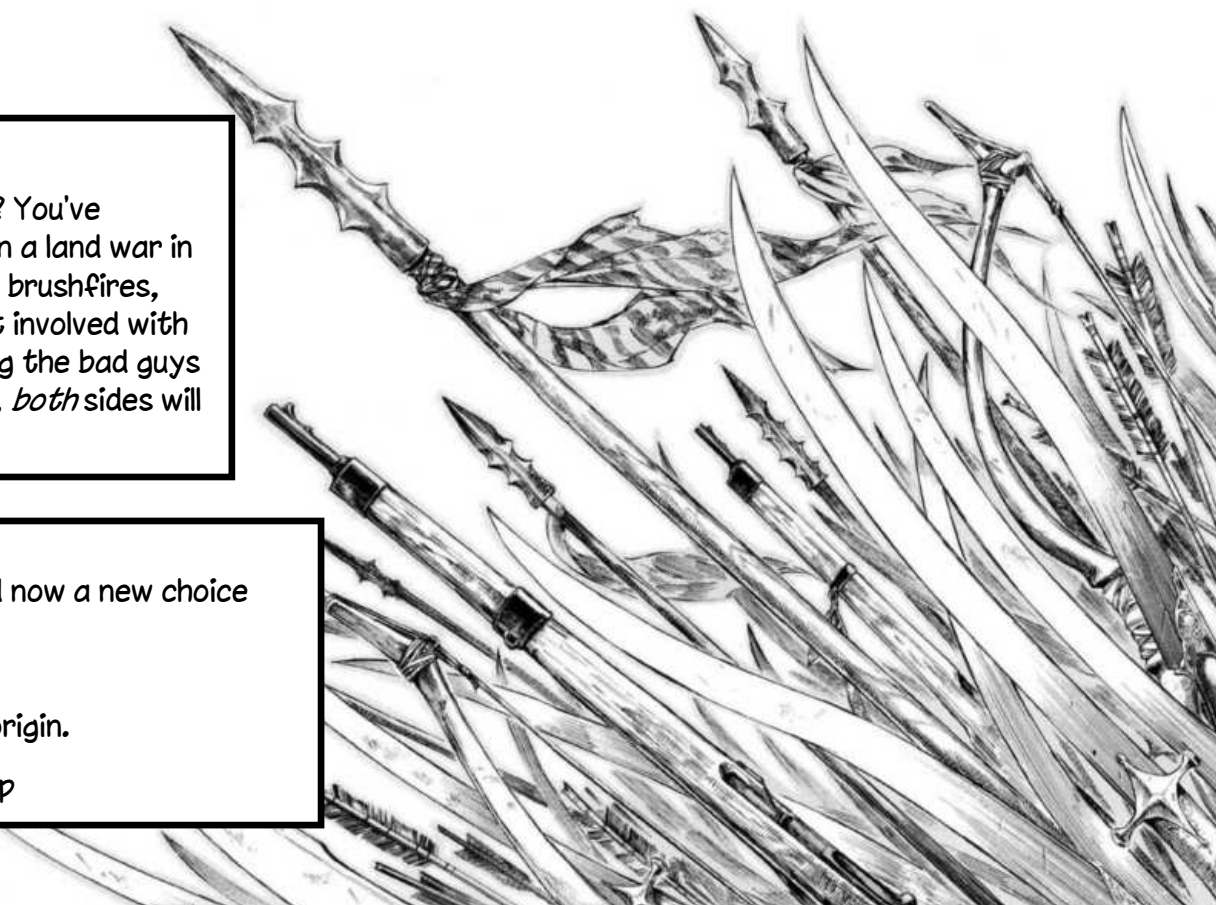
A Classic Blunder - +600cp

Wh-why would you do this? You've somehow gotten involved in a land war in Asia. Conflict flares up like brushfires, and whichever side you get involved with *will* lose... if you're assisting the bad guys so that the good guys win, *both* sides will lose.

End:

Your ten years are up, and now a new choice presents itself:

- > Retire in this world.
- > Return to your place of origin.
- > Move on to the next jump



Notes

v1.0 by myrmidont. Otoyomegatari by Kaoru Mori

With thanks to all thread and IRC anon who provided feedback.

Otoyomegatari is an ongoing series, but it's got 8 full volumes out and it's not like it's an escalating shounen manga, so I don't think we've got much to worry about in regards to it changing. If things change, I'll add jump content to match.

- Mildly NSFW: The manga does have a few NSFW scenes (mostly related to the baths) but not lewds.

Jump Danger Level: Very Low to Low

Otoyomegatari is a slice of life/romance story, but it is in Central Asia when the Russians are getting a bit colonial. Tribal fights do happen - within the first year, the Eihon family will be attacked by the Kergal nomads with guns, bows, blades and cannons. Probably taking a fluke cannonball to the face or catching a disease is the deadliest thing in the setting.

Clarifications:

- You only need to select "Foreigner" if you want to be a drop-in in combination with any Background.
- Eye for detail - You are still not capable of perceiving something outside your senses' spectrum - eg: a normal set of ears won't hear ultrasonic noises, but will hear clearly at longer distances, or your eyes won't see infrared light or in pitch darkness, but your better sensitivity to detail will probably let you see further or a bit better in dimmer light.
- Sing Away The Time - doesn't actually make time go faster or reduce the amount of work you have to do, it just accelerates your perception of time passing and work being done.
- Old Ways skills are mostly mundane skills.
- Peasant Fighting Tactics is a fair boost to civilian populations against military forces, but they might still be totally outmatched - improvised weapons against muskets is ok, or simple firearms against soldiers with modern firearms, but improvised weapons against assault rifles or muskets against tanks is too much of a gap.
- The Animal Charm is a minor boost so it doesn't really matter what attribute you pick. You could pick fish and say it boosts your mana, or a camel for stamina, or hawk for visual acuity.
- Grow Together doesn't just work on mono relationships, for example it might encourage the growing together of a Jumper and each person in their harem they are romantically involved with, but if the Jumper is the only one with this perk, it doesn't necessarily cause each member of the harem to grow together with the other members... if each member of the harem has a strong bond *only* with the Jumper, this may cause issues.
- A Classic Blunder is indeed a Princess Bride reference. Not sorry.
- Unladylike/Unmanly behaviour is traditional gender role stuff. Men shouldn't cook day-to-day meals for their family (special occasions or for guests is ok), clean, do laundry care for babies, get too involved with interior decorating, or do a woman's job like embroidery. Women shouldn't be the heads of their households, do work like carpentry, pottery, or trading, try to take over the world, that kind of thing.
- First Time Is Always The Hardest is not truly a soft-cap remover as you don't necessarily get out any more improvement than you would normally - it just improves reaching your previous limit, and further improvements on top of that prior limit are as hard as they normally would be. On its own it does not remove hard cap or soft cap limits but is still really useful in combination.
- The Proposals drawback can be applied to your children or grandchildren instead of you if you are an Elder...and I suppose this means you'll be trying to save your companions from horrible marriages if you imported any companions as your children via Extended Family.

*A Note On The Cultural Expectations Of Marriage And Jumper's Preferences

For the locals of this culture and time, marriage is strictly between a man and a woman (a Groom and a Bride), so if that rustles your Jimmies, fanwank something. Throw you own damn wedding and stuff anyone else's opinion if you want to.

It's a slice-of-life/romance story first, historical drama second, so fanwank something and run with it.

I know someone's going to squick about the setting and is justified in doing so, but for brides/grooms where one is very young or with a large age difference (such as Kurlak and Amir), it's culturally appropriate that they not have a child until the younger one is old enough.

Jump-maker's note on Falconry, Hawks and the Eagle/Eagle-fledged arrows

In case there is any confusion about this: Falconry as a term applies to all birds of prey - hawks, eagles and falcons (and even owls and other birds of prey). So even though the manga mentions only "hawks", it's still correct to use the term "falconry".

The traditional bird the Kazakhs of the region use to hunt with is a Golden Eagle, and the size and appearance of the bird Amir rescues in the manga more closely resembles a Golden Eagle than a much smaller "hawk" that they keep calling it. So maybe there is some translation error between the Kazakh reference material and Japanese, and/or between the Japanese manga and the English translation.

Changelog:

WIP V0.9

Regretting the choice of font.

WIP V0.91

Imaging changes. Need to fix Calculator, may need to reconsider pricing scheme to 50/100/200/400.

WIP V0.92

REEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE

WIP V0.93

Swapped Embroidery for First Time Is Always The Hardest. First Time Is Always The Hardest notes.

> First Time Is Always The Hardest is not truly a soft-cap remover as you don't necessarily get out any more improvement than you would normally - it just improves reaching your previous limit, and further improvements on top of that prior limit are as hard as they normally would be. On its own it does not remove hard cap or soft cap limits but is still really useful in combination, but I think 200cp is still too cheap so it's now 400cp.

Changed Old Ways to be less meta. It's now loads of rusty skills from this time period.

Fixed grape vines

Knockout kiss can now be used on anyone in love with you, no limit on repeats.

Removed (Drop In) from Traveler heading - "Foreigner" plus any Background is the equivalent of drop in.

My spellcheck can't decide between "Traveller" and "Traveler"

V1.0

Various minor text adjustments - spelling, formatting, flow.

Companions may not purchase other companions or drawbacks for more cp (just in case it needed to be said).

Removed Old Ways notes that are irrelevant.

No idea what the blank box in drawbacks issue was about. It was only art anyway.

Farmland- Removed "a patch of land" for sentence flow.

Unladylike/Unmanly - Italicise *will* find out about it.

Locations - aligned text correctly

Removed Fabric & Thread quotation marks

Extended family - added children or grandchildren (or even great grandchildren!) as well.

Trousseau - contains a /significant/ amount of money for a rainy day.

Grand House - of course is meant to import into new settings.

If you purchase companion options or receive them for free, there is no cost to import any existing companions into any of those roles (ie: this is new for Guide).