

REIGN

The Conqueror

Version 1.0.0



Philip the Second, King of Macedon, prepares for war with the Hellenic League in what will be his son Alexander's first war. But in the background a prophecy looms large, one that has been suppressed and hidden from the people of Macedon and the world.

In many ways this is a world that could have been the past of your own. Artaxerxes III rules over Persia, Philip II wars against Greece, and many figures from history make appearances. At places, times, and events that they should be appearing even. But that is only on the surface.

The prince, Alexander, has been prophesied by his mother Olympias, and more than a century ago by the ancient mathematician-sage Pythagoras, to destroy the world. The serpent priestess, Olympias, seeks nothing more than the prophecy's completion. The Pythagoreans seek to avert their founder's prophecy and have begun to turn their mystical arts to the task. The philosopher and tutor to the prince, Aristotle, schemes to use Alexander to restore the order of the Greek war, by removing the threat of the Persians. The Persians possess massive landships, moving weapons of war which dwarf elephants, and even the Macedonians showcase marvelous creations of engineering prowess unheard of in your history.

The flow of historical events is approaching a period of turmoil and upheaval, a time of chaos, where order will be shaken, and the truth of the world may possibly be plucked forth and grasped.

It will be somewhere around 16 years until events in this world come to a close, much of that time mostly skipped over, with some episodes being set more than a year apart from each other. As such you will be here not for the standard 10 years, but a full 20 long enough to reach not only the end of the story, but the end of Alexander's life assuming things go as they did in history and the immediate aftermath. You will be arriving here shortly before the start of the first episode, and Alexander's quest to tame a man-eating horse. You will have time to see all of his campaigns and conquests, and the world that he will destroy and make anew.

+1000 Conquest 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.

Mystic: You are a mystic of this world. You have the secret wisdom of a secretive sect; one that holds secret knowledge of this world, but keeps its secrets tightly. It could be the barbarian priesthood of a snake deity from Epirus, the Pythagoreans of southern Italy, the Magi of Persia, naked philosophers of distant India, or perhaps one of the secretive mystery cults of Greece. Or maybe you hail from a sect further afield and more mystical even than they and you are not of this world at all. You may forgo memories and connections to this world and take this as the Drop-In background.

Philosopher: You are a lover and seeker of wisdom and universal truth. Trained perhaps by Plato at his Academy before his untimely demise, or perhaps under another student of the famed Socrates. Yours is not a secret sect, but one which preached and shared its knowledge openly. Though that does not mean it didn't keep and hide secrets of its own.

Politician: You are a member of the aristocracy and nobility. Yours is the rule of empire, and the leadership of men. You will not, with just this, be royalty, except in the most extended of family sense – even Artashata (the future Darius III) will be significantly more closely related to the King of Kings than you, and you will not be any more closely related to Artashata than Artaxerxes III – but you can expect to be within the upper classes and echelons of whatever society you find yourself a member of. You might not be on the council that rules Athens, but you're close to them, and you might not be a satrap of a major province of Persia, but a minor one would be possible.

Warrior: You are a member of the aristocracy and nobility. And possibly every bit as high as the last, being of the social class from which military commanders and the bodyguards of kings are drawn. In many ways this gives you the same history in the world as Politician, but you have more of a focus on the battlefield than the social machinations of the throne. Though you may find yourself doing both. You will be no more deeply connected to royalty than the background above.

Location:

You may choose to arrive in Macedon's capital, Athens, or Babylon. You will arrive in a location fitting your background in this world, unless you drop-in where you will appear on the streets of the city.

Age and Gender:

If you drop-in, your age and gender remain the same as the end of your last jump. Otherwise, you will possess an age and gender appropriate to in-jump 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.

Shining (50 CP/300 CP): You look good. You're good enough looking to turn heads, or be considered a shining and beautiful king. Even if you're not a king you'll be turning heads and attracting attention on the basis of your good looks. You'll find it easy to maintain this appearance, and keep your bodyweight and physique in an attractive range. You also, incidentally, smell rather nice.

For the higher price yours is a beauty that could draw the affection and love of an individual who could have their pick of all the beauties in the world, who could choose for their lover anyone at all. And they would pay a dear price to choose you over all others. You may be the single most beautiful individual in the world, and in the world known to the Persians and the Greeks you are in a league all your own, clearly a higher grade of beauty than any other who would lay claim to the term save only Roxana who may rival your beauty and its effects upon the hearts of others.

Child of Musaeus (150 CP): The god of beauty. This doesn't give you physical beauty, but it provides you with grace and a talent for the arts, especially musical ones. You can sing, play an instrument well enough to make a living off of it, and carve a bloody path through enemies in a way that strikes those watching you as beautiful. This elegance and grace will improve your combat abilities slightly, minimizing wasted motion and granting better control, but mostly it just makes a fight involving you something beautiful to behold.

You are also skilled in unarmed combat. Enough that you could match an armed man and have a good chance at victory; and if taken with **Renowned** you'd be able to fight unarmed well enough to keep up with an armed compatriot of the level granted by that perk. You're especially good at nerve punches and strikes meant to disable or kill a man in a single blow.

Civil Engineer (200 CP): This won't give you the skill to create engineering marvels from clockwork, if you want that that's another perk, but like Dinocrates you possess an eye for the design of cities and civic works. By looking at a place you can get a feel for its geography and the flow of the life of the land; you could tell where would flood, where would make a good place to live, and where would make a bad one. Beyond that you are good at devising plans for cities and civic works such as dams and irrigation.

This won't give you the engineering skills needed to physically construct them, but you could plan out the roads for a city to maximize their usefulness and ensure that they do not overcrowd, eyeball how many canals – and where – you'd need to irrigate the farms needed to sustain a city of the size you intend, how to plan sections for different functions, where to put a monument to serve as the symbol of the city, and the like. You are not an architect of buildings, but a designer of cities, and you could design a city to stand as one of the great cities in the world, coming up with the core plan just from sitting on a hill overlooking the region and thinking.

Poison Body (250 CP): You resemble in ways the dancer created by the mystical arts of the Magi. Your breath has become poison such that with one kiss you could bring even someone on the scale of Alexander – who can cleave steel and jump several times his own height from underwater – to the very verge of death, needing the finest medicines in this world to bring him through and back to health and even then only after great physical strain and difficulty, and a more common man would die from but a drop. For some reason you can also merge your fingers and hands into hooked blades the tip of which carry this same poison. You can hold back the poison in your breath such that you don't kill people by breathing on their faces.

Finding Experts (300 CP): It seems wherever Alexander goes he hears about and meets a renowned expert: Cleitus the Black master horseman and warrior, Diogenes the Mad Socrates, Phillipos the Lydian master doctor, Dinocrates the architect of Dionysus, and not to mention Aristotle his childhood tutor who birthed formal logic and loomed large as the most influential thinker for around 2000 years. And now you too seem to stumble upon the brilliant, the gifted, those who will be legend. Your life and theirs seem to intersect with surprising regularity; oh if you stay in a small hamlet you'll not be meeting as many as Alexander, but where possible circumstances seem to bring you together.

And like Alexander, you possess an excellent ability to recognize them for what they are, and to convince them to join you in your goals.

The Body is a Universe (300 CP): Skill in ancient medicine that would seem miraculous. Reattach limbs, perform surgeries no one else could, treat fevers and disease. Modern medicine might outperform you, but you have the sort of mind needed to figure out a method of medicine from nothing but your own observations and studies; building upon the backs of giants and the past you should be able to go much further, or easily learn to adapt your medicinal treatments to other species. You are not a mere practitioner of medicine, but someone who could invent the science of it, or revolutionize it.

Demon King (600 CP): Alexander was born destined to destroy the world, and now so are you. You possess a great destiny within you: to destroy the old world and replace it with something new. This is not literally blowing up the planet, at least not necessarily, but the tearing down of the old social structure and belief systems so that something new can be molded in their place.

And this destiny gives you a great power inside. First, it can be projected outwards as a force of charisma, such that a glance from you could stun brave and mighty kings, and that you can sweep up individuals into your personal orbit, drawing them in by your kingly aura and the force of your personality. Second, it is destiny and fate, it seems to guide events towards alignment with you, such that at the height of your power the natural world seems to be directed by your will and drive such that avalanches seem to respond to your blows, and the movements of the sun and moon come together to favor you with their omens, and even below this people, events, and the like fall in your favor with surprising regularity. Finally, this is a spiritual power and it can eat away at mystical and supernatural forces that would afflict you, such as when Alexander's spiritual force casually destroyed a Pythagorean force field which sought to contain him. At the heights of your power, when the climax of your destiny hangs in the balance, you might even see it manifesting physically, increasing your capabilities and powers, and washing outwards as destructive force and energy, such that one man could tear apart an army with the energy shockwaves of his movements. Though this is at the climax; you have to build up to this point first.

However this is the force of your destiny and your fate. It waxes with your passion and fervor in your pursuit of it. And it wanes when you turn your face from this path, or once you already have created this lasting change in the path of history. You need not actively seek to destroy the world to benefit from this force, though you likely must to reach the full heights of its power, but you must pursue a goal that will change the world, and you must do so with passion for it is passion which draws forth truth from chaos. Still once the world has changed this force will begin to die back; Alexander's death never showed in the anime, but his planned invasion of Arabia never materialized because he died soon after the final scene. He had changed the world, and his destiny was played out. Yours won't kill you, but the benefits of this destiny will leave you once you've remade the world. Even before your destiny and force completely leave you, expect the climatic amplification of your being and power to be a rarity, requiring a true clash between forces that decide the fate of the world, and immense passion, something that may not be gathered at all in every world you visit and will not happen more than once per jump.

Mystic Perks

Assassin (100 CP): You possess the skills of an assassin. You are skilled in the art of stealth, and moving unseen and unnoticed. You know how to work with poisons. And you have a decent sense for how to get into a place to kill someone. This won't give you a talent in battle, but more in maneuvering to kill someone from afar or at least stealth.

Mystery Cult (200 CP): You are talented at devising religious ceremonies and rites which appeal to the superstitious and those who want to believe. Participants in these ceremonies are loath to talk about anything within these rites deemed secret or taboo. Even non-believers are unlikely to speak of it freely, and this silence becomes more effective if participation requires them to perform some taboo and condemnable act or the ceremony involves seemingly supernatural events taking place. If you can't fabricate some supernatural power to showcase, you could just secretly dose them with hallucinogens; it doesn't have to be real, just convincing.

Snake Witch (400 CP): Like Olympias when tormenting Eurydice, you possess knowledge of occult rituals with which you can send hallucinations and nightmares to another. These hallucinations and nightmares will focus on yourself and a certain type of animal, by default snakes, but the longer and more you perform these rituals the longer and more intense the visions that assault them are. You also possess a special empathy with animals of the type in these visions, allowing you to influence their behavior and making them quite tame and placid around you. This isn't full mind control, but it's good for keeping them as pets or maybe even sending them in the general direction you might desire at least with no strong reason to avoid it. This won't affect creatures with human-like intelligence.

By default the animal for this ability is snakes, but if you'd prefer something else you could choose it. Maybe you'd like horses, or suspect people have a fear of spiders you could exploit.

Student of Mysticism (600 CP): The Pythagoreans of the west, the Magi of Persia, and the Brahmin of the far east. These three mystical sects all shared some things in common. All of these sects shared the ability to transform their bodies, shifting into weaponized combat forms in which they were larger and stronger and possessed some level of natural weaponry, and some means of flight. The Brahmin showed telepathy between each other, and the ability to turn invisible, but seemed to need to turn visible again before making the sudden and rushed movements of open battle. The Magi could turn into gas, though not quickly enough to avoid attacks, and while in gas form merge together to manifest in

a larger shared body. The Pythagoreans were shown the most and had a lighter, faster combat form, as well as a heavier, stronger one, turn into oddly flying forms, the ability to merge into surfaces as shadows, minor magic to rearrange pebbles into their holy sign, the ability to form tetrahedrons of energy to shoot out at individuals as dangerous cutting weapons, or to form elongated octahedrons of energy which contained individuals and held them in place, unable to escape save that Alexander's spiritual force shattered that which contained him.

You do not need to be from one of these three sects, but you possess similar powers. This will include some ability to fly, as well as to shift your body into a larger, more powerful combat form. Overall expect the powers your mysticism gives you to be weaker and no more versatile than those presented here, unless you sacrifice the liberty to design it yourself and simply take one of the three sets of mystical teaching and wisdom.

Philosopher Perks

Professor (100 CP): You are a teacher. Whether it's lectures, lessons, or tutoring a royal prince, you understand how to impart skills and knowledge to others through lessons. Your pupils will be lucky to have one such as you, as you are quite able and talented in the passing on of knowledge, helping them to perform better than under a more average teacher.

Idea (200 CP): The *idea* of Plato survived past his death, his form and pattern, still able to make itself seen and heard in the world like a ghost. Aristotle's did as well. And now so too will yours, the *idea* of you being able to manifest to people to pass on messages and even discourse with them. Of course, it's useless to you to leave behind a ghostly guide, though you still can do so when you die or leave a jump behind. So to accommodate your special circumstances, you are able to project this *idea* through your will in life, entering into a trance to send them forth as a sort of astral projection. You won't directly control them, you won't see or hear through them, but they can appear in places or before individuals connected to you, and can talk to them as you would, passing on messages. You shouldn't have to worry too much about guiding and controlling them, as they are the *idea* of you that your material form is merely a crude and imperfect representation of.

Clockpunk Engineer (400 CP): Euclid may not have yet devised his *Elements of Geometry* and Archimedes is still generations away, but Archimedes would be proud of you. You possess the knowledge and skill in the clockwork and mechanical engineering shown by the learned of this universe. Hanging Gardens like those that adorn Babylon – great pleasure parks built into arch ways over the city – massive palace complexes, organ-like instruments built into the structure of great stadiums, machines to move statues many times the size of men, automatons shaped like men who launch arrows larger than spears with a range greater than the greatest bow, automatic doors, secret elevator systems built into floors, transforming armor to link together entire phalanxes into a single ancient tank composed of men, courtyard floors that open up to raise spinning blades several stories tall to execute individuals, and more are all possible to you and all without electricity, or anything more than manipulations of weights and balances, of gears and simple clockwork. Who knows you might manage to finish the mechanical soldiers that Aristotle promised King Philip.

And if you possess other technology and engineering skills you'll find it almost strangely easy to incorporate your skill with such 'primitive' and mind-bogglingly complex and intricate mechanical engineering as you have learned here.

The Mad Socrates (600 CP): Your reputation for madness and bizarre behavior seems to have little effect on your reputation for knowledge and wisdom. You could act and behave like a dog, and reject the norms of society, and people would react to you for this, and treat you like a man who acts like a dog, and yet this would not damage any reputation you possess for wisdom and knowledge, and you'd find that while they might jeer or laugh or even throw fruit at you, that the greater your reputation for wisdom and knowledge is the less true action people are willing to take against you for acts that break the code of social conduct as long as they do not produce clear harm; you could pee on someone's stall and get away with it, but theft, murder, or bodily harm will still be punished.

In fact the two don't actually seem completely disconnected, instead the more mad you act the more your reputation for wisdom and knowledge expands. Fools might not see this, but the wise and the powerful will know in their hearts that your madness comes from wisdom and your wisdom is found in madness. And that latter may be true, the more you divorce yourself from the world, its desires, and its ways the more your mind seems to grasp the fundamental truths of reality, and come to understand it.

Politician Perks

Rhetoric (100 CP): You possess skill in public speaking, and the rousing of crowds. Like part of the council guiding and ruling Athens, or any good king, you know how to use rhetoric and words to sway and influence those around you and project stirring arguments. This is best with crowds and you'll not fool all of the people especially not all of the time, but you can sweep up some support or stir the morale of an army in a pinch.

Pulse of the World (200 CP): You have a sense for destiny. These are not full prophetic visions or the like, but you have a feeling for those who bear destiny strongly upon them, and when great events that herald a changing of an age happen. You won't know the details, but you'll have some vague sense of direction or general area and import. This is especially sensitive for those whose destiny intersects with yours.

Snake in the Ranks (400 CP): You possess the poisoned, forked tongue of a serpent. You are able to use your words to sow doubt and dissent with surprising ease. Should you be allowed into someone's confidence you could turn a father against his son, or a son against his father, your words a poison on the bonds and trust between others.

And just as you're good at poisoning their relations with others, you're skilled at building their trust and bond with yourself, and gaining their confidence and intimacy.

Father of Greatness (600 CP): There once was a king of a minor state not even considered worthy to be part of Greece and torn by internal division. He unified the state, centralized power, revolutionized its army, redefined the Greek way of fighting, and conquered Greece in a brilliant display of statesmanship and military aptitude that is rare to see even once in a generation. And despite this he is now remembered almost entirely as the father of his son, who swept across the greatest empire the world had ever known, subjugated it in a flurry of war, and cemented himself as possibly the greatest military mind in history, moving beyond a once in a generation talent to something not seen even once in a century.

And like King Philip II of Macedon, you may be great, but it is your children who possess the potential to be Great. Your children seem to inherit a portion of your powers, perks, and general aptitude. They won't directly inherit knowledge or learned skills, and they may have to work to learn these powers, but your children inherit a portion of your potential. Or most of them do. A rare few will inherit more than that. No matter how powerful you are, no matter how talented you are, no matter your aptitude, these children will possess the potential to surpass you. Their talents and aptitude will be greater than yours. It may take them time to amass the experience and skill with their capabilities to

overtake you, but their powers will have the potential to grow stronger than yours, and by nature grow faster. They will even be able to demonstrate your less intrinsic perks at a level greater than yours. It will take proper care and time, but given the proper tending at least some of your children will be greater than you.

Warrior Perks

Cavalier (100 CP): You are an expert horse man and can fight from horseback almost like your steed was an extension of your body. Horsemanship simply seems to come naturally to you, and you bond easily with horses. This will help you ride, and fight from the back of, other beasts, but the further from a horse they are the less this applies.

Sense for Danger (200 CP): You seem to have a sixth sense for when death is coming to you. When an assassin nears, or someone comes at you with the intent to kill you get a feeling of approaching danger, which helps warn you and give you time to respond. This isn't combat precognition; you won't be predicting specific attacks during a fight, just the coming of hostile intent. This is also of reduced use against indirect methods; you sense the intent to attack you more than the attack itself, so poison in your food handed to you by someone unaware, or even a poison kiss, could still prove a surprising danger to you. Still this sense is good enough that if you're undistracted and fully attentive you could sense an assassin rooms away, and even in a heated conversation with someone you're considering killing (or someone who is trying to get you to talk them out of killing you), you could sense an invisible assassin well enough to stab them as they snuck up behind you.

Renowned (400 CP): Cleitus the Black was one of Alexander's greatest generals, and perhaps the finest warrior at his side in hand to hand combat, but Alexander the Great was no slouch in such either, nor were Philotus, or Hephaestion, or Aristotle's niece Cassandra.

You now count yourself among the rivals to Alexander and his retinue in personal prowess on the battlefield. Your physical capabilities are simply put superhuman. Leaping several times the height of a man, from out of a swimming pool, catching a sword thrown to you, and dismembering a flying, shapeshifting assassin in a single blow would be a simple feat for you. Throwing a spear so as to cut a narrow rope from a great distance is the same, but a simple feat for you. And with a good, sturdy spear you could casually cleave metal shields in twain, with enough control to cut a man out of his armor without cutting him not by cutting the straps but by neatly dissecting the plates of armor itself. You are a red whirlwind upon the battlefield, able to single handedly surround yourself in a wall of corpses. You're equally good with hurled projectiles, your aim with a knife seemingly flawless, and you could turn a short sword into an effective thrown weapon.

Conqueror (600 CP): Alexander the Great is one of the great military geniuses of all time. There are few who can challenge him for that title, and fewer still who can surpass him. You are now on that list; as a challenger, that is. Whether you surpass him will depend on you.

Your sheer brilliance at the art of war and tactics is among the greatest ever produced. Your intuition for the field of battle and tactics is rivaled only by the likes of Alexander himself in this era, and you seem destined to revolutionize warfare, able to grasp its flow and nature and how new technology or tactics may completely change its meta. Even without some new technology, you could see a path to seize victory outnumbered 10 to 1 by better equipped forces, at least if the enemy's commander was on the field where he could be slain.

Even off of the battlefield your grasp of the nature of tactics means you have a fine grasp of motivations and political maneuverings; you might not be as good there as on the battlefield but you're unlikely to provide a sorry showing. Even if you're not the best administrator, you can keep up with Machiavellian schemers.

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.

Lyre (50 CP): This is a lyre, or a lapharp if you prefer. Either way it's a portable stringed instrument, meant to be carried, cradled, and played. It produces beautiful music and never needs to be tuned. It even seems easier for you to play than another harp would be.

Herb of Epirus (150 CP): This is an herb which when burned produces a smoke that renders someone inhaling it susceptible to hypnotism and suggestion. This smoke can put them into a trance, and even leave them in a lingering one where they will act out post-hypnotic suggestions. They're still rather drugged and somewhat entranced during this, so don't expect them to be at their best, but you could make a man murder a king he was loyal to with this. Though the effect will fade with time. Regular use may allow for long term post-hypnotic suggestions to be placed that will push someone into this hypnotized state when a trigger is given. Resupplies regularly if used.

War Elephant (150 CP): This is a large elephant complete with some barding. It's just your ordinary war elephant you might see the Persians use. Oh and it is capable of breathing fire from its trunk, in a massive line capable of sweeping across entire units of men and wider than a man's shoulders. So just your normal war elephant.

Bladed Chariot (200 CP): Are those what these are supposed to be? This is a massive, armored landship, with two great spinning blades on (non-mobile) arms extending out in front of it. These blades are massive, able to cut through entire ranks of men, sweeping through them like a lawnmower cutting grass. We don't actually see how it's moved; it probably involves gears, levers, and maybe animals who knows. You'll be able to find out.

Army (200 CP/400 CP/600 CP): Whether you're a general or a great king, you may need an army. So here you can obtain one. Whatever army you choose they will serve you loyally, and will not manifest into a jump until you call them to do so. When you do they will appear in the jump over the course of a few weeks, with supplies for a campaign season. Keeping them supplied after that is on you. When you summon them into a jump, their numbers will be fully replenished.

For 200 CP this is a force of 5,000 men. They can be infantry or cavalry, whichever you prefer.

For 400 CP this is a force of 50,000 men, the size of Alexander's force which took Persia. They will include both infantry and cavalry, and this world's strange technology such as the phalanx armor, giant soldiers, and gliding air force used by Macedon, or the various specialized soldiers and fire breathing war elephants used by Persia. It doesn't have to be directly copied from one of these, but it will be generally equivalent.

For 600 CP this is a force of 500,000 men, the size of Darius III's force in the battle of Gaugamela. This will be similar to that force, including its war machines and massive imperial land ship. It doesn't have to match them, you could have Macedonian equivalents, for example, but it will be roughly equivalent. This is the mightiest single force in the world, with only one peer.

Sect (400 CP): This is a group of several dozen individuals with mystical abilities similar to those of the **Student of Mysticism** perk. They'll be a touch weaker, as Pythagoreans for example they would be unable to create the energy prisons. They are loyal to you, and capable spies, infiltrators, and assassins.

Conquest (600 CP): This is... nothing. *Yet.* This item will not give you anything on its own, you must earn it. For this item represents the chance to take with you all lands you conquer and lay claim over during your time in this jump. Whether that's merely the space inside of a single barrel you manage to keep as your home, Greece and all Asia, everywhere the great river Oceanus encircles, or somehow far more. Wheresoever you conquer during the space of this jump and hold will be made into part of this item at the end of it. Not everyone needs to be loyal, but your rule must be on the whole unopposed; if your claim is seriously disputed such as being partially administered by another kingdom or in open revolt it must have been squashed before the end of the jump or the disputed territory in question will not be made part of this item. You will also only be able to take territory that is connected to the main portion of your territory. This can be connected by sea routes (or space), but only if the connection is firmly under your

control; exclaves where you have to make awkward deals to resupply and control will not be taken with you (Northern Ireland could be taken by the UK, Kaliningrad wouldn't be taken with Russia).

All lands that are part of this item will follow you, taking with them their people as well. These lands can either insert somewhere appropriate in future settings, or enter stasis and temporary non-existence for the space of a jump; a choice you will get to make at the start of each new jump. These lands will retain all modifications as they follow you between worlds, for good or ill. Should you lose control of a region of territory you will lose it at the end of a jump, the lands that no longer recognize your authority falling away. Should you expand your territory you will take it along with you. As before any loosely connected exclaves will be lost to you at the end of a jump.

Mystic Items

Tetractys (100 CP): This is a handful of pebbles which when together if you, or one of your followers or comrades, makes the proper hand sign and focus your will on them will rearrange into a symbol. By default this is 10 pebbles that will form the tetractys used as a symbol by the Pythagoreans, but if you'd rather a more personal symbol, as long as about 10 pebbles can make it you can choose to have pebbles that will form it instead of the Pythagorean tetractys.

You'll regularly get more handfuls of these pebbles, so you can generally have a few if you want to leave secret markers behind you, or even hand out a few to allies. You can stockpile these all you want, though the fewer you have the faster they resupply; you'd probably get one a day if you had only a few, but if you have a staggering amount stockpiled it might slow to one a year.

Snake Temple (200 CP): This is a small temple. It is tended by priests who tend the temple and keep its holy animals and has a ritual chamber good for you to use for any ritual magic you possess. This chamber won't necessarily empower them above normal, or provide reagents or ingredients for the rituals, but it is designed as a basic ritual site for magical rituals and will adapt to any system of ritual magic you possess.

By default the holy animals are snakes, and the priests are priestesses of a 'lascivious' Middle Eastern god – probably one syncretized with Ishtar though the anime doesn't specify – but you may choose to change the religion and its holy animal. The number of animals kept will be reduced if they're significantly larger or more dangerous than snakes of relatively safe species.

Python (400 CP): This is a python of abnormal intelligence, still animalistic but smarter than you'd expect. It is loyal and obedient to you. This snake seems to be able to judge individuals, giving you a response on its opinion of them, given its other abilities, this seems to be less of a personality evaluation and more of a generalized look at their destiny. As for its other abilities, it is capable of granting individuals prophetic visions by embracing them in its coils and meeting their eyes. These visions are full of symbolism and require interpretation, but are accurate if properly deciphered. These visions are also accompanied with ecstatic pleasure. It will only provide a few prophecies a year, at most, and won't necessarily be able to answer all questions, but it will be able to give you a glimpse into the future and fate.

Arrhatos Gnomon (600 CP): This is a replica of Pythagoras's great cosmic clock which used, in part, irrational numbers – the unspeakable taboo (arrhatos) of the Pythagoreans – to predict Alexander's birth and the destruction – and recreation – of the world, and which helped provide Plato with the wisdom needed to create the Platonhedron. Yours won't be helping you to place the entire universe within an object inside of it itself, but it will remain a massive device for studying the nature of the cosmos. By observing it you can get glimpses into the true nature and working of the cosmos that you are currently occupying, and even obtain information as to the shape of the future. This can provide you with great, mystic insights into the current reality you occupy, or a loose map of its future depending upon what you look for, but it will take time, observation, and wisdom to plump its secrets.

As it's a massive building sized clock you will receive it in a warehouse add-on, or it can be inserted into an underground cavern located somewhere appropriate – perhaps under another property you possess – inside of a jump.

Philosopher Items

Message (100 CP): This is a small scroll of papyrus. Once per month you can write a short message on it, no more than a few words, and will it to be sent to an individual, and it will reach them almost immediately wherever they are. It will reappear, completely blank, when it's ready to be used once again.

Workshop (200 CP): This is a workshop for the creation and engineering of mechanical wonders. Besides a space and set up intended for the creation of clockwork marvels, with aparati to raise them up and help in their assembly, this comes with a small, supply of resources and materials, and when you work here you will find your mechanical and engineering aptitude bolstered by a small but noticeable amount; all else being equal you make better things here than you would elsewhere.

This can insert into a jump as an independent structure, as a part of another property you possess that inserts into jumps (and in that case will share in any special properties of that building), or exist as a warehouse add-on. You may select this anew at the beginning of each jump.

Academy (400 CP): Whether in Macedon or Athens, what is a philosopher without a school? This is a school of your own, every bit as grand as the one Aristotle led in Macedon, or Plato's Academy he graduated from. You can choose what you teach there, but the school will naturally attract truly bright minds in the field, those who could, like Aristotle, become some of the greatest influences of all time other than potentially you as their teacher and the influence upon them.

If you don't want to manage the school yourself, it will come with some lesser teachers, who can administer and run it in your absence, but expect them to always be lesser teachers than yourself. They can also simply help out with administration and teaching, especially should the school be particularly large, should you choose to teach here yourself.

This school itself will not follow you into future settings – if you want to keep a particularly promising student you'll have to recruit them as a companion – but you'll find yourself with a new school in each jump. This means it will be built by the native technology of the setting and it may scale in scope and grandeur somewhat by the scale and scope of the setting's civilization; a school in a stone age setting will probably be smaller than one in an interstellar civilization.

Universe (600 CP): This is a large barrel, about the size of a small hut. It's missing a few boards on one side allowing the sunlight in and for people to enter and leave. It is also your personal universe. While within it you can, and any other you choose to allow to do so, can perceive the universe. You can perceive it both as a whole, observing space from afar, or to observe any location, individual, object, or event you choose in real time. It can take wisdom to find specifically what you're looking for, but the more time you spend regularly in the barrel the easier it is.

This barrel can also be used to view events in the past. This is harder than the present, requiring more wisdom and insight, but again the more time you spend in the barrel, the easier it will be for you.

Politician Items

Offerings (100 CP): Gold, horses, slaves... This is a supply of diplomatic gifts. It doesn't really even seem to exist until you need such a gift, but when you do you will find something appropriate to your position and theirs. The gift from a farmer is expected to be less than from the king of a vassal state or the king of kings, and the gift to a king is expected to be greater than what might be given to a minor aristocrat. You won't know exactly what it is till it's time to use it, but it will always be appropriate to your relative ranks; not so paltry as to be an insult, but not excessively grand or highly generous.

You'll get several of these gifts, and they will resupply over time. You'll resupply about one gift a week. And they can be used for any sort of diplomatic gift; not illicit bribes, but expected gifts and that can include gratuities or tips for service or even birthday/Christmas presents.

Map Room (200 CP): This is a large room which possesses a map of the known world upon it. A chair is attached to the ceiling in the center of the room and can turn to face the entire map and rise and descend – it can even go up into the room above the map room if decided – all so that you can sit suspended above the common folk. The map is more impressive. It's a massive, accurate map of the known world, though at the start of a jump you can choose to have it only show part of the known world if you want a greater focus on a certain region. By talking about locations on the map it will produce lights to mark cities or points, and it will even show maps of troop movements between locations.

Servants (400 CP): Whether it's drying you off after a bath, dressing you, putting on your armor, or what have you, unless kept in a place where ordinary people could not reach you even if you wanted them to you always seem to have a pair of servants at your beck and call to perform basic, menial tasks. In addition to this pair, any property you obtained directly from a jump document seems to have similar menial staff to cook, clean, and serve you. They count as followers, but seem to only exist when needed to perform their duties.

Imperial Palace (600 CP): This is a grand palace, large and impressive enough to be considered one of the 7 Wonders which go beyond human wisdom and maintain the order of the world, or maybe even two of them. This is a palace on par with Darius's in Babylon, expansive and grand, showcasing scale, opulence, and engineering to amaze the Macedonians and that even theirs – with its dungeon hidden by secret passages and vast empty chambers – pales in comparison. It is a truly impressive complex, and a most

opulent palace to dwell in, perhaps even containing a Hanging Garden to rival that of Babylon.

This can insert into a jump as an independent structure, or exist as a warehouse add-on. You may select this anew at the beginning of each jump. It will retain modifications including damage, but at the start of a jump you may choose to have it reset to its original default state. And yes, you will somehow legally own it in future jumps even if you dropped in with this near arcology-sized palace of lost engineering marvels.

Warrior Items

Armament (100 CP): This is a melee weapon that might be used by a Macedonian or Persian warrior. You can choose its exact nature: short swords and spears are most common, but assassins and Hephaestion seem to like daggers, and Cleitus uses a double headed spear. Whatever you select it will repair and maintain itself, keeping its edge remarkably well, and always being strong enough for you to use it effectively as a weapon – if you are strong enough to cut through steel plates then it will be strong enough to do it without being damaged in the process.

Anime Armor (200 CP): This is metal plate armor. It's highly stylized and customized for you, and can appear to be any type of metal you like while functioning like steel. Well oddly light steel. This armor seems to be unnaturally light upon you, and not just that it doesn't seem to weigh as much as normal. It might be a crop-top with an armored jockstrap and knee high boots leaving your ass, thighs, and lower torso completely exposed. Or maybe it has a little bare area over your navel and completely fails to cover your back. It almost certainly lacks a helmet. Despite these giant gaps, you'll find that it is fully as effective as if it was a full suit of armor as complete as any of this age.

If you also purchased Speed, you'll get a matching set of barding for your horse which is a bit heavier and more concealing but still lighter than it should be and will copy all abilities of this armor including those imported into it.

Meditation Pool (400 CP): This is a swimming pool shaped like a map circling a body of water. It helps to remind you of the full scope and scale of the territory represented and put it into perspective. Though that's only a minor element. Floating or swimming in this pool is relaxing and calming, but more it focuses your mind. This helps you to think and plan, improving your cognitive abilities when you relax and swim in this pool.

Speed (600 CP): This is a powerfully built, and distinctive looking horse with terrible, unhorselike teeth. They seem to possess the equine equivalent to the **Renowned** perk, possessing superequine capabilities much like those greatest of Macedonian heroes, and a taste for human flesh. But that is only the base level of this horse. Like how Bulcephalos when ridden by Alexander was able to share in his spiritual force in the battle of Gaugamela as his, if not equal, close aid and steed, this horse will seem to scale with you and when you ride it will share in your powers and abilities. It will always be strong, fast, and durable enough to fight alongside you as your mount, much as a normal warhorse compares to a normal elite warrior rider. And as stated, it shares in your power when you ride it. If you radiate energy outwards from your body, it can from its body as well. If you

can turn insubstantial, it can as well. It practically seems to be a part of your body when you ride it, at least for how your powers and abilities treat it. The one regard where it does not seem to rise to match you is intelligence where this horse will remain merely a particularly clever animal.

If you take the **Cavalier** perk, this connection between you when you ride it is strengthened. It really does seem to respond to you like it was a part of your body, and you possess an excellent sense for its positioning and movements almost as if you share its sensations.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 300 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 300 CP. For 200 CP you can import or create up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may pay to import them a second time. This uses the same pricing as importing them the first time, including the same group rates. A single companion cannot be imported twice as part of a single group; you can import 3 companions for 100 CP and then a second time for 100 CP, but you can't import 1 companion 2 times and another once with the 100 CP to import 3. If this is still insufficient CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Alexander.

Alexander the Great (200 CP): Alexander is rather more special than the other characters here. He'll come with Roxana and Bucephalus; and Bucephalus will scale with him like the horse from the **Speed** item.

Drawbacks:

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

Continuity (Toggle): This is a fantastic and rather ahistorical Greece. The Pythagoreans were probably not shapeshifters, and I doubt the Persians had war elephants who could breath out sustained lines of fire. Still it's possible you have visited the world of the ancient Greeks before, and if you have your past time here can be merged into this world. It will not change the basic fundamentals of this world, including that Alexander III of Macedon, son of Philip II, will be poised to oppose and most likely conquer the greatest empire it has ever known, bringing an end to its glory and connecting portions of the world that until then were not connected. Still if you were here even in Greek myth you may find traces of your previous journeys to the world of the Greeks; though in the case of myth just expect it to be myths and stories and not necessarily the main versions.

Light Novel (Toggle): This jump is based on the anime. However the anime was based on a light novel. If you'd prefer you can travel to the light novel version of events. I don't know what the differences are, however, or if it even has been translated into English.

Longer Stay (Toggle): You'll already be here longer than usual just to cover the full span of events, but should you choose, you may stay here for a longer span up to a maximum of 100 years. If you do so, drawbacks will begin to fade after 20 years, disappearing completely well before the 100 year mark, though you can expect them to have at least some influence upon you for decades.

Campaign Season (+100 CP): Alexander's life was one of war. And now so is yours. You might not be fighting constantly – the ancient military season was not year round – but you will find yourself engaged as an active participant of war for your entire time here. You will be fighting battles regularly during the proper season, and find yourself on campaign and with the army whenever feasible, and when not you'll be wintering somewhere for your next campaign. You might occasionally get a brief break if one campaign finishes and it's too late in the season to start another.

Haste is Just Speed Beyond One's Measure (+100 CP): And unfortunately you have a poor sense of your measure. You are hasty and impatient, always trying to get things done quickly, and often trying to do so in ways that are quicker than are practical and which will cause mistakes and setbacks.

Historically Illiterate (+100 CP): This is a jump based on history, even if you're not familiar with the anime or the light novel it was based on you should be familiar with Alexander the Great. But you're not. You think you are, after all you know all about his invasion of India, and his turning back after what he chose not to call a mutiny, his pointless march through a desert that killed more of his men than all of his campaigns and his plans for another new campaign that came to an end with his death, but you seem to have gotten your history wildly wrong since none of those things are happening. Though maybe it's not you that got it wrong and just that this world has suddenly gone massively off the rails. You'll be starting this jump thinking things will follow the path of canon – and history – only for it to be wildly different, and while none of these changes will affect Macedon at its beginning they can involve changes before the start of the series. Who knows, maybe China unified more than a century early and will crash through Persia just after Alexander. Either way expect it to be *interesting times* and to be disruptive to your goals and plans.

I Am a God (+100 CP): Like Alexander after his victory over Darius III, or like Aristotle after... well throughout, you seem to have a somewhat high opinion of yourself. If you don't literally believe you are a god made flesh, you still believe that you are inherently superior to all others. You might not share Aristotle's obsession with control and order, or Alexander's urge to conquer, but you will still see yourself as better than those around you, ignoring advice, and not even being willing to explain yourself to your closest companions at the point of a spear when they are finally fed up with your behavior and the mad quest you seem to be dragging them on.

The Prophecy is Absolute (+100 CP): You have heard a prophecy, passed on by a priest(ess) of a god(dess). It foretells some dire event in your future one you would prefer not to have happen. The prophecy is absolute and unchangeable, but you will forget that you took this drawback or that the prophecy is guaranteed to be correct as a drawback. If you're a drop-in you'll receive this prophecy soon after arriving in the jump. This prophecy will be a set-back and something you'd want to not have happen if possible, but it will never involve your death or the ending of your chain.

When I Face an Overwhelming Threat (+100 CP): You feel an overwhelming impulse in your heart. You are addicted to challenge and threat, always seeking escalating challenges for you to overcome. Conquer Greece? Persia is next. Persia? Then it's time to conquer all the way to where Oceanus encircles the world to the east. You have tasted the thrill of a challenge and you seem practically addicted to it.

Whirl of Fate (+100 CP): Alexander possesses a swirling, sweeping charisma, that brings in many across this world. And now you will find yourself swept away along with them. You will serve Alexander, as closely as he will allow you, pulled along by his charisma and his destiny, and you will be his loyal servant. He will not necessarily abuse this position, just recognize that those most loyal to him were destroyed by him in his quest for world shaking ambition.

Assassins (+200 CP): Whether it's Pythagoreans, your own family, or somebody else assassins just seem to keep coming for you. And actually it seems liable to be all those things, because it doesn't matter how many assassins you kill, or how many times you figure out who is sending them and dispose of their master, more assassins keep coming. Though do deal with people sending them as it at least helps control the amount. Otherwise they'll just keep increasing in number.

Cynical Dog (+200 CP): You have sworn a life of total aestheticism and devoid of material or temporal glory. Like Diogenes, the Mad Socrates, you will live in a state of absolute squalor with none of the niceties of life, and little protection from the elements. You might be more resistant to these things than normal men, but you can expect to still have to deal with the day to day life of an ascetic; you will get dirty, you will deal with stinky things, you will need to use the bathroom, etc. And you will be seen as mad by those around you. Even if they recognize you are the wisest man alive, or admit to your overwhelming prowess, they will treat you with disrespect and disdain unless they currently are in dire need for your assistance... and even then they will be less than flattering. Also you seem to have taken on a case of cynicism. Not in the modern sense, but a tendency to live by the ancient Greek philosophy expounded by the original cynics.

Eurydice and Morpheus (+200 CP): Those the gods would destroy they first drive mad. Olympias sent nightmares and visions to plague Eurydice before Philip's death, and it would seem the gods, or your benefactor, now are sending them to plague you. You will find your sleep perpetually interrupted with terrible nightmares, and your days haunted with visions and hallucinations. They will drive you mad over your time here, but you will find your sanity increasingly becoming frayed and your actions erratic as your time here progresses. Eurydice didn't survive long enough to really break, and hopefully you'll stay stable longer than she did.

Honor of a King (+200 CP): You possess an overdeveloped sense of honor. Everyone else here seems to either be sending assassins after people or be an assassin themselves, but not you. You could be winning a battle to determine the fate of your empire, outnumbering the foe 10 to 1... and break it off because a third party tried to assassinate

your enemy, and winning with their help would not be worthy of your honor. You will not lie, you will not cheat, you will always be forthright, just, and honorable. You won't even try to trick an enemy who you're in an existential war with that you're losing badly.

Sleeper Agent (+200 CP): You have been conditioned, brainwashed even. The orders of another have been implanted in your mind. They will guide your time here and you won't even realize it... at first. But eventually they will give more overt commands, ones which force you to act in a way you do not desire and even would object to. You will obey these commands even as you find them repugnant, highly disruptive to your own desires, and liable to be things that piss off others with the power to try and act upon it. Killing the one who commands you will not stop them, the triggers will still activate when needed forcing you to work for their design.

Child Who Will Destroy the World (+300 CP): Alexander was prophesied to destroy the world, but now that prophecy seems to have fallen on you. And unlike with Alexander it isn't a prophecy or merely half believed. The world is convinced that you will destroy the world, and you can expect to find nations allying against you, ancient secretive cults trying to murder you, and even common people seeing you as an existential threat. You can still feasibly make friends and convince people to work with you, but you'll be fighting an uphill battle, and take direct action and work dealing with individuals and groups, and even then they'll still believe you're probably going to destroy the world you'll just have convinced them to like you despite that. Expect conquered people to rebel a lot; after all they have nothing to lose as if you're not stopped the world will end.

The Violation of Chaos is to be Feared (+300 CP): No phenomenon is an event out of context. And apparently that includes you. All of your out of context perks, powers, and abilities, as well as your items, pets, followers, and anything else from outside of the jump is locked away save for your body mod. This affects your imported companions as well, and your non-imported companions as well as your warehouse are sealed away and completely inaccessible by any means.

Trap of Mirabilia (+300 CP): At some point during your jump here, every enemy you have ever slain – in this world or another and by your hand or simply due to your actions – has been resurrected upon this world. They are undying ghosts, regenerating and restoring themselves when slain anew. One among them, the greatest foe you ever slew, leads them. Only by slaying this foe, who will have grown greater still and developed new powers, can you defeat this army of the dead and banish them from the world. But

do not expect it to be easy. It is the greatest foe you ever slew, leading an army of all those you have ever killed, and they know you will be fighting back against them.

Scenario - Destroyer of Worlds

With passion the truth is pulled out from the chaotic universe, and the Platohedron is revealed. With his passion Alexander would manifest the Platohedron in physical form once more, and despite the object itself falling into the hands of Euclid who would draw from it the truth of geometry, Alexander would travel to the end of the Earth and enter the Platohedron and in so doing finish his act of destroying the cosmos and begin the act of forging it anew.

Now you must go further. You must, during your time here, surpass Alexander. It must be your passion, and not his, that draws forth the Platohedron, and like Alexander you must destroy the old world, both the mystics of the Pythagoreans, and the temporal powers, and you must travel to the edge of the world and move beyond. And surpass is an operative word. You must not merely defeat him, steal his position and replicate his deeds, you must go beyond him and push your own further than he did. The world must forever more be able to be divided between the time before and after your coming, and the old order must be shattered and you must extend your dominion to beyond the edge of the world as the Greeks understood it. Yes, you must conquer and create a dominion beyond his. And those who were eager to stop Alexander will recognize you as the same threat and be just as eager to stop you. As you must take the lead in this and usurp Alexander's destined position, this is incompatible with the Whirl of Fate drawback.

Do this and the Platohedron's blessing will be yours. This is not the end of your journey, or this task, but you will receive a Platohedron of your own, or perhaps it'd be better to call it a Jumperhedron. It will contain the truth of this world, but not in a form you can access or use, at least not yet. Instead you will need to repeat this feat in other worlds. You will need to change the worlds you visit, destroying the old way of the world and introducing a new one. You won't always need to do so with war, conquest is only required here, but the old order must fall, and new insight and wisdom into the nature of the local universe must be obtained, and you must do it with passion and glory such that men will remember your coming in the future such that it is a clear change of age at your hand. The Jumperhedron will manifest into the world during this point, a source of wisdom and insight, though not for you. But you must push past that, consolidating your change and ensuring a new age is born, and then you must go beyond the map of the known world. That is the world as it is known to exist to the focal civilization of the jump in question – for the ancient Greeks this would be into India where maps simply devolve into Here be Dragons, for modern humanity it might be to other planets, for a spacefaring civilization that has spread out across a galaxy you might need to go extragalactic, and

for something that has spread throughout the entire universe you might have to get creative. Crossing outside the limits of the map, you must enter your Jumperhedron and return. Each time you do so your Jumperhedron will fill with the truth of the world you were within. You still will not be able to access this immediately. The greater the scope and scale of the world, and the more unique the expansion of its knowledge, as compared to that of other worlds you have destroyed so they could be forged anew, the more the Jumperhedron will fill.

To note, though, you must expand their map and expand their understanding of their universe. This means that traveling to some dimension that will only exist due to your out of jump nature will not do, it must be a native part of their cosmos that you spread the map to, or at least a portion that will remain and can be accessed by those left behind without direct out-of-jump means. Similarly you are expanding their understanding of **their** universe. This can be as simple as connecting two distance lands so that information is exchanged and knowledge of mathematics is advanced by incorporating Indian knowledge into Greek understanding. It even only needs to expand the focal civilization of the jump's knowledge – so in a jump focused on pre-Roman Britain you might just be able to bring over Roman engineering techniques and texts on science and philosophy. It does however need to be revolutionary, like how Euclid revolutionized Greek thought on math and geometry and moved it away from the mysticism of Pythagoras. And it also needs to be of their world. Introducing out of jump technology that works only due to you bringing it along and is completely outside of the principles of their universe won't fulfill this task, nor will understanding of the technology unless that understanding can be applied to a more generalized understanding of the local cosmos. The same is true of magic, psychic powers, or science; the goal is a deeper comprehension of their world, not merely an advancement of their civilization or power.

There is a price to all this. It's not in CP, but as you fill your Jumperhedron it will begin to exert more and more of an escalatory effect upon the world. Once you begin the path of bringing it forth into a world, through passion and challenge to the order of the cosmos, it will bring some of the truth of worlds with it, and you will find the vested native interests being motivated against you, and elements of math, knowledge, science, and mysticism from previous worlds that had filled it filtering into the world to empower it in opposition to you. This becomes most prominent after you have brought it into the world, but not yet reached the final level of change needed to go beyond the edge of the map and into the Jumperhedron. And each time you do venture beyond the world's edge and into this Jumperhedron, you will find a challenge to block your path, one which will

grow with the wisdom and truth stored within, and one you will have to defeat. Its exact form cannot be told here, for it will grow and change with the world you are in and the truth stored within the Jumperhedron.

As you repeat this task in reality after reality, eventually it will fill to a certain point. Once it does you must find a way to access the truth within it. You do not need to do this immediately, you can continue your journey, or continue to fill the Jumperhedron further. However, accessing this truth is your final task, though it may be relatively easy compared to the former ones.

When you access the truth within your Jumperhedron it will coalesce into your final reward. That is it will ignite your Spark. And if it was filled only minimally that is all it will do. But the more it was filled beyond that point the greater the cosmic wisdom that will be bestowed upon you, and the more mystic secrets underlying all realities will be revealed to your mind.

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, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I think the picture I used is actually the 3rd Light Novel's cover not the anime, but it still seems to encapsulate things better than any other I could find.

I will admit I made the assumption the timeframe is the same as in history. We're not really given any dates, and when we do have means of telling the time we have a skip from 'just found out their pregnant' to 'the child is born' and we're also told that Aristotle has been teaching in Athens for a time again at one point, but we don't know how long. So I assumed that the characters just don't visibly age because this is an anime, especially since the soldiers were still having their complaints about the intolerable length of the campaign. That said there are some dates that don't match up to history – Darius III is shown as king before Olympias and Alexander's exile, where there was a king between Artaxerxes III and Darius III – so I'll admit it's an assumption.

Another assumption I'm making is that Darius III is still Artaxerxes III's 2nd cousin twice removed.

Background descriptions of lack of connection to royalty is not meant to prevent perks and the like for being related to royalty from working. It's just that on its own the background is not going to insert you as Alexander's older brother with an unspecified psychological disorder who doesn't seem to exist in the anime.

Shining's reference to paying a political cost to marry your beauty is a reference not to the anime but to ancient accounts that Alexander gave an extra favorable peace to the region to get her hand in marriage. This may actually have been an attempt to save face, as the region had put up a fight and we don't know how much of one. But it felt appropriate to give Roxana in the anime a higher stage beauty perk, and given the history involved it felt appropriate to include as a way to make clear the level it is and what it actually puts you at instead of 10/10, perfect, or 12/10. You are beautiful enough that people would waste political capital to marry you when they could make a more beneficial union or choose any other beauty in the world for less.

Despite the note in Demon King it's possible that Alexander might survive. Hephaestion's death was quite different, and so was Cleitus's, and Bucephalus died historically before Alexander turned around.

Renowned is Cleitus level, even though he's slightly above the rest. He is the one whose name means renowned.

Student of Mysticism does not include the Trap of Mirabilia because while that did seem to be done by the three mystic schools, it also seemed to be a great working for the three entire schools, and their dead ghosts were still involved in maintaining it as part of the ghost army. So... the perk wouldn't let you do it alone, and even if you could it'd require you to die in the process. It might be possible to replicate it with Student of Mysticism and enough purchases of Sect.

Arrhatos Gnomon should give you insights into the true nature of a world's metaphysics, and physics, though. The rules that make the world work. That and glimpses into the future, though these might be less effective in less deterministic universes.

If you don't get Cynical Dog, Diogenes was (one of) the founder(s) of Cynicism as a philosophical school.

Child Who Will Destroy the World does not make conquest impossible, people won't necessarily choose to die to the last man to stop you, eventually they might decide to let someone else do it. But they will think that if no one does it will kill them, and everyone else they know, and their children so expect them not to be the most willing to yield easily. But active mind control or sufficient threat could do it.

I'm not sure Destroyer of Worlds was a good idea, and originally it was going to require Demon King, but it just appealed to me watching the last episodes.

Changelog:

Version 1.0.0: Released.