

Jata kataha sambhrama bhrama nilimpa nirjari
From his matted hair flows the celestial river (Ganga), swirling rapidly.
Vilola vichi valari viraja mana murdhani
Her waves wave like a creeper, adorning his glorious head.
Dhaga dhaga dhagaj jwala lalata patta pavake
A blazing fire burns "dhaga-dhaga" on the surface of his forehead.
Kishora chandra shekhare rathi prathi kshanam mama
May my deep love rest forever in him, who holds the young crescent moon.

It is a time of myth in India, replete with both magnificence and melancholy. The tyrant Bhallaladeva raises shining monuments to his martial glory. Cages the warrior princess turned queen mother Devasena like an animal. And revels in the violence upon which his rule is built.

All of which is irrelevant to the cocky, carefree but kindhearted Sivudu (in Telugu, or “Sivu” in Tamil) as he labours in gratitude for the sake of his adoptive parents. But his humble origins are not all they seem. For in truth, Sivudu is Mahendra Baahubali, son of the righteous prince Amarendra Baahubali. Who was slain out of festering treacherous hate by his brother Bhallaladeva. It is his dharma, perhaps the will of the gods, to rise up against Bhallaladeva’s cruelty and bring justice upon a land in great need of it.

Take 1000 CP as you enter a struggle of not just arms, but morality.

Locations

You may begin your journey anywhere in the legendary kingdom of Mahishmati, or in any of the lesser kingdoms, villages and other settlements surrounding it within range of horseback. Regardless, Mahishmati is the shining jewel of this era, the centre of all affluence and the truest throne of power. Where you start matters far less than when you start.

The Reign of Sivagami Devi (The flashback taking up most of the second half of Baahubali 1, and more than half of Baahubali 2): 25 years before Sivudu learns about his birthright, Queen Mother Sivagami rules the kingdom with an iron will and a largely loyal court. But Bijjaladeva seethes endlessly about what he believes to be a kingship he deserves passed over despite his younger brother being the previous king of Mahishmati.

He nurses a grudge in his own son Bhallaladeva, while Sivagami herself dotes on Amarendra Baahubali (though not without honouring Bhallaladeva): A prince so beloved and incapable of doing any wrong that elephants kneel before him, the people worship the ground where he walks and there is no war that can match his might and wit.

This era is when Baahubali falls in love with Devasena while disguised as a commoner. It is also when Bhallaladeva's jealousy reaches critical mass when he too desires the princess, manipulating his mother and first cousin into isolation from each other before orchestrating the assassination of the latter.

You begin by default on a day when Amarendra will soon intervene gallantly to preserve his mother's dignity during a sacred march, though optionally you may start this jump in his childhood-extending your stay by the number of years it takes for him to reach adulthood.

The Reign of Bhallaladeva (The first half of Baahubali 1, the last fifth of Baahubali 2): Bhalladeva reigns over Mahishmati, feared and revered by all but a scant rebellion. His father revels in the privilege they both enjoy, but Bhalladeva himself desires nothing more than the pain of the woman he once desired, and the thrill of crushing Baahubali with his own might. Events will see Mahendra

Baahubali falling in love with a spirited woman just like his father, rescuing his mother, and returning to bring vengeful justice upon the king who yearns for nothing more than violence. The gods themselves seem to will for him to bring peace and prosperity back to this land.

You begin on a day when the man named Sivudu saves his elder mother from physical labour by hauling Lord Shiva's icon of worship to the waterfall where it may bestow endless prayers.

Origins, Gender and Age

Your gender is the same as it was in the last jump.

Barbarian (Free): You come from beyond the known and the tamed, a stranger to the laws of god and men. Few can truly judge a foreigner as anything but a threat to society's order, but in many cases it is those aggressors who earn their fearsome reputations by their appetite for devastation. You come as you are from the previous world, a mystery in a land of myths.

Though optionally, you can take on a likeness unlike any other of the ruddy folk in India. You may be one of the Kalakeyas, a fearsome tribe of savages whose appetite for war is likened to a ravening pack of monsters. A raiding people that may have inspired different myths of malevolent beings. Or you could even have skin, a truly alien pigment no other tribe in this land has ever seen.

Your age is the same as it was in the last jump by default. You can also be any human age. This origin can be taken as a **Drop-In.**

Commoner (Free): By the grace of the gods, and perhaps the Ganges' waters if you dwell far from the city, you have eked a living since time immemorial. Rulers come and go, but always with the backs of the common folk propping up your throne. Your days may revolve around survival, far from the dynastic struggles of those with far greater influence than you, but they are largely insulated from the deadly politics of Mahishmati's court save when soldiers pursue dissidents into the wilds. Few expect much from you, but karma can take some rather strange turns…

You can be between 15 to 60 years old.

Royalty (300 CP): By the blood of the queen, her brothers or either of her sons, you are elevated into the ranks of royalty. It matters little if you are truly an heir, or merely noble: You enjoy a quality of life, security and privileges that peasants can scarcely dream of. You may not rule at Mahishmati, either because Sivagami hasn't selected an heir yet or because Bhallaladeva has little care for anything except maintaining his dominance. But prove yourself under Sivagami at least, and the crown may someday be yours. As for Bhallaladeva, well…consider if the country is even worth running until a better successor replaces him. Alternatively you may be the legitimate monarch of a smaller and less prestigious kingdom elsewhere.

You are either within the age group of Sivagami and Bijjaladeva, or Baahubali and Bhallaladeva.

Perks

Perks are discounted by 50% under the relevant header. Discounted 100 CP perks are free. Royalty functions slightly differently: Only one perk from each tier is discounted, the rest may be purchased at the normal price.

Barbarian (Drop-In)

Terror Tactics (100 CP): You may not necessarily be a savage, but you know how to think like one in times of war. Coming up with creatively cruel uses for hostages, methods of torture as inventive and sustainable as they are horrific, and knowing how to provoke enemy commanders with crude gestures. You know and need no great formations or skilled stratagems with this alone. The brutish fury of a rabid baboon is all you need to bring ruin on the field of battle.

Fearsome Face (200 CP): Brr! Those upturned fangs, those sallow eyes, are you even really human?! There's something about your likeness which casts that into doubt. An instinctive terror as natural as fearing a wild animal lunging for someone's throat. You're plenty strong and enduring to back up that scary face of yours, enough to stand in battle cutting through Mahishmati's forces for much of a day, but in skill with the blade you don't hold a candle to its mighty princes. Still, your savage looks are more than enough to unnerve anyone short of a hardened soldier. By buying this here instead of simply being born like the Kalakeyas, you don't necessarily have to be hideous. Though your unusual visage will still inspire naked terror in human in a way that can be toggled on and off in future jumps.

Casteless Communication (400 CP): In this world, there is an unspoken order between the caste of prince and pauper. The meek are expected to gratefully accept what the mighty dole out to them. Here and in future worlds, you are no longer like this. You may have no legally binding rights as such, but you can talk to and treat others as if you had the same social caste (religious, political, unspoken or otherwise) as them if that would be more convenient to you. This won't let you breach the usual bounds of civility, but you'll be able to address the queen without being dismissed outright on general

principle as long as you're respectful.

Eddy in the Karmic River (600 CP): An ineffable yet all-pervasive force influences the destiny of those in this world, humbling the mighty but cruel yet uplifting the meek yet devout. Due to your interdimensional river, you yourself are an exception whenever it would be convenient for you. Those bolstered by karma alone (rather than more direct assistance) won't be preordained for victory against you, and you will not be cursed by the world for your vile excesses. This also greatly protects you from both characters with similar sorts of plot armor, or effects that would make you suffer because of it. It's not quite the same thing as the divine reallocation of sin and virtue, but it's close enough you won't be automatically cast down by a king with divine right to rule, or a protagonist who always wins because the story mandates it.

Commoner

A Peaceful Home (100 CP): There is solace to be found outside the glory of royalty. You know well the peace that comes from existing outside responsibility, and would make a wonderful parent for any child-teaching them discipline while nurturing their joy and confidence in equal measure. To a lesser extent you instinctively gravitate to getting along with your neighbours too, and maintaining the peace so vital to many aspects of village life. For lives so precarious, the simple things are all the more precious.

Spirited Rebellion (200 CP): Revolution! Not for selfish ambition, but the betterment of the commonfolk trampled at bladepoint. You have honed yourself with the skills of a saboteur and infiltrator, able to traverse the wilderness without shearing apart your disguise and coordinate missions with your fellow insurgents while recruiting others. You're skilled with both bow and blade, enough to wipe out a battalion of bandits-though far from the prowess of royalty. Finally, you have a great resolve to persevere in the darkest of times. The full might of a kingdom bearing down on you would only strengthen your resolve to bring it justice.

A Life on Loan (400 CP): Heavy are the chains that once bound men like you, and from them a life of hardship has hardened you in mind and body. Your prowess at combat is greater than any not trained to the standard of the royal princes, such that even an elderly man could kill scores of trained soldiers. Far greater than even that is your iron will. You could be tortured, spat upon and forced to betray everyone and everything you love-yet still have the strength of character to keep fighting given a reason to. Last but not least, something of your (possibly former) life as a slave seems to resonate with those who would be masters. Your loyalty is difficult to question by even the cruellest of rulers as long as you appear outwardly loyal and diligent. Even if they should make you weep at their severity, as long as you follow orders you will not be punished without truly compelling cause.

The Favor of Shiva (600 CP): The gods are a fact of life as immanent in reality as the wind and the rain, but they respond to only the pleas of a few. You may now count yourself among those lucky few, for it seems divine beings and systems like karma hold you in greater esteem than most. You can't sin with impunity, but your earnest prayer and devotion will result in much greater miracles-like say, the child you found floating in a river turning out to be a royal heir that will grow into a man with power and wisdom further blessed by the gods who will bring the land peace and prosperity. You may not necessarily know the hour or manner in which they're answered, but the results are guaranteed to be extraordinary as long as your worship is pious.

Royalty

Sunny Smile (100 CP): The kindness in you radiates like the sun warming the Earth. You have a natural empathy for all living things, sensing the mood of animals closely enough to communicate with them and never losing your ability to share in the sorrow of the commonfolk-or to partake in their joys. Your sensitivity is instinctively grasped by others, making them trust and like you more as you help them. You are more of a saviour and even object of worship to those who benefit from your aid than any mere king could be.

Prize Pawn (100 CP): There are those with ice in their veins and venom on their tongues, who gleefully undercut their own blood to hold power over others. Such wicked opportunists see in you an ideal tool, a favoured pawn, and just perhaps family in a way. Their patience for your hesitation in wicked scheming will be longer than usual, and once you both secure power you can be assured you're safe from a knife in the back unless you go out of your way to betray your allies first. Ironically, perhaps the loyalty you gather from such normally treacherous snakes is worth more than all the opportunities they hand you.

In Common Guise (200 CP): You'd expect a princely man to stand out somewhat even if he had a quick change of clothes and a loyal slave to vouch for his *complete lack* of noble connections, but the royalty of Mahishmati like to party and don't mind getting their hands dirty. Regardless of your talent for impersonation, as long as you make a token effort to dress poorer than your means only the closest inspection by the most dedicated of investigators will reveal you're anything but a humble member of the lower classes. Feel free to get into all the goofy shenanigans you like while using your skills and connections to discretely clown on the unexpecting.

The Tools of Battle (200 CP): A king's throne is never steady without war, and so your mind has dwelled long on new ways to wage it. Spinning blades mounted on a chariot that can slice through rows of men like wheat. A mace with its' head tethered to a chain that can fly far and return to you like a faithful hunting hawk. Even should you otherwise be a straightforwardly unimaginative sort, you have a

talent for designing new weapons and ways to kill as superlative in its' own way as the Baahubalis' own gift for all-purpose invention.

Extraordinary Ingenuity (400 CP): Your mind itself must be a blessing of the gods, because you know how to do things with wood, stone and metal none other seem able to glean. Abandoned to the wilderness, you could build a system of gears and pullies that delivers water up steep cliffs and plumbs deep wells-sustaining communities otherwise doomed to poverty. Confronted by the towering walls of a castle, you could combine trees, ropes and stalwart comrades with greatshields into a system to propel men safely over the walls and land thunderously but safely. This genius extends to strategy and tactics, letting you flawlessly execute complex strategies simply by reading as if you'd drilled the men carrying them out for this moment. With your bare hands, you can create advancements on the cusp of the industrial revolution. Who knows what you could accomplish given far more advanced technology?

If taken with The Tools of Battle, the primary advantage of this will be showing you how to make *non-lethal* versions of your weapons with no loss in efficacy. That mace with a flying head may not shatter bone quite as easily once wrapped in cloth for example, but you might attached streamers to it which let you fell foes around them-or restrain the limbs of enemies without dealing a fatal blow.

False Brotherhood (400 CP): Your dearest sibling, how little he suspects. How naively he turns his back to you. Even if you are warlike, merciless and in the company of those who challenge the law for their selfish ends, those with justice in their hearts and kindness on their minds find it difficult to suspect you of wrongdoing less obvious than sending a cadre of soldiers to murder them and their loved ones. You could try to drop them off a cliff on the other end of a rope, and they would assume you simply slipped. You could hesitate rescuing them on the battlefield, and they would believe you truly occupied or unnerved. And when you finally strike, chance and circumstance makes their demise *extra* disastrous for all attempts to oppose you.

Blessed Above All Men (600 CP): Baahubali-either of them-is a man who glides through life on wings of fortune and winds of endless talent. When he extends his hand in friendship, the masses rush to support his dreams and those subjugated by his foes find new reasons to fight at his side. When he sets his mind to a new field be it painting or archery, he masters it as a virtuoso. When he speaks to politicians or foreign dignitaries, he circumnavigates their machinations with wisdom and dignity without compromising his convictions. When he looks for love, he finds brilliant women of great character and integrity whose fiery spirits compliment his own. And in the heat of battle, he can cut down hundreds of armoured men while clothed only in cloth. There is only one other in this world who matches both his talent and charmed life: You. Like him, not only do you come across both precious things and people while being as proficient as a hero of folklore at all you turn your hand to, but the kindness you give others is always returned by all but the most vile of men. You might think this would make him jealous, but honestly if Baahubali found out about you, while he would never look down on the meek he'd probably be *overjoyed* to find a peer.

Lord of War (600 CP): Bhallaladeva is unrivalled in matters of warfare and the blade. Such is his brute strength that even after aging enough to have grey hairs in his beard, he could slay a bull or punch holes in stone barehanded. While both princes are skilled enough with the blade that they can effortlessly deflect arrows as long as they're mindful enough to spin their blade in the air cutting them away or shoot three arrows from a bow with effortlessly exact accuracy, Bhallaladeva alone boasts similar skill with other weapons as well. Though Baahubali the younger has the mighty and strength to redirect a ballista bolt on his own, Bhallaladeva could beat him into the dirt even in his later years. Such is his grasp of military tactics and unflinching discipline that to see him at the head of a great host on the battlefield is certain death for almost all men. And even in espionage or politics, his razor sharp mind can divide mother against son while surreptitiously setting in motion the downfall of those far more beloved than he. He may not be the most imaginative. He may even be overcome by tactics and weapons he did not anticipate. But purely in killing, he has no equal. Except you. It seems that also like him, karma has made you something of an adversity for heroes of all kinds, for your blows and schemes seem particularly devastating against the righteous and all that they hold

dear. Naturally, knowing he has a true rival out there in the world could enrage the man who prides himself on being supreme on the battlefield.

Items

Only Royalty, the rightful rulers of this world, get +300 CP as a stipend to spend here. Such is the inherent equality of ruler and subject that there are otherwise no discounts.

Shiva Lingam (50 CP): Representing the formless, infinite and all-pervading as a union of the masculine and feminine, in most practical circumstances this vaguely elliptical pillar is just a heavy weight to lug around. Showing your devotion to it by splashing liquid offerings upon it will give you a vaguely pious reputation even in future worlds where Hinduism is unknown. It seems to make you luckier, as well-just a little in the way of fortunate coincidences like finding some extra change or a free meal here and there. Who knows what could happen if you left it under a waterfall…

Satchels of Spice (50 CP): A symbol of extravagance and India's culinary pride, these sacks full of finely ground cumin, star anise and other herbs include everything you need to turn some strips of meat into a deliciously spicy sensation. Like just about everything else in this era, their quality is of mythic scope compared to the realities of modern India. Replenishes every other week or so. Nothing special happens, the sacks just mysteriously fill back up.

Funeral Pyre (50 CP): How bleak. A set of logs and branches, doused with oil, seemingly meant for an unfortunate widow to join her husband in the afterlife. Karma seems to have a more proactive mind for this pyre, however. If you are fighting an enemy near it, events will guarantee they WILL trip and fall upon it at some point. Comes with a bit of flint that can easily start a fire upon it on any hard surface, in case the intended use of this as a karmic BBQ at all who would wrong you wasn't clear enough.

A Fortune In Trinkets (100 CP): Heaps of gold great enough to fill a vault. Artisan ornaments depicting the gods and their symbols of office. Whatever you own here, you own in great quantities something that can be quite lucrative as a wedding dowry-or perhaps, a bribe to a foreign power. Comes with a free vault only you know the location of to keep it all secure.

A Fine Horse (100 CP): Bread for the rugged terrain of ancient India, this steed is as obedient and fleet of foot as any a stablemaster of the era has ever met. Accustomed to your touch as if a fellow member of its herd, this horse will remain stalwart even in the cacophony of battle and never place it's life above yours. If you ailing mother was carried away by this steed, it would instinctively try to not let her fall off it's back. Truly a hero of its' own tale.

Ancient Stratagems (100 CP): The ancient scrolls in this collection denote military stratagems most commanders in this era lack the acumen to pull off. Ideas as extraordinary as firing canvas draped in burning oil, or other tactical moves designed to break apart a far superior force await a skilled enough strategist to decipher. There's enough for a man to gain a substantial edge against almost any foe in this era, and in future worlds other military intelligence will find its' way to this pile.

A Grand Palace (200 CP): Equal in grandeur to the one at the centre of Mahishmati, the painted walls and stately halls of this magnificent building are as secure as they are functional. The throne room is a grandiose sight fit to humble any visitor, and the dutiful staff within handle everything from catering to entertaining visitors with music. Though not necessarily royalty, you are somehow the undisputed owner of this structure. Expect much confusion if you aren't, though.

A Magnificent Monument (200 CP): Towering above the houses of commonfolk, this great gold-plated statue perfectly captures your likeness. Whether smiling beauteously down on lesser beings, fixed in a vicious snarl or making some other expression of your choice, this is a great declaration of your everlasting glory for your subjects to cower beneath, and your enemies to dread. As for practical uses, well…there's quite a lot of gold glued to that thing.

A Creative Contraption (200 CP): Fascinating. Either Baahubali Senior's inventions weren't all lost with his demise, or some eccentric relative of his shares his interest in making strange devices to help peasants in their daily lives. It's fully automated. It does the work of more than a dozen men. And as far as anyone can tell, it doesn't seem to depend on electricity, steam or any external power greater than a hand crank. Whoever put together all these wheels, gears and pulleys knows something about primitive technology nobody else here doesn't, because the rest of Mahishmati is most certainly *not* undergoing an industrial revolution.

This item can be repurchased if you want a gizmo that can til your soil as well as catch fish or purify water for you.

A Mighty Host (300 CP): An army fit to either threaten or defend Mahishmati has sword itself under your banner. You are fit to decide their specifics: They may be a similarly disciplined and well-armed force as the royal army, a wandering horde of savages that rely on sheer numbers and savagery to win the day, a massive movement of revolutionaries with siege weapons and traps, or something else. Whoever they are, they're a major political crisis unless there's a good reason why they're placed under your command i.e. you are part of the Royalty origin, and thus by default are recognised as their military commander.

A Faraway Kingdom (300 CP): You are the rightful heir to a kingdom akin to that of Devasena, one with bountiful natural resources, stable governance, reasonable security and rich coffers but not nearly as much might as Mahishmati. Apart from the numerous guards, soldiers and tradesmen it includes a contingent of advisors to assist you in it's management. In war, it would be quickly overwhelmed without a defender as great as Baahubali, but otherwise it is as great a regional power as any a ruler of this era could ask for. Unlike Mahishmati it seems to be politically stable, able to use the plentiful cattle and crops it has to benefit it's citizens instead of fuel the campaigns of bickering royals. In future worlds, this kingdom will continue to show up somewhere within travel distance but not too near the most prosperous civilisation of the world.

If you are already an heir of Mahishmati, you share both the throne of this kingdom and whatever seat you have there. You may have founded this one or inherited it from a distant relative.

A Prince's Ransom (300 CP): Many were the gifts bestowed on Bhallaladeva as compensation for him not winning the throne, and even if they paled by comparison to the fury he felt at being slighted there is no doubt he put many of them to good use. While some of the gifts you may have acquired previously are precious in their value, while numbering only a little more than a dozen these gifts are far greater in both use as well as value. A herd of elephants, clad in elegant gold. A bow of mythical power, capable of shooting arrows accurately to a hundred miles away…*somehow*. A chariot hauled by two bulls, with a spinning set of blades at the rear few armies of this age are prepared to contend against. A royal telescope, and a set of golden armor. All these and more are now yours to glorify both your appearance and prowess.

Companions

Sworn Brethren (50/200 CP): Friendship is a coin more precious than any golden ingot, even prized by kings and queens. For 50 CP apiece, you may create or import a companion into this world with 600 CP to spend on anything they want except other companions; all backgrounds are free for companions, including Royalty. For 200 CP, you can create or import a set of 8 at a discount.

Destined Encounters (Free/50 CP): Who can say if it's fate or chance for some to cross paths? Certainly, some bonds seem to transcend even generations. For free, anyone who agrees to from this world may depart with you as a companion-though rare would be the man or woman who can believe in an opportunity greater than Mahishmati itself. For 50 CP apiece, you may guarantee an event in which you forge a relationship with any one character so strong, were you to somehow reincarnate your bonds would remain intact.

Wonderful Sibling (50 CP): This is your brother or sister, a beacon of optimism and goodwill who seems to excel at everything they turn their hand to. They have all the perks you bought in this jump as well as the same origin, and are extraordinarily popular to a degree disproportionate to their station-such as how beloved Baahubali is above and beyond most nobles. However, there is no one in the world they adore more than you. Your sibling wishes nothing but the best for you, and should you both be royalty would gladly either yield the throne to you or serve as a loyal commander. Such is their care for their own blood that they would find the idea of you being jealous of them, let alone malicious, unimaginable.

Vile Sibling (50 CP): This is your brother or sister, a stylish wretch who revels in taking lives and excels in underhanded schemes who takes to destroying men and bonds like they were born to curse the world. They have all the perks you bought in this jump as well as the same origin, and most in the world are *terrified* of provoking them because of their reputation as a merciless butcher in battle. Your sibling is a cynical, lecherous, unceasingly hateful engine of spite and violence who nurses grudges like their own children, thinks themselves entitled to all the riches of the world, and sees all who oppose him as mere ghosts waiting to be released from their flesh. There is one exception: You. For some reason you sibling holds you in

such high esteem that they wish you at their side in all their conquests, and gladly heap wealth and privilege on you as part of their conquests. Should you come to blows they will show unusual restraint while trying to reason you are stronger together than apart, and should you aid them they will joyously shower you in all the affection their depraved mind could think you deserve. Only you know why such a demon in human flesh could adore you so, whether it be from a shared bond as warriors, a strange sort of honour or something else.

Drawbacks

Before the Beginning (+ 0 CP): In the time before brother strove against brother, Queen Sivagami was a vengeful rebel of a girl. Driven by hatred of the corrupt royalty under the wicked prince Bajjaladeva, she learned wisdom and temperance under the righteous prime minister Skandadasa-and found an unbreakably loyal champion in the abused slave Kattapa. Alas, the records of these struggles weren't recorded quite as…openly, as those of the Bahubali brothers. Why not see them for yourself? If you wish, you may start your journey here during any of the time periods depicted in the novels The Rise of Sivagami, Chaturanga and Queen of Mahishmathi. Optionally you can also extend your stay in this jump all the way to 10 years after the default start date.

Appetite For Vice (+ 100 CP): Not all men have the hearts of kings. There is a trait in your personality as impure as any poison. Perhaps you are too lazy to rule effectively, prone to bragging despite being too cowardly to hold a sword without shaking, or would scale a cliff to satiate the heat in your loins. It does not define your entire personality or drive you beyond reason, but it does make you unlikeable, incompetent and drive you to lapses in judgement.

The Woman Inside Me (+ 100 CP): Even if you are a masterful warrior and a genius strategist with a will of steel, you have always secretly desired intimacy. You may endure in the wilds indefinitely, but you are very weak to charisma and passion. Physically stripping you makes your heart beat faster and faster, clouding your mind with the yearning to hold and be held. You can of course simply isolate yourself, and remain devoted to duty or bloodshed. But is that really any way to live?

Bloodthirsty Beast (+ 100 CP): War is in your soul, and nothing makes you smile quite like carnage. It brings you so much joy that your mercilessness and cruelty unnerves all but your closest allies. In peacetime, little can bring you the same joy as torturing those who have slighted you in any way, and you may find yourself killing animals barehanded to feel *something*. The thrill of violence makes you no less competent a general or warrior, but it does also make you slightly more open to ruthless sacrifices in service of your ambitions.

Loyal Beyond Logic (+ 200 CP): There is something or someone in this world that you are more dedicated to than your life and wellbeing. A lineage you devote your life towards, a person that demands your undying devotion, a grudge you would fall on your funeral pyre to carry out. It would take a miracle, and preferably a technicality to sway you from this path. And that path inevitably leads to hardship, and conflict with the other great powers in this land.

A Fraternal Nemesis (+ 200 CP): There is someone who has all the same gifts and resources from your build here that has hated you for years. Whether they are a pawn for some other mastermind or independently feel slighted by your very existence, they have devoted their entire way of being to bringing you low, defiling all you love, and slaying or claiming everyone you ever cared about. They will not show their hand at first. They will try to gather resources, and set up as unfair a fight as possible. But when they decide it's time for you to die, they will not stop until one of you does.

Hubris of Royalty (+ 200 CP): Have you not claimed this throne (or this…village hut, or this patch of wilderness. You get the idea) by merit and good judgement alone? Your rectitude is impeccable! Your decisions, unquestionable! Such will be your conviction unless truly compelling evidence on par with the sort of bombastic presentation Telugu movies are famous for is brought to show you that you are, in fact, wrong. Until then your arrogance could drive you to alienate allies and heed the clever council of traitors even if deep down, you know better.

Disgusting Cripple (+ 300 CP): You are as diseased in mind as you are deformed in body. Some mistake in your birth has left you with a useless arm and a limp in your leg, or other physical impairments of equal severity. Far worse though is what how this weakness is reflected in your mind: You are petty, ill-tempered and spiteful beyond all reason. Wrath and entitlement consume you to the point of imagining reasons to be hated and shunned by those around you, which invariably isolate you from all but the closest of potential allies. On top of everything else, fortune is subtly tilted against you, making everything just a little harder and tainting even lasting victory. Don't expect to make many friends in this world.

Tragic Trust (+ 300 CP): And on the flip side, you can also be doomed by trusting someone *too much*. There is someone in this world you believe to be as close as family. Someone who, whether regretfully or with unyielding resolve, will be tasked to strike you down at some point. This will happen. You know not when, but at one point in this world you will die, and everything you accomplished here will be scattered to the winds thanks to this betrayal. But at least that's not the end for you here. You are guaranteed to be reborn with all your capabilities but none of your memories (the duration of this jump halted until your rebirth as a baby) without it counting as death. Better luck next time!

Foreign Fury (+ 300 CP): There are now more than one kind of barbarians at the gates. Though fundamentally mortal men, compared to the great kingdom of Mahishmati their savagery and likeness echoes those of demons from myth. Or horrors unimagined from stranger lands. At least once a year every year to stay here, a threat as great as the Kalakeya tribe will gather with one objective: Your death, or an even worse fate. Whether driven by ancient grudges or foul appetites and customs. And it may not always be a glorified band of marauders with little more than base cunning going for them. They may be fewer but more organised, better armed, better led. Worst of all may be a ragtag army of foreign misfits…led by a foe as great as Baahubali or Bhalladeva themselves in generalship and force of arms.

Endings

Return of the King (Go Home): What good does it profit a man to seize foreign riches and glory from afar, if he cannot return to his beloved motherland? You have seen the futility of ambition and how far a man will travel simply to return home, whether that home is a golden throne or his village by the river. Return home with everything you've gathered on your journey, and one last musical number for the road.

Coronation (Stay): The crown is heavy, and also its' own reward. You have decided nowhere else has skies as blue, walls as golden and people as warm of heart as this world, and may end your journey in it. Karma seems to be a very real force, and your deeds may echo back upon you in the times to come. For that reason, if you took the throne of Mahishmati you gain 1000 extra CP to spend on anything you want. *However*, you also gain 1000 CP if at any point you helped either Baahubali save his kingdom and/or reclaim his throne in a meaningful way. For the rightful king is gracious to his friends.

A Thousand Prayers Answered (Move On): Prayers fall down upon a Shiva Lingam like a waterfall, entreating Lord Shiva the cosmic destroyer with countless wishes. Now, another has been granted at long last. You will leave behind this world, with all it's petty conflicts and perils, and set foot on stranger shores with the wind and sun of this one at your back. Your time here may have been brief, but the legacy you leave could well be eternal.

Notes

Some of the 100 CP drawbacks may overlap, depending on exactly what you go for. If you decide to do, consider their base effects become much worse.

S. S. Rajamouli, the director of both movies, claimed Bhallaladeva is even more powerful than the Baahubalis. This is…kind of hard to verify when Baahubali the 2nd does pretty damn well in their final duel even before arming himself with his own chains. And he never fought Baahubali the 1st. Nonetheless, the Baahubalis are consistently better at fighting *smarter* than him. Lord of War's powerscaling was written taking that claim at face value.