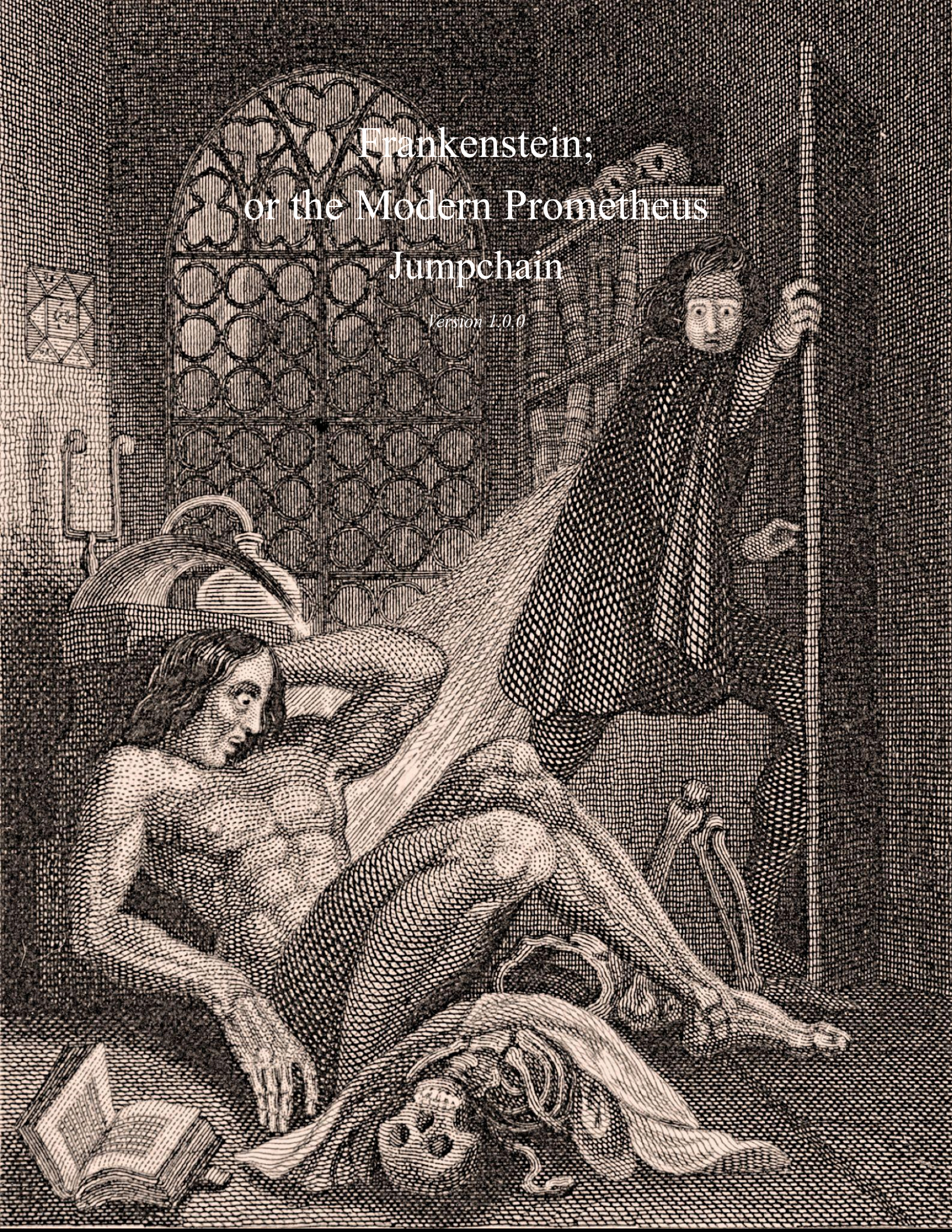


Frankenstein; or the Modern Prometheus Jumpchain

Version 1.0.0

Welcome to the world of Mary Shelley's Frankenstein; or the Modern Prometheus. A classic tale of Science Fiction and Gothic Horror, it has been adapted time and time again, till one is more likely to know things from its myriad adaptations than the book itself.

Still this is the original story. Young Victor Frankenstein, after a time of mourning for his beloved mother, entered college at the age of 17. Within 2 years he had surpassed his teachers in his understanding of chemistry and discovered the secret to creating life. It would take him 2 more years of studying anatomy, careful consideration, and careful construction, but after months with too little sleep, too little food and exercise, and far too little contact with his fellow man he completed his task and created his Creature.

This caused him to panic, enter into a sleep of nightmares, flee the Creature into the street, and encounter by luck his best friend coming to join him in college. The Creature fled into the woods, and Frankenstein succumbed in full to the nervous fever that his best friend found him in.

You will be arriving here just after these last events, soon after Henry Clerval found his friend as a nervous wreck on the verge of a monthslong collapse. Perhaps there is still some good you can do to prevent things ending in the harsh, bleak, frigid north in a manner harsher and bleaker than that expanse of white.

Or perhaps you simply want to follow in Victor's footprints, but prove that you can do more and better things with God's fire than Frankenstein did? Either way you will be entering into this world shortly before the end of the 18th century and to make your place in this world you will need these:

+1000 Creation Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

If you take the **Created Being** perk while you may still choose any origin, your in-jump background will be that described in **Creation**.

Creation: You were not born of man and woman into this world. Instead you have been created, or perhaps summoned, by acts of science (or the ludicrous incantations of Paracelsus and Cornelius Agrippa) and hubris. You are an artificial being, something that does not belong in this world. You will awaken from a haze and fog of blurred senses and confusion into this world with no memories of it. You may choose to take this as a Drop-In origin to have no creator (or summoner) in this world, or you may instead have some notes that will help you identify them and where they live.

Merchant: You have been born into a well to do family. It is a comfortable life that could easily send you to college should you convince them there is a reason to do so. While, by default, this is a mercantile family, it may not be, and could even be an older, more respectable, landed family in Geneva, Germany, or even France. Yours should be a good life, if you can avoid being dragged down by events.

Sailor: You are a sailor, the sort of man who might, a few years hence, be called upon to serve in an exploratory mission to magnetic north. You know the seas and are used to their whims having likely served on a whaling vessel before.

Scientist: You have trained in one of the great colleges of this age, most likely Ingolstadt though you may have studied elsewhere. You could be a promising young star, rising alongside Victor Frankenstein, or perhaps you'd rather be an older professor who has settled into a life of teaching? Be careful with your research, science can be a terrible force to wield irresponsibly.

Location:

You will be arriving while Victor Frankenstein is in Ingolstadt. So perhaps you'd like to join him there. His Creature is somewhere in the German woods, having fled the city last night, and while we can't guarantee you'll appear near him you can appear in the German woods if you'd prefer. Finally I hear Geneva is quite the pleasant place in Switzerland, and if you want to share the Frankensteins' home city that too is an option.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Facility of Expression (100 CP): You possess the facility for extremely communicative body language. This will not make it harder for you to hide or fake emotions and body language merely give you a special faculty for making it expressive. Coupled with this comes a voice whose varied intonations possess such a natural beauty they could be compared to soul-subduing music. Or in less poetic phrasing: your voice sounds nice and is very pleasant to listen to.

Romantic Nature (100 CP): Nature is beautiful. At least it seems to be around you, as you seem to run into beautiful and sublimely wondrous natural environments. This might just be an increase in your ability to appreciate the details of natural beauty, and to take in its wonders. Alternatively this might just be that you really do run into more of it, and the worlds you visit and places you travel just happen to have a greater abundance of such beauty than they normally would have. This could even be a mix of both things.

Selected Features (100 CP): Your features seem to have been actively moulded, shaped, and selected for utmost beauty. It is as if someone had taken all the finest and most beautiful features and put them together with a perfect weight and symmetry. Your proportions too seem to have been selected for utmost beauty and perfection. Of course this is for whatever kind of being you are. If you're a species of being with skin two sizes too tight, dead, yellow-cream eyes, and black lips, what does it matter if your nose is perfect, your hair luxurious black, and your pearly white teeth perfectly shaped and symmetrical? Even if you're human, such perfection of features may seem unnatural and uncanny.

Ernestly Missed (200 CP): Somehow you seem to be missed by collective punishment, or for being punished for the actions of individuals or groups you're merely connected to. This won't save you if you're an accomplice, or choose to join a group whose open platform is what is being condemned, but you will not be punished for the sins of your father (or brother as the case may be), caught up in a group execution of individuals from a town because one of its inhabitants offended a regime, or punished for being in a group that happened to be a front for subversives if you really didn't know it. This won't stop you from being framed, or mistaken as a criminal, but you won't be punished for merely being related to a sinner even by the most cold-blooded and vengeful of individuals.

Happy to Have Gained a Disciple (200 CP): You are an excellent teacher. It's not necessarily that you teach students knowledge more quickly. Instead you excel at teaching individuals in a way that instills in them a love and enjoyment of the subject matter, as opposed to merely a rote knowledge of it. It is an art far more valuable and far rarer still.

Father-Creator (400 CP): Frankenstein and his creation may both curse me for saying this, but they shared far more in common than they differed: both men were brilliantly gifted, with capacious minds that placed them among the finest minds; both were incredibly driven and capable of obsessive, single-minded focus and dedication; both could have become great in whatever they chose to do if only they had chosen to do the right things; both men were flawed with a selfish rejection of their own fault in things and tendency to decry how much worse it was that they must feel guilt for causing death than to have died. Whether they would like it or not, they were far more alike than most fathers and their sons.

Now you too have this gift of passing on yourself to your creations. Whether you make them by the old fashion way seemingly commanded in Genesis 1:28, or if you find your own way to make creatures whether biological or mechanical, when you create creatures they seem to inherit from you. This includes personality and nature, such as how the Creature inherited Frankenstein's tendency towards a singular drive and self-righteousness, but also gifts and talents, like how the Creature seemed to inherit Frankenstein's genius and brilliance and his natural eloquence. This won't always be expressed in exactly the same way as with you, or necessarily pass on every aspect of your being – this is not simply replicating yourself – but whether they're talents, characteristics, powers, Powers, or Perks, your creations do seem to inherit from you, if in a modified manner.

You do not have a special control of specific elements that will be inherited, but you can toggle this on or off for specific creations if you don't want to risk your robot creation inheriting a variation of your perk that ensures no one can long control you or impinge on your free will, or only want your first born to inherit your greatness.

Nameless Horror (400 CP): Is something you seem to inspire. It's as if merely looking at you was corrosive to sanity, to the point that a hardened sea explorer, able to face certain death in pursuit of honor and duty, knowing he had a duty to destroy you for the sake of mankind might find it hard to resist the urge to close his eyes, turn from you, and flee, and even afterwards would be left dizzy and unsteady by the contact. Those of weaker constitution might run in sheer panic, faint, or shift in a protective, violent rage,

attacking you to remove this unspeakable *blasphemy* from where it could threaten their loved ones. The particularly vulnerable might slip into a prolonged fever and coma, their mind temporarily shattered, though reaching this would be unlikely without some special, deeper connection, and pushing them to the lifelong damage to the nerves that the mere first contact with his creation did to Victor Frankenstein is unlikely unless they have some reason to feel especially connected or guilty. This effect will weaken with repeated exposure to your appearance and those who are accustomed to it.

This does, however, assume you look as startlingly *wrong* as Victor's creation. This is not the same as ugly. There are many animals that humans would describe as ugly but they do not necessarily look *wrong* to the human mind, and a fairy may be breathtakingly beautiful but have an uncanny *wrongness* to them as if they should not exist in human understanding. Should you look more normal than the Creature this effect will be reduced, though even if you should look perfectly normal there will still be some, albeit quite mild, effect. Should you look even more *wrong* and like something that should not possibly exist in this world than the Creature you will find this effect instead increased, making you more damaging to the will and sanity with your mere appearance.

This perk is discounted if you have both the **Created Being** perk and the **Indescribably Hideous** drawback.

Creature Perks

Natural Eloquence (100 CP): You are naturally a quite eloquent and sophisticated speaker. Sophisticated here meaning not only good at creating exquisitely constructed terms of phrase, but good at recognizing how to pull on the heartstrings, appeal to emotion, and to make arguments sound reasonable (though this won't help you make them actually based on reason). Even with unfamiliar languages, or a critical lack of human interaction, you have an instinct for how to speak persuasively and elegantly.

Created Being (200 CP): You are not a human. You are a being like that which Frankenstein created. You are constructed on a scale 25%-33% proportionately larger than human. Your thin, shriveled pale, yellowed skin, scarcely covers your musculature and your veins and arteries which bulge against it. Your eyes are scarcely different in color than your skin, showing a color like jaundiced death, and your lips are unnaturally dark. Your proportions and body seem uncouth and distorted, culminating in an appearance that would be likened to a mummy's but terribly worse.

This inhuman form is not all hideousness. You are stronger than any man, even stronger than your sheer size indicates. Strong enough to scale sheer cliffs or even rock climb across the undersides of perpendicular overhangs, and that choking a healthy, fit young man while he resists would be easy enough for you, though not strong enough that you wouldn't increase your lethality with guns or that weapons could not give a normal man the advantage. But your strength is the least of your abilities. Your vitality as well is inhuman. You are much more resistant to heat and cold, though the chill of the arctic near magnetic north might still make you best wear thick furs, that of merely a frigid glacier would not require such even as men would risk death in its cold. Similarly you are much more resistant to physical deprivation requiring less air, less water, and less food than a man, despite your massive size and increased physical abilities. You could subsist on roots and berries, in quantities that wouldn't give a man the calories needed to live, while also not providing the essential nutrients a human would require and still be perfectly healthy. This even extends to your needs for sleep as they are greatly reduced compared to those of a human being. And then there is your speed. Despite your size and the extra weight you must move, you are faster than any man of the age, even without training, your reflexes quicker, your movements faster, and able to easily outrun your fellow humans; you might not be guaranteed to be faster than Usain Bolt in the 100 meters but if you knew how to properly run you'd easily overtake him.

Be careful, though. While you almost certainly recuperate better than a human, and can probably survive a bullet to the chest, the Creature was floored by one and kept down for

a time. An unarmed man is at a dreadful disadvantage, but weapons can make up the difference, especially projectiles. A crowd with hurled rocks could still kill you if you stood and faced them.

Post-jump this becomes an alt-form.

Daemon (400 CP): Are you a good spirit or a demonic one? People could mistake you for either with the way you are able to act unseen and unheard. You could live in an abandoned kennel besides a house for months and the inhabitants might never see or hear you if you were careful. Oh, if you start using their tools to cut wood for them or harvest their garden they might notice that, but you could feasibly live in someone's house without them ever seeing or hearing you so silent are you and so stealthy when you want to be. Shadowing an individual across Europe without ever being spotted would be possible for you, at least if they didn't travel too swiftly. You're not actually invisible though, but you are absolutely, ridiculously good at going unnoticed when you take care to do so.

This also extends to traces left behind of your presence. You seem instinctively to move with minimal spore or trace, leaving shallow footsteps if any at all, not breaking plants, and moving with a stealth that a deer would envy. The only way a man is going to be following you from far corner of the world to far corner is if you actively work to leave him a trail to follow.

A New Formed Mind (600 CP): You seem to combine the fully developed mental faculties with which to comprehend and think about new things of a mature genius and the still growing and forming mind of a young child into one. These combine to ensure that you will absorb new information from your surroundings, and incorporate new skills and learning easily. You learn with an incredible speed and ease, easily observing the actions of others and quickly grasping and understanding how they work. You could observe someone learning to speak and read French and teach yourself how to speak in general as well as to read texts such as *Paradise Lost* just by this fragmented teaching. Learn to hunt and gather just by watching animals in the wild, or understand human morality and ethics by reading Plutarch's series of *Lives*. More generally, your learning speed is absolutely incredible, far surpassing the human 'norm.'

Perhaps Frankenstein's creature would grow out of this at some point, he does not demonstrate it after his meeting with his creator in Geneva, but you never will outgrow this neotenous absorption of new information.

Merchant Perks

Master of Oriental Languages (100 CP): That is the languages of the so-called Middle East. You are fluent in Persian, Arabic, Hebrew, and various lesser languages of the region in addition to all the more common European tongues including the Greek and Latin expected of an educated man.

You have a particular talent for learning languages, and identifying linguistic rules, and how they differ between languages as well. You are a naturally talented polyglot and understand how to learn new languages quickly and efficiently as an adult with a speed surprisingly similar to that of a young child's.

Nurse Maid (200 CP): You'd make a wonderful nurse, at least in ways. This gives you no actual medical skill or training, or ability to cure the sick. Instead, like Frankenstein's friend Henry, you excel at taking care of the ill, deranged, or generally infirm. You can intuit the needs of others around you, how to keep them comfortable, and to gently help them with their needs without it becoming noticeable as a cloying, excessive pressure (even if you are observing them extremely closely to do so). Whether they're ill, mad, disabled, old, or simply lazy, you can predict and tend to the needs of others in a way that is conducive to their peace of mind and happiness.

Easy Amiability (400 CP): You have a nature that makes making friends easy. You find it effortless to be easily charming and charismatic, interacting with people in a likable manner even without the need to make overt appeals to sentimentality or the right of things, but easily winning confidence with a manner that makes small talk and interaction seem natural without taint of plan or manipulation. You will also find that it is less mentally and emotionally draining to interact with people, even those unfamiliar with you. This won't force you to be extroverted, but talking to people, and putting on the necessary face for such interactions, is easy, as is making them like talking to you back.

Overflowing Soul (600 CP): Maybe you have another way of making friends. Your good cheer and happiness seem practically contagious. As long as you are cheerful and happy it seems to spread to others, making them feel better, loosening the shackles of grief, sorrow, and dread, and easing their stress and trauma that may have scarred them. Even just a few days interacting with you can have people who have been reduced to a hollow shell of themselves through trauma and past suffering acting like their former selves again, and feeling joy they thought forever lost. While this immediate effect isn't permanent, time spent alongside you will help others to passively, and naturally heal their mental and spiritual scars, helping them to recover in mind, psyche, and soul.

Sailor Perks

Sailing Skills (100 CP): You are an expert sailor, and an experienced whaler. You could easily sign onto a boat anywhere in Europe and ply your skills and trade for a profit. You also are not unfamiliar with the art of navigation. While your sailing skills are definitely top class, as a navigator you are only at the level of a journeyman, but the start is definitely there.

Niche in the Temple (200 CP): You are a highly skilled writer and poet. Though more impressive than your skill is your natural talent and gift for it. You have the artistic inspiration and creativity, coupled with the natural flair for style, and weaving a narrative to let you carve one's niche in the temple beside Homer, Shakespeare, and Coleridge. Who knows you might write a book that defines two genres for centuries to come and becomes counted amongst the most adapted and influential works of not only your lifetime, but those for centuries to either side.

Explorer (400 CP): You possess all the skills needed to be an explorer in this age. You have a strong foundation in medicine, the physical sciences, and mathematics, and are a master navigator, cartographer, and quite skilled at calculating the position of the stars (or your own from them). You are also hardened to environmental discomfort though in no supernatural manner.

This includes the skills to survive in any explored Earthly clime. This won't let you do so unaided in places where humans simply can't – walk out naked on the Arctic ice and you'll die – but you are familiar with each climate and biome of the Earth and what it'd take for a human to survive there. And while you will not know the details of otherworldly ones, you now have a deep, intuitive understanding of the art of survival, and can quickly and easily identify how to survive in any environment. This will not, however, help you survive dealings with reasoning beings; natural behavior of an alien predator might be easy to grasp, but, all too often unreasoning, thinking creatures are far more dangerous.

Visions of Adventure (600 CP): You possess an unusually strong will that is resistant to despair and ennui. Whether it's by glory, duty, or something else, you find it easy to have your will and resolve buoyed. Moreover, you can always find new excitement, and new desire in new things. No matter how many worlds you have seen before you will always be able to find the spark of interest for some new adventure, some new discovery, or some other new thing. You can still grow satiated and rest in comfort, but you will never find that the need for some diversion or cause gnaws at you and you are unable to find

something with which to satisfy the itch, or that you can no longer find excitement because you have tasted it all.

This will not require you to go to inhuman extremes of sensation, and to help you avoid it there is also a promise here. No matter how full the map becomes, or how much human knowledge is filled out, you will always be able to find some new unknown to pursue, some new place that hasn't been explored, or some new discipline that hasn't been filled out. You might need to invent space travel, cross the border between dimensions, or the like, but you will never run out of things to explore or discover.

Scientist Perks

Collegiate (100 CP): You are a fully trained scientist of this age. This is a broad base of knowledge for a true scientist and not some mere experimentalist, and your studies have advanced enough that mere lectures at even one of the finest universities would no longer serve to expand your knowledge of Natural Philosophy.

Some of this information might be dated, but this does include education in how to perform scientific research, and gives you a good, broad foundation including in timeless arts such as calculus.

Mad Ardour (200 CP): You possess the ability to dedicate yourself extremely to a task, even to the very point of monomania. You could work for years without vacation or day off, with only the minimal diversions necessary for physical function, dedicating every waking hour to a task, or push yourself through physical hardships to pursue a foe from far corner of the Earth to far corner of the Earth, from the harshest and hottest deserts to the depths of the frigid desert of the North Pole, driving your body until it absolutely breaks. This can let you push yourself to superhuman levels of dedication, pressing forward where any sane man would stop and stumble. Sometimes that is a level that can be necessary, but this is an ability to use with care.

This perk will not lock you into this monomaniacal level of devotion, merely allow you to build up to it and push yourself to levels of dedication to a task that are frankly inhuman.

Stolen Fire (400 CP): I'd accuse you of having stolen Frankenstein's research notes, except, well, the Creature already did that. You possess an understanding of the science Frankenstein used to create his creature complete enough to replicate the task.

The details of this are somewhat unclear. What can be safely said is: Frankenstein had to bring chemistry tools to England when planning to replicate the feat; while Frankenstein hoped that the art of creating life from non-living materials would elucidate him on how to reanimate dead flesh he explicitly states an inability to do so; while the first time required visiting charnel houses, dissection rooms, and slaughter houses, he could create the bride on an isolated island with a population in the single digits and no access to dead bodies; the process is something that does involve hands on interaction and does not seem to include growing the creature in a jar or bottle; making fine details was hard enough Victor was forced to increase the scale by 25 to 33%; he had some means by which to select the Creature's features but despite intending him to be beautiful ended up with

something indescribably horrible to look at; Victor was confident he could have created animal life as well as human(oid); and the process takes the better part of a year.

Who knows how much further you could take this science if you are willing to suffer the risks. Do be responsible in how you use this skill, and remember what a creator owes to his creations.

Titanic Talent (600 CP): Like Victor Frankenstein, you possess a phenomenal capacity for science. In a mere 2 years he went from having a skewed notion of science founded primarily on medieval esotericism, alchemy, and the occult, to where he was recognized as the superior by his professors in chemistry, having already made refinements in the science and its instruments and tools. This was before he stumbled upon his secret knowledge and within 2 years had added a mastery of the knowledge of anatomy and created life. And had he devoted himself to any field of science he would have made such leaps and bounds of knowledge and understanding.

You possess this same talent. Your scientific brilliance is remarkable, and if you dedicate yourself to a scientific field you will quickly absorb knowledge of it and master it. The more you dedicate yourself to a field the more quickly you will absorb knowledge in it and the greater leaps you can make within it. This caps out after 2 years of monomaniacal focus, though if you do things like have a social life or need to study the breadth of the basics, this may take longer to reach its cap, but by that point you can expect to not only know more in the field than those who have dedicated decades of their lives to it, but be pushing the limits and making breakthroughs in it, and continue to do so so long as you dedicate yourself thus.

You can only dedicate yourself to a single scientific field at a time, and changing it will require you to build anew this dedication. Exact time it takes to progress a field or make breath throughs in it will vary with its maturity, the depth of the understanding already developed within it, and complexity. It’s significantly easier to advance the science of antiquity than the modern era and both are significantly easier than most Clarketech, but as long as there are discoveries to be made you will be doing so and progressing these fields in years amounts that others might dedicate lifetimes to do.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Gothic Wardrobe (100 CP/200 CP): This is an armoire filled with clothing, in the style of the late 18th century, fit for you. Each day when you open it the clothes inside may have changed, but will contain clothing in the style of the late 18th century. If you leave an outfit out it won't be replaced, though if it's destroyed or lost it will be, and it does seem to learn your favorites so they'll appear more often.

For 200 CP instead of merely being 18th century clothing, this will be particularly high quality 18th century clothing fit for aristocrats, the substantially wealthy, and those who might have to attend to matters of state. It will not just fit you but be tailored for you by a master craftsman.

Laudanum (100 CP): This is a bottle of laudanum, a tincture of opium dissolved in ethanol. It's good for killing pain, suppressing coughs, and helping you sleep after your psyche has been shattered and fear and horror has consumed your life. Normally laudanum would be addictive, but this bottle is not.

This bottle will refill over time quickly enough so that you could drink a small dose each night before bed if you wanted to. Just enough to help you sleep.

Creature Items

Hovel (100 CP): This is a simple, one room structure, with a bare floor. It's really not much, but it is shelter from the elements, and out of the wind. It also seems to insert in a convenient place in a jump for you to find it when you'd need shelter. This might be somewhere you want to stay long term, or just stumbling onto it when you really need it in the wilderness. It won't move again after that during a jump.

It will repair and maintain itself over time, so you don't have to worry about it springing leaks.

Sledge (200 CP): This is a sled such as might be used to cross the Arctic, complete with a team of sled dogs. Normally you'd want a different style of sled for ice floes than the snow covered deserts of the north, but this one seems to change itself slightly to work for either.

It will also appear waiting for you nearby if you go looking for it in the countryside. The dogs won't need to eat, drink, or breathe when the sled hasn't been in use for the day, and any lost dogs will be replaced within a week at most.

Leathern Portmanteau (400 CP): This is a leather, or leather-like, 2 compartment traveling suitcase of late 18th century design. Within it is a collection of books native to the local setting. While these will not be rare, lost, or extremely valuable books, they will typically be works of literary, social, cultural, or intellectual significance.

Every few months, 2 or 3 times a year, there will be new books in this portmanteau replacing any that it had previously generated if they have not been removed. If you fill it with foreign objects it will not replace them and this can prevent it from generating new books.

Mont Fill-in-the-Blanc (600 CP): This is a magnificent and glorious display of nature, a powerful mountainous crag which towers high. It may not be guaranteed to be the tallest peak in a mountain range, but it will be a clear and noticeable one, though its total elevation above sea level will vary with its range or if it is a solitary mountain. What won't vary is that this mountain seems to be particularly harsh and difficult for people to traverse. The terrain is difficult, with cliffs and passages that would be impassible to normal humans without tools, and far from easy for them. It is particularly cold and chilly, its peak guaranteed to be snowcapped and too cold for a human to survive without special clothes or shelter regardless of the surrounding climate. This combines to make this crag an extremely inhospitable area for humans to venture into.

You however will find that the cold here bites you less than it should; it'd still be (quite) unpleasant if you're a normal human, but not quite so deadly to you at least not if you holed up in a cave. Similarly the terrain is oddly easy for you to traverse, still difficult if you were a normal human but somehow it is easier for you to traverse and moving through it comes naturally to you. You also have an intuitive knowledge of its territory including where to find food within it and the layout of its caverns and occasional natural tunnels which connect some of them.

This mountain will import into an appropriate location each jump. It will retain all modifications (good and bad) made to it. You may choose to reset this mountain to its default condition from when you purchased it at the start of any jump. Similarly you may choose to not import it into a setting and let it simply pause in its existence for a jump.

Merchant Items

Miniature (100 CP): This is a beautifully made locket with a small portrait of an individual. The locket is worked with precious metals, and not without its value should you sell it. Meanwhile the portrait is very well done for such a small size. Once per jump you can change who the portrait displays, though you must have a clear idea of the appearance of who you want it to show. You could make it show your lover for the jump, but you won't make it show the true face of your mysterious enemy you've never seen.

Persian Jewels (200 CP): This is a modest fortune in jewels. It's enough that if you were frugal and already had a home you might live a decade by cautiously selling them as needed. This cache of jewels will replace itself each jump if you have sold or lost them.

An Establishment of Trade (400 CP): This is a modestly sized warehouse with an attached counting house for accounting. It's a good place to store supplies where they will be protected from the weather, though it is not climate controlled. Supplies stored here do seem to last somewhat longer than they should.

It also comes with a list of sellers, and potential buyers to get you started as an importer, exporter, and merchant middle-man. This warehouse and this list will update each jump to match the local setting, giving you a technologically and architecturally appropriate warehouse, and a list of local sellers and buyers.

Campagne (600 CP): This is a richly built and exquisite aristocratic abode. It is surrounded by somewhere over 10 acres of beautiful landscape, and situated about a league from a major city, in the heart of the most valuable and naturally beautiful land in that area. This is a home worthy of the oligarchic elite of a prosperous republic, and firmly establishes you as a member of the landed elite.

In future jumps this abode will update to fit the local setting, being an appropriate household for one of the local aristocracy – or pseudo-aristocracy as appropriate – surrounded by a fitting amount of beautiful, prime real estate located near a major urban location while outside it enough to give you your privacy. This household will continue to mark you as one of the aristocratic elite, even if you don't quite have the history and family connections it will give the feeling that you belong to the upper echelons of the social ladder. Perhaps your family has simply fallen on terrible times for some generations.

Sailor Items

Writing Supplies (100 CP): This is an inkpen, a vial of ink, and several sheets of paper. Everything you'd need to write some beautiful handwritten letters. The ink will refill as you use it and the paper will restock over time as well.

Expedition Supplies (200 CP): While it doesn't include transportation, this is all the food, clothes, medicine, and other supplies one would be expected to bring with you if you were preparing a 1 year, 50 man expedition of exploration into the Arctic or Antarctic. The food is heavily preserved and not the tastiest rations and rather austere fare, but it should feed people, and there is fuel, medicine, very warm clothing, tents, and tools.

It will restock at the start of each jump. It comes with a room added onto your warehouse to store it all.

Farm (400 CP): This is a family farm. It includes a house, stables, and farm buildings, and 40 acres of surrounding farm lands as well as livestock, and seed to plant the farm. A family could live a comfortable life on this.

This farm will import into an appropriate location each jump. It will retain all modifications (good and bad) made to it. You may choose to reset this mountain to its default condition from when you purchased it at the start of any jump. Similarly you may choose to not import it into a setting and let it simply pause in its existence for a jump.

Explorer's Ship (600 CP): This is a ship designed for the cold harsh seas of the Arctic. It is fairly similar to a whaling ship with a crew of 20 to 40 men. It's not wholly unarmed – whalers did carry weaponry – but is not armed as a full-fledged warship. Instead it is designed for surviving the harsh, rugged seas, and moving safely through the ice.

Your ship comes fully crewed with a crew of Followers. As creating fully thinking and self-aware beings to serve as your slaves would be excessively cruel, these are mere imitations of humans, quite capable of performing the task of sailing and very minimal interaction with people, but with no rich inner life, or even real capacity to act outside of their role as sailors. They do not, however, need to eat or drink, though they cannot leave the ship.

Should you not have need of this ship, if you should empty it of all passengers and allow it to sail off away from shore for a day it can vanish into non-existence – any cargo falling into the sea when it does so – and reappear sailing in from the horizon when you

need it again. While it is vanished it will repair and resupply itself of all the basic supplies it came with, such as powder and balls for its weaponry. If it is sunk or destroyed it will repair itself within a week.

Scientist Items

Tools of Chemistry (100 CP): This is a set of traveling cases filled with late 18th century chemistry equipment. As long as it's properly packed the glassware inside of here will not be damaged no matter how rough the porters are, and it will clean itself over time when not in use.

Letters of Introduction (200 CP): This is a set of a dozen or so letters to leading figures in scientific or academic fields. These letters appear to be from a respected authority introducing you as a researcher in the field, each written in their authentic style and handwriting. If feasible these letters will be incorporated into your origin so that if they actually check with the supposed authors they will know you and have a reason to have given it to you.

At the start of each jump you'll receive new letters for leading figures in scientific fields or academic fields from the local jump.

Scientific Library (400 CP): This is a few bookcases of scientific texts. You might find some alchemy and pseudo-science as well, especially if their authors had a place in the history of science, but mostly this will be a good, general reference library on scientific subjects through the ages. This doesn't contain all the science of the age, but you can expect a book on most topics of the late 18th century, and enough to get you started in any field of science.

When you travel to a new jump this library will update, replacing itself with one for the local setting. It will remain only a few bookcases of scientific texts, not containing everything, but enough to give you a primer in the local sciences and help you understand where to look for more.

Isolated Isle (600 CP): This is a small island like one of the most remote Orkney Islands. It is only about 5 miles from the mainland, but it is perhaps 20 acres in size, with far less arable land. The sides are craggy making it difficult to access from the sea with only one good landing point and even this only for smaller boats. Unlike the one Victor would work on the Creature's bride at, yours will have a source of fresh water, and it does seem somewhat more hospitable.

This island has a single, two room hut upon it. It is thatched and furnished with working doors. One of these rooms is even equipped with modern, even cutting edge, scientific equipment for the late 18th century. There is also a small boat which comes with this island.

This island does have a special quality, however. People do not pay much attention to what happens on it. Oh there might be the occasional rumor, especially if you act upon the neighboring mainland, but people turn a blind eye to much that happens here, and seem to be little concerned by things that you choose to do here.

This island will import into an appropriate location each jump. It will retain all modifications (good and bad) made to it. You may choose to reset this mountain to its default condition from when you purchased it at the start of any jump. Similarly you may choose to not import it into a setting and let it simply pause in its existence for a jump.

The small boat, however, will repair and maintain itself over time, and replace itself within a week if destroyed or lost. It won't fix damage to modifications or maintain them, so you'll have to repair those yourself.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 5 companions with 600 CP. For 400 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 100 CP per companion to give them 600 CP (and ability to get an origin). While Companions cannot take Drawbacks for CP they may take **Indescribably Hideous** to take **Nameless Horror** at a discount.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character.

Cousin (200 CP): This woman (or man) is your cousin, or an orphan adopted by your uncle and aunt, who has been raised alongside you as your sibling. It's presumed the two of you will eventually wed, and they do seem to be very much your type both in appearance and in temperament and behavior. They are someone you could fall in love with. They possess the entire **Merchant** perk line in addition to this.

There is another option if you are a **Created Being**. They can have the entire **Creature** perk line in place of the **Merchant** one, and be a fellow created being made to be your lover. Their appearance will be that of a **Created Being** (though with **Selected Features**) and will be of a kind to ensure that no other individual will ever feel affection, much less love, towards them so that they can have no lover but you. It would be cruel to select this, but it would protect you from need of jealousy, and ensure they would remain by your side.

Creation (200 CP; discounted with Stolen Fire): This being is your creation, much like the one that Frankenstein himself did make. It has the **Creature** perk-line, as well as the **Nameless Horror** perk. Unfortunately it can't turn the latter off, though it will eventually develop the ability to do so. Around the start of the next jump most likely.

This creation is every bit as much (and as little) of a blank slate as Victor's own. It is also considered to be your creation for any perks, powers, or abilities you might possess that would affect beings you create, and ones you gain later may even apply retroactively whenever you import this companion into a new jump.

Friend (200 CP): This is a friend. They aren't necessarily your intellectual equal with the same mental talents as you possess, but you will find them always intelligent enough to be someone you can converse with pleasantly and not feel like you're discussing with someone too horribly lesser in intellect and wit. Not always an equal, and perhaps without your scientific talents, but at least a near-peer. They are someone who you don't have to feel lonely around. They also excel at simply being enjoyable for you to be around, though they will never be more than a friend for you. They have the entire **Merchant** perkline.

Maker (200 CP; requires Created Being perk or Creature origin): This individual created you. He (or she) then ran away screaming, passed out into a nightmare, and wandered off in a fugue state as a fever set in. They'll need some help to survive the next few months of terrible fever and sickness brought on from the sheer shock of your presence, but when it's done perhaps you could befriend them.

They have the entire **Scientist** perkline, as well as the **Facility of Expression**, **Natural Eloquence**, and **Father-Creator** perks. They are also generally speaking a genius, albeit one of a neurotic disposition, and quite charming and likable. You just will have to help them over their fear of you.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Adaptations Upon Adaptations (Toggle): Should you truly desire, you may travel to an adaptation of the story which lacks its own jump instead of the original novel.

Part of the Family (Toggle): If you aren't a Drop-In or Created Being you may choose to insert into the jump in the place of Victor's younger brother Ernest. You will have his age and take his place in the family.

Start Date (Toggle): By default the jump starts after Henry arrives and finds Victor succumbing to nervous fever with the Creature already in the wind. Ask your Benefactor and they might be able to put you in sooner such as when Victor first goes to college, or even all the way back to when Victor's parents were wed. You'll not be leaving any sooner, though, but staying till about 3 years after the end of the story.

Duty and Honor (+100 CP): You are proud, and you put an overdue weight on how society sees you, and your fame and glory. You will avoid the risk of public scandal even when it forces you into morally dubious actions, and are especially unwilling to face public failure.

Framed (+100 CP): You stand convicted of murder. Your execution is in the morning. You didn't necessarily do it, but since you had a valuable stolen from the victim on your person and there are literally no other suspects or evidence of another killer it had to be you. If you're a drop-in you can expect to be convicted of murder fairly quickly.

I Can't Tell Them (+100 CP): You can't bring yourself to tell people about anything outside of the norm. This means you won't be able to tell people about Frankenstein's creation, or your out of jump powers, or anything wildly out of the norm. You even have an aversion to showing them. This can be overcome in an emergency – you'd not hold back from using powers to save your life for example – but you seem to believe people would think you mad or it would harm the world or that you'd fail the jump if your nature becomes widely known or something you'd care about enough to avoid showing them.

Irresponsible (+100 CP): You are an irresponsible individual, prone to neglecting your responsibilities and duties, especially if society is not there to enforce it. You are also negligent in how you perform them. Expect to be sloppy, or to leave loose ends you just don't bother to deal with until they begin to cause you major problems.

Loneliness (+100 CP): It can be hard to find a kindred mind worthy of a deep, intimate friendship. You never will during your time here. You cannot import or purchase companions, and you will spend your time here estranged from your fellows. They need not hate you, but you will never find someone you make a deep, meaningful connection with.

Self-Absorbed (+100 CP): You are more important than other people. A certain level of this is fairly normal, but ultimately you treat everyone else around you like they were tools that exist for your pleasure alone, and no matter how great their suffering you would be willing to place yours above theirs. While this won't necessarily force you into acts of sociopathy, and you can be a friendly, gregarious, loved individual, or even help people, still you will ultimately treat your friends as tools who exist for your pleasure, consider your guilt at killing someone or letting them die be a worse punishment than their death, always put yourself first, and generally are disgustingly self-absorbed.

Sins of the Father (+100 CP): You have a terrible tendency to get caught up in punishment for the actions of others. Your employer's son created a creature and was negligent in its upbringing? Well now it has decided to kill you. Your brother got involved in politics and angered those brewing with revolutionary sentiment? They'll lynch you too unless you go hide in a peasant cottage in the deep forest like he has to. Your father squandered the family fortune and left it in debt? You're expected to pay for it. Somehow you're expected to pay for other people's mistakes.

Sorrows of Young Jumper (+100 CP): You are depressed. There might be some initial cause such as your mother dying, humanity rejecting you, or a creature murdering everyone you love one by one to make you suffer, but the reason doesn't matter as nothing will change it. You can be cheered up, with effort from others, but it will never be more than passing. You just seem to default to some level of depression, not necessarily a terrible case, but still depression.

And He Made it a Mate (+200 CP): It would seem that Victor was not the first to make his discovery. Hundreds of years ago someone made the same discovery and they made their creature a mate as it desired. Now the two creatures and their generations of descendents live and lurk in dark places in the world, brooding with a jealous hatred of mankind which leads them from time to time to kill. They live in the deserted places, mainly in the New World, but they have decided their numbers are now sufficient, and to begin to act against humanity. They will not be brash. They will be Victor's worst nightmares made true, each one every bit as smart, dangerous, and evil as Victor feared the Creature's children would be. They are each a genius, each one physically superior to

all humanity, an entire race of super men and women, now ready to work to destroy the race that is doomed to hate and fear them. And whether you're human or not they count you and yours with humanity. You will forget taking this drawback.

Indescribably Hideous (+200 CP): You are hideous, absolutely disgusting and terrible to look upon. It stirs hatred, fear, and violence in those who see you. Some individuals may, eventually, be able to overcome this natural revulsion, but even then expect them to be disgusted by your appearance, and to feel an instinctive hatred and revulsion at the sight of you. In fact you probably should avoid looking into reflective surfaces as, while it won't be enough to drive you to self-destruction, even you aren't immune to this feeling of hatred which comes from gazing upon yourself. Your companions probably won't attack you, if you can convince them this ugly creature is you, but don't expect them to be happy looking at you.

Killer Nature (+200 CP): You naturally default to killing. You won't go out and kill people just to kill them (at least not due to this), but you will find yourself readily and easily resorting to violence, and murder, as a solution to your problems. Unfortunately society has a tendency to reject those who do so, and even if you're a solitary creature killing people tends to be somewhat counterproductive to getting people to actually do what you want.

Nervous Fevers (+200 CP): You are prone to attacks of terrible nerves, to shock as a result of (not-so) surprising or horrible things, and just intermittent bouts of 'nervous fever' where you suffer from months long fever and delirium in which state you aren't dangerous, but are unable to meaningfully act for months at a time before needing a length recovery of further months in which you are weak and of very poor health. While you can expect a bout of this every few years,

Abandoned (+300 CP): You have no memories of this world or another. Your companions, whether purchased or imported here, will retain in-jump memories, but will not remember out of jump memories. You may have a past in this world, but you will begin the jump naked and lost in the woods, knowing nothing more than the Creature did when he first found his senses sorting themselves out. Yes, that includes not knowing how to speak, and having forgotten basic skills. You can learn them again.

Horrors of Science (+300 CP): You will turn your mind, your powers, and your great abilities towards the creation of wonders. You can tell yourself whatever reason you want as to why you pursue it, but the truth is you will pursue it regardless of those reasons. And you will create things you cannot properly control, which become dangers, threats,

and horrors; even if you normally wouldn't have the skills needed you will manage it though in a way that will only work in this world. And unlike Victor you will not learn your lesson, at best forgetting it once you have destroyed (or stopped caring about) the last horror you created.

Your Daemon (+300 CP): You have through your actions, or at least your choice here, created your own creature every bit as terrible to you as Victor's was to him. This daemon has an unrelenting hatred for you, one which will lead it to destroy everything you love and turn your life into nothing more than unrelenting suffering. It does not seek your death, and it will not kill you, but you will be as powerless to stop it as Victor was his own, and it will be every bit as much more capable and competent than you are as Victor's was than he. You might manage to save something you truly cherish from its attention and wrath, but don't expect even this minor victory to be easy, and expect many more losses than victories. It will never stop. And what it destroys will be lost to you forever. What it breaks – and it can break what you value no matter how impossible that normally would be – will not repair itself. The companions it kills will not be respawned 24 hours later. It will ruin your life and destroy all you love. But it will not kill you, only ensure you suffer.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

How fast does a Created Being heal? Full disclosure, this is me making an assumption based on his general vitality. The Creature is shot through the shoulder and he stays down, but he does heal it off naturally without treatment and he does the same from being pelted with rocks. These are things that a normal human can heal from, though doing so without any medical treatment is risky. Still he clearly doesn't have a comic book healing factor, and isn't healing wounds in moments, but he does seem to recover more readily and easily than a human.

How many books are in the Leathern Portmanteau? The Creature found *Paradise Lost*, *The Sorrows of Young Werther*, and a collection of Plutarch's Lives. I don't know how complete the last was, though he mentions several ones. There's 23 paired biographies in it. Either way your book bag will be full every 4-6 months.

What happens with the Leathern Portmanteau in worlds without books? If they have manuscripts, scrolls, clay tablets, or the like then you might receive those. If there's just no writing in general, you'll still receive something. It'll be written versions of local oral traditions, and stories, or the like. I guess if there's nothing in the world that tells stories, and never did… ask your Benefactor.

Daemon will not stop respawning things like Items purchased for CP and companions from respawning post-jump. The drawback does fade at the end of the jump, after all. It will, however, stop you from remembering this during the jump. You do have to suffer.

Changelog:

Version 1.0.0: Released.