Story of a Ruler
The Trek

Jump by Pionoplayer
v1.2

You wake up in the sky, again. This time, however, you can see the ground far below. A vast landscape stretching away in every direction, with a camp laid out almost directly below you, barely visible from your position high above. Unlike your first time here, there is no figure before you, merely the floating visuals with which you'll make your choices, and the feeling that it's been a while since you left.

As you watch, your people begin to rise and start their day. Pulling down tents, gathering materials and tools to load into rough carts or onto beasts of burden. One of them, who seems to be organizing the camp clean up, seems to often look off at a specific point in the distance. They're not simply wandering you realize. They're going somewhere.

Welcome back jumper, to the second chapter in the story you will lead in this world. Some time has passed, and things have changed since your last visit, but you will find your people ready and waiting for you. And they *are* your people now; after you led them from the garden there is no other to lay claim to them, and they will need your guidance in the years to come.
Take your budget of **1000 CP**, ruler, and prepare yourself for what lies ahead.

Important Notice: As a reminder this jump is part of a series, the second jump in it. If you did not take the first jump, failed to complete its scenario, or left your people in such disarray at the end of said scenario that they went extinct after you left, then you ***cannot*** take this jump. Having a people to rule over is a prerequisite to being a ruler after all.

Personal Specifics:

Species: As with the first jump, you may choose to enter as you were before, your basic bodymod form, or you may take on the appearance of the race you will lead, gaining it as a new altform if you did not take it last time.

Age: You may start out anywhere from "coming of age" on up, whatever that is for the species you are importing as.

Gender: The default is the gender you selected for the first jump, but I see no reason to not let you change it if something else has become more comfortable. Choose as you will.

Origin: Unlike usual, you already have a history in this world, one that *isn't* a jumpchain fabrication to establish your background. However different you may appear, the people will recognize you as the one who led them out of the garden generations ago and quickly reestablish you as their leader.

(Free) Timeless Emperor: As a warning, you're going to be here a while. If not in this jump, then most certainly in the ones to come. As such, you're being given this perk to make sure that you don't die of old age. You will never age past your biological prime while this perk is active nor will you suffer mental degradation from living so much longer than you're normally designed to. This does not improve your memory, allow you to recover from normally permanent injuries, reverse your aging if you start out older/get artificially aged by an outside source, or in any way protect you from anything but the cold embrace of time and entropy upon your physical form over the years.

The Kingdom:

As before, the purchases in these sections apply to the world of SoaR. Improvements to the species are added to the altform, but otherwise purchases relate to the setting and difficulty of the scenario and are not fiat backed.

Species Creator:

Since the time you left, your people have learned and grown. They have discovered and developed a natural aptitude (or ineptitude) for new skills and abilities, so there are new purchases to make. And these *are* new, the purchases in the species creator are *not* retroactive like those in the world building options.

Not everything is outlined here of course. The exact culture, what knowledge has been retained, and what knowledge has been gained beyond outlined here is in large part up to circumstances and your previous actions. Just remember that barring massive changes in the previous jump, they'll be around the level of sophistication of a late stone age nomad tribe, with an understanding of agriculture but not making regular use of it at large scale.

Craftsmanship: choose one.

Now that they live in a less idyllic world, your people have discovered that they must make what they need of their surroundings with their own hands. How good are they with the tools and structures almost all peoples shape the world with?

(0 CP) Sturdy: Your people are not exceptional craftsfolk, but are certainly not *terrible* at it at least. The tools and structures they make are functional at the very least, and there are true experts found in those who dedicate their life to a specialization beyond that, but overall they are still "just average".

(100 CP) Fine: It has been found, over time, that your people take quite quickly to crafted handiwork. While not quite a universal discipline, your people take pride in the works of their hands and for good reason. Even a precursory examination will show their products to be better on average than many if not most other peoples'.

(300 CP) Artisan: It is very likely at this point that your people will become well known for their handicrafts. Almost all individuals have some degree of skill with making things, and those who are truly professionals will consistently and near constantly output creations that rival or surpass even masters from other races. And that's to say nothing of those who are considered masters among your kind!

(600 CP) Masterwork: With this your people enter the realm of legends. Toolmaking and construction come almost instinctually to them, with heights of mastery among even just dedicated apprentices and journeymen that might be considered on the lower end of "legendary artifacts". Superbly refined materials, tools and weapons that kings would kill for, buildings that will stand the test of time and inspire awe in others for centuries to come.

(+300 CP) Crude: To call your people "craftsfolk" would be... Generous. Tools are lopsided and imprecise, structures are rickety and unsightly even on the occasion they aren't actually some degree of unstable. Other people will not be impressed with their work, and it will almost always be worthwhile to acquire finished goods from other sources.

Exploration: choose one.

The world your people reside in is vast. Something tells you perhaps even vaster than the Earth you once resided on perhaps. Their ability to come to grips with new surroundings and circumstances has been tested, how adept at it are they?

(0 CP) Wandering: Your people are strangers in a strange land, but they will, given time to settle down and adjust, figure out their place and the area around them. New situations can still confuse them and leave them off balance, but it will not be a permanent state of affairs and in their current journey they will gradually but certainly make their way onwards.

(100 CP) Scouting: Your people have become accustomed to the shifting scenery, the changes in both landscape and situations within it. Comparing what they know to what they don't, methodically developing a new way forward in the face of uncertainty. It is not exactly a guarantee of timely success in the most jarring and contextless of changes, but they won't stay lost forever.

(300 CP) Pathfinding: In this world there are few peoples who are as prepared for delving into the unknown as yours. Well prepared for unknown potential dangers, shifting and adapting to match requirements either of the environment or new contacts, and generally handling the new and unexpected with grace to pass on the needed expertise for later.

(600 CP) Trailblazing: Anyone getting to know your people who didn't know better might well come to the conclusion that they're more at home in unknown circumstances than those they can account for at this point. Your people handle exploring and uncharted circumstances with a poise and gusto that borders on prescience, and often even leaves people wondering if they don't know more than they let on. But no, they really are just that good at handling the

unexpected, under duress or not. And after the first time... Well, once may not be enough data points, but it likely won't stay unexpected for long.

(+300 CP) Lost: I'll be blunt your people are not a whole lot closer to their destination than they were at the start. They have very little head for directions, exploring, investigation, or otherwise delving into and adjusting to new situations they aren't prepared for. If you don't have or develop the skills for it they may well wind up wandering in circles and falling into creeks for the rest of their days.

Diplomacy: choose one.

Your people are not the only ones who live in this world. There are all manner of animals, spirits, legends, and entire other species of people who are likewise beginning to come into their own. How good are your people at talking with others and convincing them of things?

(0 CP) Blunt: As far as diplomacy goes your people are straightforward. This can be helpful sometimes, but often dealing with people different from your own requires a certain degree of subtlety at least while both parties figure each other out. Your people may have difficulties with initiating dialogue with groups that are significantly different, but at least once established things may continue without ridiculous failures.

(100 CP) Wise: Your people have grasped an understanding of the fundamental skills of politics and diplomacy, allowing them to better orient themselves towards getting what they need and want from others when contact opens up.

(300 CP) Charming: Your people are not just naturally skilled at diploatic activities but have a penchant for making good impressions and quickly catching on to the skills and customs needed to maintain and navigate the political landscape that forms from those ties. Your race has a good chance of being remembered fondly in the places they pass through.

(600 CP) Silver-Tongued: There is "good relationships" and then this. Your people seem almost *designed* for inter-cultural and -species relations, quickly coming to grasp the nuance of how others think and being much more easily liked, accepted, and trusted. And beyond that, your people are incredibly good at turning that into acquiring the things they need whether that be knowledge, goods, or assistance, and doing so without inviting resentment to boot!

(+300 CP) Foolish: With this option your people are liable to be not just inept at diplomacy but easily outmaneuvered and taken advantage of in such circumstances. Maybe not "gullible" as such but most certainly not well suited to politicking and getting something out of the complex web of relations that inter cultural diplomacy creates.

100 CP Features:

Beautiful: There's just something about your people, jumper. There's a natural beauty to them, and unlike most races I don't mean this just in the general, internal beliefs way. Other races will find your race to be unusually good looking as well, especially for being a completely different species! This isn't a huge benefit, but it can help with first impressions when making contact.

Riders: Almost from the moment they are born, your people will find themselves in the metaphorical saddle. Like the Mongolian steppe riders of Earth, your people have thoroughly domesticated one or more mundane beasts of burden and have thoroughly integrated them into their lives, making use of these creature's abilities readily and with great skill. Your people will not only be well versed down to the last child in the care and use of your people's mounts, but will quite easily pick up a reputation as riders and cavalry of unrivaled skill. This skill could easily be tuned for other large animals that are domesticated in the future as well, including more fantastic ones though existing domestication of such does not come guaranteed with the perk.

Flora Crafting: Regardless of the environment, there will be plantlife or something analogous to it, organisms which can be considered almost part of the scenery itself. Just about any people which hopes to thrive will learn to use these for wood, plant fibers, food and more but the people you lead have a particular knack for it. When it comes to working, processing, and making things out of the materials of plants and equivalents, your people are significantly better at understanding and streamlining the processes involved, becoming adept and quick at it much faster. This feature and the three following it are *not* replacements for levels in Craftsmanship, focusing on different related features instead of product quality. This one for instance improves crafting speed and resource efficiency.

Fauna Crafting: Even among races who are vegetarian or obligate herbivores, creatures of all kinds produce useful products whether that be for tool or cloth making, poisons and medicines, magical byproducts, or who knows what else. Your people have a particular sense for these things, not only able to use the resources they collect effectively but being very skilled at using everything provided by a hunt or kept livestock so that every harvest is a bounty of materials.

Mineral Crafting: The earth itself holds a great bounty, arguably even greater than that of that which lives above it. Many peoples are limited in how they can access it, as mining is a dangerous and difficult process even when one has the technology and territorial integrity to invest in it. Your people have nearly a sixth sense for extracting resources from the ground, able to create and benefit from temporary shallow mines or quarries even while living nomadically and obtaining those valuable minerals with only minimal casualties and injuries. Making *proper* use of metal might still be beyond them in many ways, but sturdy granite and obsidian can be just as if not more useful to early toolmakers.

Esoterica Crafting: There are some things which defy easy material classification. Crystalline growths of pure mana, strange materials found in ancient broken ruins that bend like flax but are stronger than stone, alien fluids that hold together but burn in sunlight. Chances are very good your people will run into at least some (and one day create more), and your people have an unusual knack for such things. Not in truly understanding and recreating things that are beyond

their reach, but combat fiber cloth can be attached to leather armor's most critical points for reinforcement, and that mana crystal can provide extra energy for the tribe's shamans. Your people have an understanding for using unusual resources that others would struggle to use properly, and for doing so without blowing themselves up by triggering unexpected reactions.

200 CP Features:

Attuned: This world contains great powers, supernatural features that can alter the world through forces unseen to most individuals. Your people have begun to develop a rare sense for the mystical, an attunement that enables them to tell when there are such powers working in an area, and with enough learning perhaps to discern what kind they are or even their origin. Of course, there is a chance that this is merely the early stirrings of something much greater, and as such ***this Feature is Free if you took Latent Power in Story Of A Ruler: Gatherer.***

Connected: Just as there are magical forces scattered throughout the land, there are also those with a more spiritual bent. Spirits, small gods, and demons of various kinds as well as the lingering effects they and events of major significance in the past might have on a location. While your people might not have any particular ability to entreat with unseen beings, they do have something of a sixth sense for such powers or supernatural features being present as well as a general idea of whether they lean benevolent, malevolent, or other. This kind of spiritual perception is fairly rare, but every once in a while is a hint at something even rarer. ***This Feature is Free if you took Divine in Story Of A Ruler: Gatherer.***

Raindancers: Your people have something of an odd affinity for the rains and winds of their world. While not strictly speaking anything supernatural, your people are expert meteorologists for their level of development, easily marking out patterns and making surprisingly solid predictions for the coming forecast. Whether predicting rain the next day or knowing that this winter will probably be harsher than usual, it will leave your people better prepared to weather the weather than those around them.

Scavengers: While the wilderness holds a bounty all its own, there are often things to be found from the remnants of peoples who came and went long in the past. While they will often have things usable, the skills needed for surviving ancient ruins to extract their treasures are quite different from that if the wilds, which your people have fortunately mastered. Whether it be treasure hunting, making use of the old structures for shelter, or whatever else it might be your people are adept archaeologists and ruin divers.

Tamers: Agriculture is a staple of almost all civilizations, from mushroom farming to herding, to mounts and attack animals and more. Your people have a very strong knack for that process: from taming and domestication, to learning how to utilize and raise new species both fauna and flora, to breeding and training them to be even more useful as time goes on.

Survivors: There are some landscapes so dangerous, confusing, or difficult to navigate that even being a good explorer may not be enough to help you survive. Deep oceans far from

shore, volcanic wastes, vast deserts of endless sand, unfathomably dense jungles, pitch black caverns with no obvious food sources. With this, your people are very handy at adapting to extra harsh environments, learning to make situational survival gear, identifying safe foods, and a variety of other things that enable your people to make it through places that might force others to go around or even turn back. This synergizes well with levels in Exploration, being able to survive in extraordinary conditions might not be helpful if you still can't find your way to the other side.

400 CP Features:

Lorekeepers: Many ancient cultures on Earth possessed a vibrant and long lived oral history and culture of legends that passed down wisdom and knowledge generations after the stories began. Your people have developed one as well, legends and stories retaining nuggets of past lessons to be remembered in the past, and more than that have a gift for learning new histories and legends from others, the storykeepers of your people not only learning other histories much more easily but their languages and cultures as well.

Shamanistic: Magical, spiritual, or things even more strange, there are unseen beings to be found in this world who despite being hard to perceive often hold tangible power over the physical realm. Your people have an affinity for these forces, whether non intelligent local auras, hidden demons and small gods, or agitated nature spirits, there are those among your followers who find themselves naturally attuned to finding, communicating with, and even earning the favor of them. This is of course not a foolproof power. Some ethereal residents do not want to be found and have the methods to ensure it, some are too maddened or alien to be understood, and some are simply too violent to reason with, but it is a start, and an advantage.

Intuition: Your people possess an unusual form of sensory ability: minor temporal cognition that gives them a sort of sixth sense for the immediate future. This is mostly only useful for things they would have learned anyways... But that can still be quite useful when you have a nagging voice that says the thing you're about to do will get you killed painfully on the spot if you follow through. It's worth noting this isn't proper precog, more like a danger sense type thing of "doing this will be bad" or "doing this will be good".

Martial: The world outside the garden is harsh, violent, cruel and unfair. If you want to protect the things and people you cherish you must be willing to fight for them. Your people have taken this lesson to heart, and while their wandering nature has not matured this into a true martial culture yet, you can be certain that by the time they fully settle it will be there, with your people collectively being more than willing to take up the blade and bow to protect each other when the need arises. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

600 CP Features:

Not So Different: For many people it is difficult to see how others are like them, even when they share so much in common it is hard for outsiders to tell them apart. Frequently and tragically this gulf grows insurmountable across greater and greater differences. But not for your people, who find that their capacity to connect with others is just that tiny bit more certain, others realizing insights they may not have recognized before, building bridges that they would have otherwise ardently obstructed. Of course sometimes it helps that your people are able to, when they desire to do so, have children with any other sapient race and produce successful half-breed offspring in flagrant violation of the usual laws of biology. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

Providence: There is something strange about your people. Well, perhaps many things, but in this particular case they seem to have a very peculiar collective luck. Almost as if their deceased creator were still watching out for them. Great tragedies will occur just as your people find something to mitigate the harm, natural disasters pass through just late enough for them to escape with fewer casualties, leaders with specific skills rise as they are needed... No single thing will save them as a whole, but piece by piece every little edge will eventually add up over the years. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

Racial Flaws:

(+100 CP, cannot be taken with Beautiful) Ugly: A bit unfortunate, but your people are considered... Unsightly. By everyone else. Every single other race will consider your people to be ugly, and while this is easy enough to account for it can still cause issues during first meetings.

(+100 CP) Disruptive: What's the easiest way to trace your tribe's journey across the land? If you take this flaw the answer is "all of the above". However good at stealth any individuals may be, as a collective whole... They are not. Encampments are noisy and leave detritus everywhere, group movement is easily tracked, everywhere your people go they will leave behind stories and signs of their passing. Hopefully they don't piss anyone off enough to follow them cross country for revenge, yeah?

(+100 CP) Packmates: There are many upsides to being a social species, like the ability to create civilizations. But there are downsides to being too social. Your people are almost entirely unable to survive or function on their own, breaking down to non-functionality in some way whether it be mentally, emotionally, or maybe even somehow physically if isolated from others for too long.

(+200 CP) Disrespectful: Respect is kind of a "thing" for many people. Follow their customs, avoid certain actions that show offense or threat, sometimes approaching a veritable checklist of what to do or not do, especially for more powerful figures like spirits or large supernatural creatures. Your people have absolutely rotten luck with this kind of thing, accidentally stumbling onto taboos, insults, or threatening behavior when interacting with others. Oh they can learn

better once they know of course, but sometimes the arrows are already flying by the time you can realize a mistake was made.

(+200 CP) Sedentary: It takes a lot to organize a people, even more to keep them organized for moving once they've started to settle down. Your people are not really built for the nomadic lifestyle they currently lead, often starting to settle in and get used to an area faster than they should, making arrangements that are then difficult to break off or pack up when it is time to leave again. Packing up quickly will be more difficult, and you may occasionally find yourself having to leave some of your population behind you really would rather not... Unless you're willing to risk the internal strife that enforcing the motion with violence would require.

(+200 CP, cannot be taken with Lorekeepers) Generational Amnesia: One of the most obvious limits on a culture's memory is the age of a generation, and for your people it's almost a hard barrier. They are not good at passing down knowledge that isn't immediately relevant, stories and ideas shifting rapidly as generations come and go, losing ancient stories and wisdom as soon as those who learned them die unless specific effort is taken to save that knowledge. I recommend keeping physical records.

(+400 CP) Limited Diet: It turns out that only having lived in a miniature world created specifically for them has caused an extra unforeseen issue: your people are extremely limited in what they can eat. It's not that they get poisoned exactly, but they won't receive any nutrition and will likely feel nauseous until it passes through their system unless it meets some particular and annoyingly rare nutritional standard. These strict dietary concerns force them to bring along already domesticated crops and livestock to provide for themselves. They'll only very rarely be able to expand their diet with new native species, and that's assuming that they even bother checking which things they can eat, since for almost everything the answer will be "no".

(+400 CP) Plagued: With this your people have run into a different problem with a wider, less perfect world: disease. Your people are very prone to plagues and illnesses, new ones cropping up and sweeping through the populace far more easily than other races. As bad as that is now, it will likely require heavy investment into hygiene and medical infrastructure as your people grow. If you have taken racial features that improve your people's resilience or hardiness against such health hazards this flaw provides a single major weakness in that for naturally evolving diseases. If your people already have a weakness against disease you probably shouldn't take this.

(+400 CP, cannot be taken with Survivors) Maladaptive: Your people are very well adjusted to a particular environment... This is not a good thing. They do very poorly in new areas, not just in terms of changing social habits and patterns but their bodies don't react well. New food sources are hard on their digestive system, terrain they're not adapted to makes long distance movement harder, physical features of the landscape are far more threatening than expected. And for truly dangerous areas... Well. At best this will greatly slow your journey's progress as you and your people are forced to make extra preparations for every leg of the trek. At worst...

There are many peoples who have died off due to their inability to adapt in the past, and there will be many more in the future.

(+600 CP, +800 if Violent was taken in Gatherer) Xenophobia: Many people are distrustful of outsiders, of those not like their kind. Yours take it several steps too far. In the eyes of your people, other species (and to a somewhat lesser extent other cultures of their own kind) are less than dirt. A waste of space, only valuable in how they can be used to further your people's "ascent to greatness". This will make you no friends and many enemies, and even isolated enclaves of your people will take to this mindset, as if this contempt has a grip on their very bloodline. Fortunately for you at least, regardless of your form they still consider you to be one of their own. This is a vile option, you should not take it.

World And Journey:

You and your people will be out wandering a much wider world than the garden you experienced in the first jump. Your people will be seeing quite a lot of it over the course of their journey, so make your selections for what the world is like. Keep in mind that most of these will be informing your primary area of concern for a large portion of this series.

Danger: choose one.

While exactly how dangerous a given location is will obviously vary from place to place, this selection will determine how harsh the planet as a whole is.

(200 CP) Hospitable: Habitable planets are not rare, especially not in this reality. But planets that are not just amenable to life in general but seem to favor life in specificity as well are most certainly an oddity. While still far more dangerous than the garden, exceptionally dangerous locales are very rare, environmental hazards are almost strangely light, and the wild and plantlife pose very few major threats to conscientious travelers with the actual peoples often being more relaxed and less physically threatening as a result.

(100 CP) Calm: With this selection the world is relatively calm, but not exceptionally so. The wildlife is akin to (most of) Earth's and is content to be left alone, the flora is rarely a major threat barring ill advised tasting sessions, and the weather is nothing spectacular on average.

(0 CP) Wild: The forces of evolution and nature rarely stop unless locked in place by a greater force, and most worlds reflect this and the overdrive omnipresent supernatural energies can send them into. Beasts will guard their territory, some plants may not be content to merely dissuade herbivores, and the weather will contain yearly events on par with moderate natural disasters as Earth knows them for even at local scales.

(+100 CP) Hostile: Not every world is so welcoming of organized life. The flora and fauna on this world are aggressive, the weather can be truly disastrous, and in general the environment is dangerous enough to stand in stark contrast with any "mundane" world.

(+200 CP, special effect) Deathworld: The term "deathworld" is usually reserved for planets so utterly hostile to individual life that colonizing them without massively advanced technology is tantamount to suicide. The world your people find themselves on earns that title. Beasts, plants, weather, even the very ground itself at times seems to come together in one omnifaceted deathtrap. Everything is treacherous, everything can be lethal, and the only way to survive is to find the balance between paranoia and mutual cooperation that allows a race to become another established hazard of the landscape.
Special Bonus: In addition to the 200 CP, if you take Deathworld every other option marked as having the 'deathworld bonus' has a price change. Options that cost CP will have their price reduced by 100 (pre-discount), and options that give CP will give 100 more. This is because those options compound especially strongly with the deathworld status to make it even more dangerous, so be wary that your selections here don't get your people (and you) wiped out by the landscape.

Fertility: choose one.

Not all worlds are created equal. While some are veritable gardens of eden with more resources than all but the most industrialized civilizations can use, others contain much less for their inhabitants to use. Which is the realm your people live upon?

(200 CP) Cornucopia: The world your people find themselves on is truly overflowing with natural bounty. Food grows easily, the environment grows back quickly when abused, precious minerals and rare materials are abundant almost everywhere and a dizzying variety of unique locational resources can be found in different places. Your people shall never want for raw materials... Or at least, not as long as their needs are confined to this one planet.

(100 CP) Bountiful: This world is beautiful and bountiful. The wilds are plentiful, with soil rich for growing crops. The earth is full of precious stones and metals. All manner of useful thing can be found and used, and while the resources to be found and used are not endless, it would take truly catastrophic negligence to leave an area unable to support civilization.

(0 CP) Average: With this choice the world is roughly average. There are minerals to be found, bounty in the wilds and in agriculture, but not always easily accessible, often requiring ingenuity or searching to find accessible deposits for rarer resources. A careful steward shall ensure that his people do not lack in any but the harshest environs, but diligence may still be needed.

(+100 CP) Scarcity: This world is not always the most 'giving'. Food can be hard to come by except in the most verdant locations, minerals are often limited or hidden deep beneath the surface. Adjusting to scarcity will be a constant struggle while traveling, and once established one of the main difficulties of a growing civilization will likely just be sourcing the materials to keep its people fed and equipped.

(+200 CP, Deathworld bonus) Barren: The world your people find themselves in is nearly empty of value. Most space faring civilizations would pass right over it as useless, with both food and

hard materials being hard to scrounge up in appreciable quantities. Every day is likely to be a struggle to find the needed food, and established civilizations will likely fight over even singular deposits of precious ore. Learn to make do and learn to recycle, or learn what it's like to starve.

Variation: choose one.

Despite such being very unusual in Earth's realm, in many places it is entirely possible for a world to be a singular biome all across its surface. This generally has many issues in terms of resource availability and ecological resilience, but choose as you will.

(200 CP, Deathworld bonus) Plethora: With this choice the variety of biomes and different climates across the world is truly staggering. Great forests in many kinds, subterranean ecosystems in dizzying array, life blooming in toxic wastes, in volcanic calderas, perhaps down to within the solid rock miles below the deepest geologically formed caves.

(100 CP) Buffet: The world your people have joined is quite varied. On par with Earth (before human destruction of the biosphere at least) with its great array of location specific food nets, its unique microclimates, and great differences across the globe.

(0 CP) Varied: This world looks a lot like many others around it do. It is not a single biome planet by any means and species still vary from area to area but the tundra on one side of the globe looks much the same as the tundra on the other, even separated by oceans and countless miles. Perhaps consider it similar to a video game with varied procedural generation and a decent selection of different biomes to find.

(+100 CP) Limited: This world is much like your typical "single biome" world. Almost all of it is, at a glance, roughly the same. There are variations in exactly what kind of boreal forest, perhaps some larger "plains", as well as the oceans and lakes, but overall a foreigner could be forgiven for thinking it was really all the same thing.

(+200 CP) Monoculture: Truly single biome. The world is the same kind of terrain, the same set of species, the same climatological expectations, and everything else all across its surface. A single biome the whole way across. Not only does this greatly limit the variety of resources to be found, should a powerful enough blight wipe out a load bearing species without another species capable of taking the niche you may very well see global ecological collapse in the span of a single generation.

People: choose one.

Your people are not the only ones who live on this world. Hundreds, thousands, who knows how many other races call it home... Though the rise of new lines seems to have stopped in relatively recent history. Different races and cultures are as varied as the stars in the sky... How thoroughly inhabited is the world?

(200 CP) Balanced: Almost all beings with the instinct to grow and expand run the risk of overshoot, where they expand to the point that the area around them can't support their numbers. This world seems to avoid this problem somehow, the peoples seem to just grasp when they are nearing the safe carrying capacity and slowing their growth to what is sustainable. There are little to no "naturally induced" competitive forces on the sapient populations, and as such there is significantly less strife and most peoples to be met are friendly and willing to assist those they can as long as courtesy is shown to them in turn.

(100 CP) Melting Pot: This world contains an unusually large variety of different races, and while this can and does incite conflict over resources and differing needs it means that pretty much all but the most unpleasant races have widespread experience dealing with others not like themselves. This will not necessarily incline them towards friendliness but can usually be a starting point. If you took Balanced you may have the increased variety apply to your world as well or not at your discretion for no additional cost.

(0 CP) Populated: This world is well populated. While there are other races to be found besides your people, they are often scattered about within their own tribes and domains, with those who've never personally met or seen someone of a different race not uncommon. You will travel through the lands of many of them, and their disposition will be varied as you may expect, but tread lightly and try not to be too disruptive of visitors. People are still people, and will engage in "preemptive defense" if they feel the need whether that feeling is justified or not.

(+100 CP) Desolation: The world is alarmingly empty. Whether they've all recently died off or the tribes that do exist just haven't expanded, most of the world is untamed or reclaimed wild. Whatever caused the desolation probably isn't around anymore, but without locals, without trade and information at regular intervals, the journey will be that much harder.

(+200 CP, Deathworld bonus) Monsters: This is not just a world of people, but also a world of races that approximate personhood but do not reach it. Demons, savages, monsters, races that truly only seem to desire domination or destruction of the other races around them. They are the majority, and as such other peoples you find are very likely to have a shoot first policy and will be slow to trust: new faces are so disturbingly often merely new threats around these parts.

Supernatural Presence: choose one.

This is, of course, a realm of magic and mysterious powers as much as of technology and knowledge. How prevalent is the supernatural in this world in general, how much is there for your people to take advantage of and understand? Keep in mind that this is more external sources of supernal power to be harnessed and understood, your people's own magical abilities have yet to fully manifest and stabilize regardless of how great they will ultimately be and besides that this toggle also applies to the prevalence of other such things including spiritual, eldritch, life force, or whatever else have you.

(200 CP, Deathworld bonus) Omnipresent: Magic is everywhere in this world. It is such a present factor of life that even creatures and individuals that technically don't have innate magical capacity can pull it from the air and use it, and as such almost all of the natural flora and fauna have evolved to make use of it in some way, even if just as a metabolic energy supplement. Objects will gradually acquire unique magical signatures over decades, natural magical phenomenon independent of triggering actors are nearly daily occurrences, and so much more beyond that.

(100 CP) Common: Magic is well known in this world, and while it isn't exactly an everyday occurrence everywhere you go, it certainly isn't hard to find if you really go out looking for it. Magical herbs dot the forests, magical beasts roam the land, and many races have magical potential running through their bloodlines.

(0 CP) Unusual: With this choice magic is known but not a frequent thing. There are artifacts, there are places of secret power, but one really does have to go looking for it or at least know the signs to watch for in order to reliably locate it. Magic not sourced from a race that directly possesses the innate potential is likely to be coveted and valuable.

(+100 CP) Rare: If you select this, magic and other such things are fairly rare indeed. Requiring dedicated searches or even actual travel time to find sources or notable phenomena. This of course means that only those who specialize in the supernatural will be prepared if it comes looking for them instead.

(+200 CP) Isolated: The supernatural is extremely rare indeed. Barring the workings of innately magical races (which are likely few and far between) and the very occasional instance of isolated and hudden powers it is pretty much nowhere to be found in this world. Your people will be quite unprepared in the rare instances knowledge of such is needed... And when other worlds with such powers become relevant to their lives.

Ruins: choose one.

This world is old, very old, and as such the remnants of peoples long lost to the depths of time can be found dotted across the landscape. What is the nature of the ruins that may be found?

(200 CP, Deathworld bonus) Vast: The land is covered by ruins. Sometimes literally, massive ruined city complexes coating large stretches of landscape and subterranean tunnel systems that can sometimes be confused for natural formations from their sheer breadth and depth. There are dangers unique to crumbling artificial environs, but the myriad structures of the advanced and absent ancients hold a wealth of treasure and knowledge for those who know how to seek it.

(100 CP) Ubiquitous: Once upon a time, the surface of this world was populated all across its surface. Not to the point of the sprawling crumbled cityscapes that Vast provides, but items and structures from one lost civilization or another can be found and dug up wherever you live. The

value will vary based on what you find and who left it behind of course, but there are plenty of reminders of days long past.

(0 CP) Landmarks: With this choice the ruins that dot the world are, while still grand signifiers of a greater era long past, scattered and few. A tower here, an old fortress or manor there, fewer in number with not as many valuable finds to be had in their depths. Still incredibly useful for would be dungeon delvers and the peoples that support them, but not nearly as much so as if they were common and widespread.

(+100 CP) Remnants: With the choices above the majority of ruins to be found would have been remnants of great empires of power, knowledge, and wonder. But not all worlds have such passed golden ages, with this selection the ruins instead are more of kingdoms. Civilizations that you might consider "pre-industrial grade", who were mightier than your people are now nonetheless but whose structures do not so totally dominate the landscape they occupy, and many of which have already worn down to little more than foundations.

(+200 CP) Primitive: Or perhaps your people are among the first? While there are still occasional ruins to be found, they are not so much "ruins" as "leftovers". Abandoned campsites, rotting huts, the leavings of similar nomadic or recently-agricultural tribes that have either moved on to greener pastures or didn't make it through the winter. There will be no great artifacts and ancient secrets of wonder to discover on this world, your people's journey shall proceed into the future unmarked by the failures of those who walked and fell before.

The Fantastic: choose one.

Almost every world has its places of wonder. Incredible natural formations, creatures of immense strength, places touched by mysterious energies. How many of these unique places and things can be found on this world?

(200 CP, Deathworld) World of Wonder: The world your people journey through could consider places with some wondrous and unique feature or other to be more common than those without. Legends, marvelous natural landmarks, places of profound power, heroes who leave legacies long into the depths of time... There are great things in this world, and while some of them can perhaps be dangerous there are many opportunities to be had and one will never run out of new things to see and experience as long as they are willing to search.

(100 CP) Myriad Mysteries: With this selection while the truly fantastical is not so ubiquitous, the unusual and unique is still there to be found and the greater wonders remain quite common relatively as well. While in this case it is more likely to be things like a forest of beautiful glowing leaves than a forest of magically potent and powerful trees, there is still much to be found and wonder at.

(0 CP) Scattered Legends: Most worlds possess legends and places of unique beauty and wonder, planets are big places after all. Like most worlds, yours possesses them but not to the

point of being really common. They can be found by wanderers and explorers, with the greatest obviously spreading in fame as word spreads, but it is not a land covered in legends, merely sprinkled with them.

(+100 CP) Rumor and Myth: This choice makes the fantastic elements of the world much more subdued and isolated. There may be sleeping gods, but if so they are few and buried deep. There might be places of power, but they are remote and far between. It is likely that most legends on this world are misunderstandings of more ordinary things... But there will be exceptions.

(+200 CP) Mundanity: Some worlds are truly devoid of the fantastic except where civilized peoples build it by choice. This is one such world, there are no myths and legends to find, the most wondrous feature one might find is a mountain range that stretches just that tiny bit higher than the others, or a volcano that remains active longer than it normally should due to some quirk of the local geology. There will still be landmarks, there will still be beauty and maybe even magic and spirits and all manner of excitement... But as far as the standards of this realm go, the world itself does not have any fantastic unique features to discover.

The Trek: choose one.

Your people have a destination off in the far distance. While much of their experience will be determined by above options, the length and circumstance of their journey may well be equally important.

(100 CP) Path: The journey ahead, while still likely taking them across a great distance, is well laid out for them. Whether by a relic found soon after your departure or a tale left by your people's creator during their final preparations, your people not only know the destination but most of the trail. Major features, hazards to cross (or go around), and other races they might encounter are all noted. While there will still be surprises and difficulties, the way forward is marked for you.

(0 CP) Journey: If you choose this, the journey will truly be one for the legends. Taking your people across at least one continent, and with only the biggest features and prior knowledge of only the greatest geographical obstacles in their path, there will be many hardships. You and your people will see and have to survive a very large selection of the environments this world has to offer, with many adventures and misfortunes along the way.

(+100 CP, Deathworld bonus) Odyssey: The journey to your people's destination will be long and difficult. It may feel by the end that you have nearly crossed the world entire and seen every danger it had to throw at you. All your people have is the direction to go, the sign to look for to know they've arrived, and you to guide them there. The journey will be long and arduous, chances are that by the end no individuals you start with who are subject to mortal limitations will live to see the end of the trail. By dint of old age if nothing else. Make sure these trials are not for nothing, jumper.

The Ruler:

As the ruler of this people there are of course certain perks. You must be as fit as you can be if you are to lead your people to safety and greatness.

Perks:

You may choose two different 100 CP perks to receive for free and one each of 200 and 400 CP to discount. You may choose to use discounts on a perk below their tier, and if you so desire may spend two discounts on a 200 CP perk to make it free.

(Variable CP) Lessons Learned: It is never too late to learn from your past experiences. You may purchase perks from the previous document of the SoaR series using your CP and discounts from this document if you so choose.

100 CP Perks:

Ranger: Your people will be trekking through quite a lot of wilderness, and while certainly not a requirement in your position it may behoove you to possess the skills to foray out on your own. This perk gives you wilderness survival skills, including hunting, foraging, and finding water and shelter, as well as a boost to learning and honing new facets of these skills so that they are not rendered useless in terrain you're unfamiliar with.

Scout: If you want a good view of a situation, sometimes the best way is in person. With this perk you gain skill with moving quickly even in rough terrain, self defense, surveyance, stealth, and similar such skills as well as a boost to learning how to apply and supplement those skills in new situations. While the ruler generally should not be risked at the front, if you need to you will know how.

Adventurer: Surviving in some places is a bit more difficult, this purchase is a package of more unusual but still relevant survival skills such as spelunking, disarming traps, avoiding notice from guards and animals, packing supplies, and other such things. This of course, comes with a boost to learning supplementary skills, especially important in any circumstance adventuring skills are handy.

Beastmaster: Did you know that there are a lot of different animals in any given ecosystem? There are, and you have a knack for handling and taming them. You know how to keep animals at ease, how to get them to behave and trust you, even love you. How to instill loyalty in creatures so that they will help or even fight for you when needed. It may be more difficult for some kinds, both by temperament and resources needed, but with enough persistence you'll figure it out.

Self Sustaining: It is sometimes said that the greatest and most powerful civilizations never sleep. Why then should their ruler? If you take this perk you will never need sleep again, or food

or drink to maintain your health. Though you may still do any of these three for pleasure or other benefits besides maintaining physical function.

200 CP Perks:

Steadfast: The ability to organize people and know where to send them is certainly important to bring a leader. But the most important? That's getting people to follow you in the first place. You now have skills with all the charisma side duties of a ruler, how to inspire others with your presence, how to keep morale and people's opinion of you high at the same time. Additionally this comes with a bit of a charisma booster, even without doing anything deliberate people will still like you just that little bit better and be just that little bit more inclined to listen to you, with all the benefits that comes with.

Navigator: While you could in theory leave the work of deciding which direction your people go to the tribe's existing navigators, it may be a good idea to be competent in the subject yourself. This gives you the skills of a master navigator, understanding the difficulties and dangers of the land, map reading, mapmaking, turning directions from locals into geographical information and vice versa... A very wide array of abilities and skills that will make directing movement as a large group easier and quicker. This also comes with a boost to problem solving and creativity, making it easier to come up with alternative paths or realize when that seemingly impassable obstacle really just needs an unorthodox approach to get past.

The Negotiator: As the leader of your people you will very likely be expected to meet and talk with the leaders of other tribes you encounter, and you'll want to make a good impression. This makes you a skilled diplomat and negotiator, able to much more easily establish and maintain relations with other groups. To figure out what to do and not to do to gain the favor of foreign cultures, and how to leverage that favor without souring your friendships. Or just how to swindle them without them catching wise until you've all left, you won't be sticking around after all. This comes with a small luck boost for social situations, a good first impression is critical so reducing the chance of stumbling in on a huge faux pas during your first meeting is quite handy.

Quartermaster: As the leader of your people it's very likely that you'll be expected to handle resource allocation, especially when times get lean. This perk gives you the skills for doing so effectively, improving your ability to understand what needs which resources, what to prioritize when you have to choose, how to keep people placated when there's less food to go around, and how to catch someone who's "skimming off the top" among other skills. This comes with a boost to calculative intelligence and memory, allowing you to effectively and efficiently "balance the books" in your head. To an extent at least. It will certainly remain useful in the future but you're not going to memorize and calculate a continental empire's entire budget on this perk alone.

Royal Guard: The fastest way to destroy most organizations is to cut off the grass, do not let it happen to you and your people. This perk gives you a preternatural ability to hide behind your underlings, *especially* bodyguards. Assassins will fail to find you or run into soldiers, snipers won't be able to get a good lock on, a forward assault to try and kill you through massed forces

will get bogged down by your retinue while you escape. As long as there's people to protect you and you want to stay out of harm's way, you will. Just make sure you don't run out of loyal followers, bodyguards are not an infinite resource.

400 CP Perks:

Favored: It's a pretty big world out there, and there are certainly bigger things in it than the roaming tribe you lead. This perk helps ward against being snuffed out by those powers greater than you. Whether they be local gods, powerful nature spirits, or just a more established race whose lands you're moving through, you and any coherent group that you lead or are part of (and wish to benefit from this perk) will be viewed much more favorably, or at least be given the benefit for the doubt for the first few encounters, by any potentially opposing force with greater power than you. As long as you tread lightly you will be fine with any force that doesn't start out hostile, and even then the perk will at least *help* with all but truly genocidal or omnicidal threats. Still, practice caution, just because they're less inclined to bother you doesn't mean they won't retaliate if you do something truly worthy of retribution.

Dabbler: One of the problems with being a leader is that you're frequently expected to have at least a little bit of understanding of everything relevant to running whatever group you're in charge of. This is usually a rather unfair expectation, but this perk will help by giving you a sizeable boost to learning new skill and information sets until you're at least passably informed and/or trained. Within a few days for most subjects, you'll at least be good enough that when your advisors give their thoughts on a matter you'll actually generally understand what they're talking about.

Signs and Omens: There are many dangers and crises that will trouble your people as they travel the land and after they reach their destination, many or even most of which will be hard or impossible to see. For people other than you, whether it be whispers on the wind or the shape of the overhead flock of birds you seem to know things that will happen before they actually do. This is not, however, a precognition perk, instead being a luck and intuition perk. You are much luckier with subtle signs of impending or local threats cropping up where you will notice them, and much better at discerning what those signs *mean*, like when a huge haphazard flock is being scattered by a large predator, or when that quiet hum to the earth is because there's going to be a major earthquake in the next few days.

Items:

You have a 400 CP stipend to spend in this section only. Imported Companions get 200 CP for their stipend instead. Items do not need to take the exact form described even when a variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as the Shaper's Knife instead being a hammer or prying implement and improving the related works instead of those that use a knife. Additionally, you may import appropriate existing fiat-backed items into your purchases here to merge their capabilities unless you've taken the pseudo-gauntlet toggle.

(Variable CP) Ancient Relics: You may also select items from the previous SoaR document as if they were available in this section, using regular CP or the item stipend at your discretion.

100 CP Items:

Glowstone: This is a smooth river rock, easy to hold or shift around in your hand but otherwise normal except for the fact that it brightly glows a mundane color of your choice. By tracing the grooves on its surface you can dim or brighten it between "about as bright as a good electric lantern" and "normal rock non-glowing rock", and can shift the light so that it glows all over the rock or just in one direction like a flashlight. The rock does not need recharging.

Sense Of Direction: This is a small disc with a needle and water inside it, like a small primitive compass. However, instead of pointing to the magnetic poles it points to a single specified geographical location without any distinguishable reason why. In this jump that's the destination of your people's journey, but in other jumps you may set it to point towards the place you are currently standing holding the 'compass' at any time and it will point in that direction (as best it can) until you set a new target location.

Hunter's Implement: This purchase gives you an atlatl, sling, simple bow, or other such primitive ranged weapon appropriate for hunting. While you have it there will always be a basic piece of ammunition there when you reach for one, it will be replaced one week after being broken, and has the fiat backed benefit that kills made with it are cleaner, giving better meat, undamaged hides, and similar benefits.

Bag of Herbs: A satchel of herbs from the Garden that seems to have taken its will to last just a little longer. They won't halt or cure an illness or injury, but will slow the harm of any such thing as long as properly applied. Very useful when all you need is a little more time, or to give someone a breather to let their own body start healing itself.

200 CP Items:

Shaper's Knife: This is a small pocket knife or similar object carved from stone that never seems to dull or crack. Notably, this item is extremely good for any kind of crafting or refining activity that uses such things, the work will go more smoothly and the final product will invariably be higher quality. Some example uses: whittling, skinning, butchering, scaling, skinning, carving, and cooking.

Party Pack: A bundle containing instruments, ceremonial paints, colored torches, and assorted other paraphernalia for having a good time and making friends as a group. The most important item is a large drink receptacle (barrel, oversized 'water' skin, really big hollowed out gourd, etc) holding *really* good alcohol that's guaranteed to get any sapient race that can drink liquid pleasantly drunk without poisoning, hangovers, or risk of cross species type problems like not tasting good to a different kind of tongue. Share a drink with friends.

Shaman's Staff: A straight and fairly smooth staff with a small adornment on top such as a bundle of feathers, a polished stone, or rough carving. It is by all appearances rather plain, but

this ordinary looking staff has the rather unusual ability to detect pretty much any special phenomena and give small tells such as changing temperature or shifting in the users' hands based on what source it is and its general nature (hostile, violent, peaceful, inert, beneficial, etc). It works on spiritual or divine energies, on magic, on psionics, on ki, pretty much all but the most obtuse and esoteric powers can be dowsed for with the staff.

Lesser Mount: This is a large but not necessarily particularly bright beast. One large enough to carry you or perhaps your personal effects on the trail. It could be something similar to a horse, ox, or llama, or perhaps something of similar caliber but different specifics such as a giant lizard or crab. Your mount will not only be a true exemplar of their species in strength, speed, and stamina, it will need no food or drink or similar, heal to full strength over a day of uninterrupted rest (unless killed, then they take a week to turn up again), and always seem to be there when you need them even if you previously left them behind for their safety or physical inability to pass. While magical beasts are technically selectable, you should not choose something that's readily a straight upgrade to a good warhorse, no elephant sized creatures or strong flying mounts for example.

400 CP Items:

Greater Mount: Because that's what this option is for. This is for your more exotic riding or beast of burden options. Perhaps it's an elephant, or a riding eagle. Perhaps it's a small wyvern or drake. Or you could choose something like a manticore or large hellhound if you want a war steed more than a reliable traveling mount. There are obviously still limits, you can't take a full house sized monster or great dragon or similar, use the above examples as a rough guideline for how powerful a greater mount can be. Greater Mounts benefit from the extra benefits that Lesser Mounts do.

Horn of Plenty: This item looks somewhat like the hollowed out horn of some great beast, but from within its hollow you may pull all manner of clean, nutritious, and delicious food and drink. The cornucopia produces quite a lot; enough to keep perhaps up to fifty people comfortably sustained indefinitely. This won't be enough to feed your entire tribe unless you take casualties near unto extinction, but it's enough to ease that particular burden somewhat, and if times really do get hard you may be surprised how far hearty portions can stretch when split into subsistence rations.

Companions:

(0 CP) New Friends: You may freely export anyone you find in this jump as a new companion. All you need to do is convince them to come with you after you've explained your nature as a jumper, at least in close enough terms that they'll understand the general gist of what it will mean for them. If you convince someone while you still have open companion import slots they will gain the Timeless Emperor perk to prevent them from dying of old age before the jump ends.

(100-300 CP) Old Friends: With this option, you may import pre existing companions or design new ones. 100 CP gets you 2, 200 gets you 4, and 300 the full suite of 8. All companions get 500 CP to spend on perks and items, as well as the perk discounts, an item stipend, and access to all the choices in the Personal Specifics section except the "origin". They cannot pick anything from The Kingdom or import companions of their own, but *can* take personal drawbacks.

(0 CP) Returning Advisors: Any companions who were imported into Gatherer may be imported as stated under Old Friends for free.

Drawbacks:

These are personal drawbacks, and unlike the ones in the racial and setting options all are fully dispelled at the end of the jump, and will not plague you in future jumps of the series. Take as many as you think you can handle.

(+0 CP, must have been taken in all previous SoaR jumps) No Gods, Only The King: This is the pseudo gauntlet toggle, disabling your warehouse and all outside purchases except for your body mod and purchases from previous SoaR jumps. You still get 1000 CP to start (and your companions get their 500) and your item stipend(s). In exchange, dying here simply constitutes failing the jump, removing all your purchases from this jump and sending you onwards. Additionally all purchases in The Kingdom are discounted (100s become 50, not free). Show the world that you are truly a worthy ruler for these people.
A few important notes: Companions cannot take this drawback, as it affects all of you, and will respawn in the warehouse instead of the jump if killed leaving them unable to return for the duration if they die. Additionally, this toggle must be taken if you wish to continue taking it further into the series.

(+100 CP) Discomfort: Hey remember the part where this is (probably) taking place in a primarily stone age equivalent hunter gatherer society? That doesn't come with any of the comforts or conveniences of modern life. All of your hygiene and comfort perks are disabled, and any other fiat *and* outside context non-fiat advantages that would let you feel more advanced luxury than your people are hampered. You get to live without toilet paper until you're done here.

(+100 CP) Going Batty: There is one specific kind of animal that really, really doesn't like you. The kind of animal is actually going to be hilariously specific (one species at most) and relatively harmless, but you don't know what it is and aren't going to know until your people have to pass through the area where they live and a squirrel-thing jumps on you and goes berserk. And you (you specifically so you can't get out of this by ditching your people for six months) will spend at least half a year passing through their habitat, during which you will have to either mask your presence somehow or spend a lot of time killing that one specific species of critter.

(+100 CP) Yearning: Leaving the Garden was hard for your people. Going from a perfect bubble designed for their living to the wider, uncaring world. Many of that last generation struggled with a heartache-a homesickness for a simpler time and place. Now, after the rest of them are gone, you find yourself as the last Garden-born, and will feel that same homesickness while you are here. You can adapt, those you led from the Garden certainly did, but that yearning will haunt you for your time in this jump.

(+200 CP) Ugly: If it was worth doing once, right? You're ugly. Everyone thinks you're ugly, and it turns out that it's not just your people who think you're kinda unsightly, it somehow extends to all other peoples as well. Maybe you could wear a mask or something?

(+200 CP) Sick: Beyond the confines of the Garden, disease is a significantly greater threat. All of your disease immunity and resistance perks are disabled, and your immune system is weakened. As long as you can keep your people in good hygiene and sickness management practices you'll probably be fine, and you're guaranteed not to outright die from something as difficult to totally prevent as infection... But it will still leave you significantly less useful as a leader whenever you're ill.

(+300 CP) Crippled: Before modern prosthetics and medicine, before surgery and physical therapy, this is not a good time to have a permanent debilitating condition, but you do. Choose a major physical disability such as blindness or paralyzed legs, and it has to be one that could be considered a crippling affliction to your people as well. You will deal with it for your entire time here, it cannot be healed. Your position as leader means that there will almost certainly always be others willing to help you do what you can't do yourself, but it is a hard way to live, even when others are not looking up to you to lead them through such difficult times.

(+300 CP) Excitement: Your people will be going through quite a lot over the course of their journey, but it's possible that you personally would be out of harm's way for a lot of it. Not anymore. Having taken this drawback you will be on the "front line" for every crisis. Big storm comes in? You'll be with one of the groups caught out in the open should there be any. Hostile raiders? You seem to be where they hit almost every time. Stay sharp your majesty, you're here for some interesting times.

(+400 CP) Connected: They say a king is nothing without his kingdom. For you that will be literally true, your physical health directly tied to the well being of your people. If they are overcome by a plague you will become deathly ill, major battles will leave scars and wounds upon your body, and in times of famine you will grow thin and listless. Should your people be destroyed or scattered...? Well. A king is nothing without his kingdom, a ruler is nothing without a people to rule, so too would you become nothing.

> *(+200 CP, requires Connected, jumper exclusive) Mutualism*: There is also the idea in some places that the health and wisdom of a ruler is reflected in their people. When you personally receive injury, it will be reflected in your people. Poisoned? Many of your subjects spontaneously fall ill. Have your legs broken? Your people will find it difficult to

move quickly as a group until you heal. Fortunately this drawback will not transfer health problems directly caused by other drawbacks, but I recommend being very careful with your person anyways.

(+400 CP) Dissenters: You are the chosen leader of their creator, the one who led them from the Garden, showed them how to survive in the larger world. Normally, you would be above petty tribal politics, your position unquestioned. Now? Not so much. You are also an outsider, and an interloper even if it was in response to your people's earnest desires. Those who were in charge previously will resent your arrival and regularly question your authority and competency, though perhaps only behind closed doors should you prove capable beyond anything they could've hoped to achieve. This won't brew into outright rebellion... Unless you give your people a good reason to chafe under your command.

> *(+200 CP, requires Dissenters, jumper exclusive) Disloyalty*: Or you could take this, and guarantee rebellion instead. It may not be open, depending on how well you manage and contain the traitorous elements it might never amount to more than the tribal equivalent of political sabotage, but there will always be elements within your own people trying to undermine and remove you from power. Leave this to fester too much and you may face a takeover attempt, or outright infighting in an attempt to remove you. And because you wanted the CP so badly, if you are removed from your leadership position it will count as jump failure as if you had died, even if they don't kill you on your way out.

With your selections made, the clouds wrap around you and you feel them begin pulling you down to the surface. Down to your people as they engage in their preparations. Once again the choice lies before you: will you help them, or simply move on after your ten years are up?

Story of a Ruler

As before this scenario is, strictly speaking, completely optional, but must be accomplished in order to take the next jump in the series. Failing or abandoning the scenario does not count as failing the jump in and of itself, but will send you onwards immediately if you are past your 10 years mark.

But it would be rather silly to quit right as you're getting started, wouldn't it?

Your people will, should you choose to retake your mantle of leader on arrival, readily hand you control of things and inform you of the current state of affairs. It seems that soon after you left at the end of Gatherer, they found a final message from their creator. It informed them of a "promised land" that, while not as secure as the Garden, was still shaped and crafted to give them a good place to begin developing as a larger civilization.

As you may have gathered from a particular worldgen choice, there's one very big problem. It's not anywhere near where you and your people exited the Garden. Your objective for this

scenario is thus to guide your people across the land (and possibly sea as well) to the place spoken of in their creator's final message to them.

There will be dangers and hardships along the way, and barring major outside context powers will take you well over a decade to reach your destination. Fortunately, your people at the very least know generally how to navigate their way there, and it will be extremely clear when you've finally reached your destination. If you have to ask whether you're there yet, you're not.

With the win condition being to reach their promised land, the failure conditions are easy to guess. If none of your people survive to see your destination, or if they give up and fully abandon ever reaching it, you will have failed this scenario. Unlike in Gatherer the "minimum viable population count" is not actually required. All you need to accomplish the scenario is to have a single non-companioned individual of your people make it to the end of the trek alive.

After the destination has been reached you will have but a month to put your affairs in order and see to it that your people are capable of establishing themselves in their new idyllic starting point, after which the jump will end and you will move on. Hopefully you have left your people prepared to manage themselves in the following time, as once again having left them in a state where they are doomed to extinction without your further intervention will render you unable to return for the next jump even with having completed the scenario.

Scenario Reward: *A Guiding Voice*
But what's a scenario without a scenario reward? As thanks for guiding your people further along their path once more, you receive a small and curious device at the start of every jump (or once every ten years after your chain ends). This device, once activated, will relay a vague promise and prediction as well as give hints towards a specific location. If you, or someone you give the device to, follows the instructions and visits the place it refers to, the visit will grant you personally a major windfall to your objectives for that jump.

It might be a useful macguffin hidden there, it might be new contacts or allies you find as a result of visiting, or maybe it's just the perfect spot to build your secret base. Whatever it is, just finding and going to that area will directly and obviously lead to a major advantage that, while not instantly solving your main problems, will be a significant aid in addressing them. And I do mean *your* goals/problems. If you hand this to a companion, friend, or even an enemy and they follow the "prophecy" to its concluding location the end result of them doing so will directly benefit you and yours, as if the directions were always and originally designed to be handed to whoever wound up following them to the end for your benefit.

Bonus Objectives:
While the main goal above is your primary objective, there are a few other tasks you can aim for that may make things easier in the future. All of these require you to complete the main scenario in order to reap their rewards, if you fail or abandon it you may not complete these secondaries. They are also, unlike the main scenario, entirely optional to continuing, but you will receive

something special should you complete the bonus objectives from the beginning of the series to the end of it.

Bonus Objective 1:

Along the trail to your ultimate destination there will be a set of 4 dungeons. They will be fairly obvious, as long as you're keeping an eye out for them as you travel you absolutely will not miss them. Inside each of these dungeons, at the very deepest chamber, will be vaults. Long depowered and simply waiting for someone to claim the treasure held with.

The problem is that unlike most if not all the other ruins and strange structures you might find elsewhere along your people's journey, these are honest to goodness dungeon crawl dungeons (minus the useful loot scattered throughout). Hostile creatures, inexplicably still functional traps, and a boss at the end that must be fought or bypassed to access the vault.

Inside each of these vaults will be fragments of a stone tablet that fit together with an obvious hole in the middle once you have all four. If you've sought out and challenged these dungeons, once you reach the ultimate destination of the trek you will find a fifth and final one. Make your way to the bottom of this dungeon and instead of a final vault, you (or whoever you have clear the dungeon) will find something of a ritual room with the final piece of the tablet already placed.

Once the tablet has been completed on its pedestal, the ritual room will activate, projecting a warding aura around your people's new home. This will provide some measure of shielding against supernatural threats, and will provide something of a low level long term luck boost for your people as a whole within the area covered for as long as the final room of that last dungeon remains intact.

Bonus Reward: *Warding Stone*

For conquering these strange structures and claiming their prize, you are given a copy of the tablet returned to its old glory. Each of the five pieces holds enough power that when placed in a dedicated area and left mostly undisturbed for a time, they will protect an area around their resting place roughly the size of a large pre-industrial city. If placed together it proportionally increases the diameter of the area protected, such that if all five are placed together it will have five times the diameter... x25 the total area. The shielded area will have all incoming supernatural attacks or curses weakened or possibly even deflected, and also provide a passive luck boost to efforts to protect the locale. Should any fragments be stolen or destroyed a replacement will materialize in your warehouse a year after being lost.

Bonus Objective 2:

Crossing the world towards a promised land is difficult. There are some who, whether they believe it exists or not, will eventually tire of a life of wandering and desire to settle down. To establish themselves where they are instead of having to cross another ocean, traverse another desert, or cut their way through another jungle.

To complete this secondary scenario you must not only allow these splinter groups to do so, but help them establish their settlements. This will require stopping in place for a while to help them get established, resulting in precious manpower bleeding off in the form of those who are too weary of the long journey to continue, and also demand different skills of you than the normal trekking.

This will happen at least a few times, and while you don't have to help these groups establish themselves *every* time, you will have to do it whenever you can reasonably help without putting the main group at undue risk. The advantages of this will not be immediately obvious but in the later jumps in the series, once your people begin to expand outwards from their "promised land" they will find most or possibly even all of the older settlements that were properly aided intact and possibly even expanding themselves... And ready and willing to rejoin with the greater whole, providing all the benefits that entails.

Bonus Reward: *Returning Favors*
Much as your assistance here will be repaid in the future, so too will this reward perk ensure that your good deeds are rewarded. When somebody else needs your help, and you render the aid they need without any real (non fiat based) reason to expect them to give you something in return, your aid will improve their chances far beyond what it normally would have. Entire order of magnitude more levels of improved effectiveness. And on top of that, if they do indeed pull through their difficulties as a result of your aid... You can be absolutely certain that at some point in the future they will be able to come back and provide help of their own, and will take that opportunity. It might not always be of the same caliber, but it will always be something helpful, something that you'll appreciate.

Bonus Objective 3:
The god who once created the Garden and the people in it seems to have left something else behind. A scattered trail of small structures that roughly follows the path that your people must walk to their promised land. Hidden shrines, ruined workshops, crumbled statues and effigies. None of them matching the architectural styles of anything else you will see on the planet, and very few of them matching each other.

They are, however, numbered. You will be able to tell which in the sequence they are, all the way up to the last one at the entry to your final destination. This is useful because unlike the dungeons of the first bonus objective, very few of them will be immediately obvious and you will have to hunt for them. Fortunately there were only a handful before your return, and your people found them, so you will not have to backtrack. For those ones at least. There is a decent chance you may have to do backtracking for some of the later ones upon discovering that you've accidentally skipped a few.

And you will have to find *all* of them for this scenario. For every structure located and honored by either you or one of your people, a little bit of residual strength and determination from that

fallen creator will flow into you, his chosen one. Upon every last one having been found, his mark shall manifest upon you for a moment, and reappear when needed in the future to remind others that you were chosen. This has little mechanical function but will greatly improve your people's morale, and serve to solidify your position in the future jumps against those who would try to undermine your authority.

Bonus Reward: *Divine Determination*
But a fancy mark of authority is really only useful in this series, especially since you can't call it at will. Instead, you receive the determined power that kept the failing creator god moving long past when it seems he *should* have finally guttered out. Effigies, statues, and similar such primarily decorative structures built to honor you and your glory will send you a flow of power, the greater their number and gradiosity the more power this sends you. Not generic power, but a peculiar resillience. The more you have flowing into you the harder to destroy you will be, not by durability but with a sort of metaphysical healing factor, drawing on your reserves of energy to return you from greater and more absolute injuries. Should a great enough number of monuments to you be built, you could survive being physically erased and having your essence scattered to the winds, or perhaps even more though that would require a truly obscene degree of aggrandizement.

Special Reward: *Anchored Soul*
Once again, if you complete all three bonus objectives their rewards shall synergize together to give you an extra power.

Having gathered the last fading remnants of a dead god's power at the same time you were gathering the tablet's fragments they intertwine together, bolstering all five pieces so that they will work at full power even when separated. On top of that, the fragments become such that if you are helping someone or a group of someones who might potentially qualify for the second scenario reward, giving them one of the tablet fragments and letting them know how to benefit from it will be enough to trigger the perk with certainty, all but guaranteeing their prosperity. And should you be killed hard enough that even the divine determination within you is insufficient to pull you back together, any placed and still intact tablets protecting someone under the effects of Returned Favors will act as anchors, reforming you from even the most absolute deaths at the fragment's resting place.

Another Chapter Closes...
You have found your way to the end of another jump, and so your story continues onto the next barring the crushing failure of your chain as a whole. You now have a choice:

Going Home is an option as it always is. If you died outside the pseudo-gauntlet it's your only option.

If you haven't fallen, you may also **Move On** as jumpers usually do. If you completed the scenario and didn't doom your people you will return in due time.

Once again, you cannot Stay, there are yet more chapters to be written before you can call this realm your own.

You *can* however, if you are willing to forfeit your chance at the rest of this jump series, give your people **A New Home**. This will give you the sum total of the people who defer to you as their leader as followers, as well as the territory/land they can rightfully claim as their own, to carry with you on to your next adventures. This does not require you to have beaten the scenario and can be taken whether you choose to Go Home or Move On, but *does* require you to both have surviving people under your banner as well as to have not failed the jump itself.

Notes:

v1.2
-Added Lessons Learned and Ancient Relics.
v1.1
-Minor formatting changes for clarity on delayed gratifucation features.
-Properly stated that certain personal drawbacks are jumper exclusive.
v1.0
-First editing pass
-Cleared up the nature of race creator upgrades moving forwards.
-Cleaned up Riders.
-Cleaned up Tamers and added a note about a feature interaction.
-Wayfinders and Survivors mixed together to make a better specialization feature
-Empty slot left by feature merge filled in with Raindancers.
-Mount options buffed to better bring them in line with the other options.
-Horn of Plenty massively nerfed because it was actually really busted in the context of this jump.
v0.1: jumpdoc assembled.

Thanks as always to Paradoxdragonpaci for ideas and proofreading! Additional thanks to The Nonexistent Tazz for in depth proofreading and feedback.

For those wanting a recommendation on location for this jump when scattering the series throughout their chain: this jump is still pretty low powered and could easily be slotted in with your other near-beginning picks but won't be trivialized by having a handful of jumps under your belt already like Gatherer can be.

Tamers from this jump and Natural Empathy from the Gatherer jump have some overlap. Natural Empathy is much more about communion and understanding of various species as they are, while Tamers is about the process of domestication and obtaining the benefits of it. As such the area where those two skill sets overlap benefits from both.

Hopefully this is already clear enough but Xenophobia upgrades to +800 CP total if you took Violent in Gatherer, it doesn't give you an extra 800 on top of the initial 600.

If, through Not So Different or without it, you manage to integrate another race to the point that one way or another they become a permanent fixture of the culture and can be considered part of "your people", they will suffer from all red drawbacks you have taken and take in the future alongside your primary race. The other downsides could perhaps be mitigated to some extent by balancing your main population out with others, but the red drawbacks stick to everyone.

Also on the topic of cultural assimilation: your starter race must remain a major (if not the primary) species of your people. While you may pick up others, the ones you started with are the core of your connection to this jump series and if you try to ditch your racial flaws by replacing your people with a better adjusted species it will count as failing the scenario even if there are still people who follow your banner. You have to live with your decisions.

Not So Different and Xenophobia are *not* mutually exclusive, and if taken together likely looks like the beginnings of an aggressive Assimilator race. Not So Different *does not* mitigate Xenophobia in any way, just because your people *can* mingle doesn't necessarily mean they'll *want* to, or that any such actions are not actively imperialistic and harmful to anyone on the receiving end if they do.

Since we're getting into less immediately obvious features for the altform here's some preemptive errata:
1: All upgrades to the race are part of the altform, none can be taken as innate perks but all will still be beneficial to you while using the relevant altform. You will only be able to access racial benefits while in this series' altform unless you have something that lets you access altform powers regardless of your current shape.
2: Your race having a natural affinity for certain skills acts as a training booster for the relevant abilities, not as an instant knowledge perk. You'll still have to learn how to do the things if you don't know how to yet, but you'll find it much easier to understand and practice while in the altform.

Strictly speaking a lot of this probably comes from cultural values and societal development, not solely some kind of innate metaphysical affinity, but you can consider the changes effectively

baked and fiat-backed into the race for the purposes of the series and altform. Once you bring them out you'll have plenty of time to rectify the drawbacks through other means, and you can (and may well even need to) compensate for the weaknesses in other ways even while you're still here.

To clarify the deathworld bonus: the danger level interacts with the other settings as you would expect no matter which you select, but Deathworld is *so* much worse and requires a much bigger adjustment for those other features to fit in the world, hence the extra bonus.

For anyone worried about world options potentially killing your people off between jumps: don't worry about it. As long as they weren't already downsliding towards extinction when you left previously they won't die out while you were gone. It may put them in dire straits by the time you get back, but while you're gone they will have plot armor to ensure that if they could have survived under normal circumstances they'll still be around if you took all the deathworld options instead.

For those worried about the statement of the people's starting point at the end of the first jump conflicting with the world they want to make using the builder you've got (at least) two options:

First you can overrule the flavor text and say that the valley they emerged into fits more with the rest of the world but still had similar "won't be left easily in the time the jumper is still around" limitations.

Or you can rule that the valley was one last parting gift of safety from their creator, and was overtaken by the normal terrain again after you left.

If you have your own idea for handling it that keeps the gist while handling the details to better fit, that will work too. Either way, the point of it was to note that your people had some time for you to finish sorting them out to be ready for surviving in the real world but would be venturing out after you left.

Any perks taken in SoaR that have overlap with taken custom race benefits will use those racial benefits as a baseline. If your custom race is innately good at handling animals, Beastmaster will set you as being a master at animal handling even among your people while you're in the altform. This will hold true for the entire series.

Assembling an advanced enough uplift program in the previous jump and getting it to run fully on track in the face of many unknown obstacles to the point that the goal of the scenario has been trivialized or even already completed by the time you arrive for this jump is a difficult task.

For a high end jumper, who very well may complete five impossible things in the process of making their breakfast, discounting that possibility would be stupid.

If, when you arrive, your people have somehow already explored the face of the planet enough that the main scenario is already complete... Well, the main scenario is already complete and all you have to do is survive your ten years and catch up on the changes that were made while you were gone.

The bonus objectives will still require personal input of some kind, but if you managed to launch your people into autocompleting The Trek before you left Gatherer then the bonus objectives will probably be pretty trivial to complete anyways.

This will hold true for all future jumps in the series, if you can somehow vault your people into solving the scenario before you arrive all you have to do is survive your 10 years for the main scenario to count, but the bonus scenarios will need some kind of personal input. For this jump that could just be personally visiting the shrines for the third scenario if the whole world is already explored and documented for instance. You have the guarantee you will be able to complete them at least in theory.

The features of the destination area will be in the world builder section of the next jump for balancing's sake but will be pretty lenient so you may likely make the assumptions you need to for the final month stretch. Apologies for any inconvenience this causes.

The Warding Stone fragments are not indestructible but *are* very sturdy, and if they are stolen but then returned within a few months they will resume projecting their protective ward once back in their place.

The exact number of remnants you will have to claim for the third bonus objective is not set in stone, but assume that there will be roughly one for every day or two of quick travel as a group after the jump starts. Scouts will be able to cover much more ground, and obviously moving slower has its own advantages as well. None of them will be in places significantly more dangerous to be than the surrounding environs in general at least, there's just a lot of them in non obvious places.

Anchored Soul's revival condition triggering does not count for Returned Favors' "they'll come back and help you", though it might put you in place for them to do so afterwards.