Generic Dictator

(By u/_Shadow_454)

V1

Hey so you're going to be a dictator for the next 10 years, you can decide how the setting will look like, but you will have to have at least 10 other countries on the same level as you starting out, your country will start out at the level of an average country in that setting, not a world power but also not a Third World country, after this jump you can bring your nation either into your warehouse or land you control in future jumps

Enjoy your ten years as a ruler of your empire. Here, have 1000CP (Control Points) to help you rule.

You can choose your age and gender

Origins:

Facade of Grace(Free)

You are the most beautiful rose with the sharpest thorns

Iron Regime (Free)

You are the silent hand behind the curtain, moving the strings

Uniform Authority (Free)

You are the ultimate authority, all shall kneel and follow your vision

General perks:

(Generic perks are undiscounted)

Unshakable Presence (-100CP):

Your very bearing commands attention. Even in hostile crowds, people instinctively quiet when you speak. You project authority in posture, voice, and gaze, making it difficult for others to ignore or dismiss you. While this doesn't make your words inherently persuasive, it ensures they will be heard.

Echo of Authority (-100CP):

Your words ripple far beyond the moment you speak them. A simple order, speech, or decree spreads through rumor, repetition, and reinterpretation until it feels like common sense. People repeat your phrases without realizing they're reinforcing your influence, and even your critics find themselves quoting you. This ensures your voice lingers in every conversation, meeting hall, or tavern even when you're not present.

Shielded Throne (-200CP):
You possess an uncanny knack for avoiding assassination and coup attempts. Whether by chance, paranoia, or carefully cultivated layers of security, plots against you are foiled before they come to fruition. Informants leak conspiracies early, assassins trip over unlikely accidents, and bodyguards always seem to be in the right place at the right time. You're not untouchable, but eliminating you is far harder than it should be.

Voice of Iron (-200CP):
When you speak, your words resonate with conviction. Commands feel harder to brush off in the moment, and orders tend to sound more reasonable than they otherwise would. This doesn't override true opposition or deep convictions, but it makes casual resistance less common, smoothing over small acts of defiance and hesitation.

Cult of Personality (-400CP):
Your charisma and public image take on a magnetic quality, though not absolute. People are more inclined to listen when you speak, more likely to remember your words, and more willing to forgive your faults. Crowds gather naturally around you, your speeches spread faster than rumors, and even detractors often find themselves grudgingly fascinated by your presence.

You won't make diehard fanatics overnight, and determined opposition will still resist, but for the undecided, the disillusioned, or the passive majority, you become the easiest figure to admire. The result is not blind worship, but a steady undercurrent of loyalty that strengthens your legitimacy and makes betrayal harder to justify.

Iron Grip (-400CP):
You are a master of eliminating threats before they mature. Through instinct or strategy, you anticipate rival power bases, purge disloyal factions at the right moment, and prevent coups or uprisings from gaining traction. While you may not stop unrest entirely, you ensure it remains fragmented, mistrustful, and easy to crush.

Total War Machine (-600CP):
Your regime excels at mobilizing resources for conflict. Armies are raised swiftly, industry pivots to war production with frightening efficiency, and your citizens tolerate extreme sacrifice in the name of victory. Unlike ordinary militarization, your system sustains itself over long periods without collapsing, transforming your nation into a machine geared for conquest or survival.

Iron Pyramid (-600CP):
Your state becomes a hierarchy so rigid and interlocked that removing one piece only strengthens the others. Bureaucrats, generals, and enforcers compete for your approval, but never against your authority. Corruption and infighting exist, but they channel upward, always reinforcing loyalty to the top rather than undermining it.

Attempts to topple the system from below collapse under the weight of rivalries and mutual dependence, factions that might otherwise rebel end up policing each other, fearful of losing their standing. Even conspiracies against you are fragile, riddled with distrust and suspicion, breaking apart before they become dangerous.

Your dictatorship no longer depends solely on charisma or fear, it is structurally self-preserving. The pyramid ensures that, unless you are directly overthrown by overwhelming outside force, your reign remains secure.

Origin perks:

Facade of Grace:

(50% off for Facade of Grace, with the 100CP perk being free)

Smiling Face (-100CP):

You excel at framing and rhetoric. Any law, regulation, or restriction can be made to sound benevolent. A curfew becomes “community rest hours,” labor quotas become “opportunities for civic pride,” and surveillance becomes “personalized protection.” The effect is mostly psychological, your citizens accept your authority not because they’re convinced it’s inherently good, but because every decree feels like a gift. Compliance becomes instinctive, and gratitude toward your leadership is common, even for measures that might otherwise inspire resentment.

Prosperity Theater (-200CP):

Under your rule, lack is never merely lack. Hunger appears as prudent resource management, limited rations feel like equitable sharing, and poverty transforms into a badge of communal solidarity. Even when people lack, they believe they are living better than anywhere else, because you control the comparisons, the metrics, and the story. Foreign observers walk away impressed by the supposed miracle of your social programs, while your citizens genuinely feel lucky to live in your system. Illusion and perception are your greatest tools, and you wield them masterfully.

Synergy

(Requires Smiling Face)

Your spin and your illusions reinforce one another. Not only do your policies sound like kindness, but the metrics and appearances back them up. Even skeptics who try to poke holes in your speeches will find that the “facts” agree with you. Citizens don’t just thank you for policies, they defend them against outsiders, convinced they are genuinely better off. Foreign observers are baffled as to why your people are so loyal, even under obvious restrictions.

Chains of Compassion (-400CP):

You turn control into genuine-feeling care. Your governance is structured so that obedience itself feels like nurturing in the public eye. Dissenters aren’t punished, they’re “rehabilitated.”

Censorship protects “vulnerable minds,” and surveillance acts as true guardianship. Social norms, institutions, and peer pressure all reinforce this narrative, citizens see your authority as inherently loving and beneficial. Resistance doesn’t just fail, it seems morally wrong, as those who reject your guidance appear broken or in need of help.

Synergy
(Requires Smiling Face and Prosperity Theater)

Now, rehabilitation and guidance don’t just appear kind, they actively reshape perception. Citizens begin to internalize your narratives, even dissenters start to rationalize their own obedience as morally right. Community opinion enforces compliance naturally, as neighbors and coworkers subtly guide each other to accept your programs. Outsiders may see your measures as coercive at first glance, but the overwhelming social consensus around your benevolence makes them doubt their own judgments. Resistance becomes psychologically exhausting, because it’s now not just about opposing you, it’s about opposing what everyone else genuinely believes is good for them.

Gilded Cage (-600CP):
Your governance has perfected the art of perceived contentment as control. Citizens don’t actually need food, shelter, or entertainment (They still have their bodily needs), you simply make it seem as though they have such things. Through careful manipulation of narratives, public opinion, and subtle social cues, every person believes their needs are being met and that your system provides everything essential for a good life.

Even when resources are scarce, or luxuries nonexistent, your people feel secure, prosperous, and cared for. Attempts at rebellion fizzle not because life is materially perfect, but because resisting the state now feels like rejecting a world designed for their comfort. Discontent loses its appeal, as citizens cannot distinguish between true abundance and the convincing illusion you’ve woven.

Synergy
(Requires Smiling Face, Prosperity Theater and Chains of Compassion)

Abundance and convenience now carry an emotional compulsion. Citizens don’t just enjoy their comforts, their sense of identity is intertwined with your system. Rejecting the state feels like rejecting themselves. Minor dissent triggers subtle social and emotional pressures, community leaders, friends, and family all unconsciously encourage compliance. Even the act of questioning your policies feels uncomfortable, because the “common good” has been redefined around your vision. Disobedience isn’t just undesirable, it feels unnatural, like swimming against the current of society itself.

Mandate of Love (-800CP):

Your rule transcends obedience, it inspires devotion. Every citizen under your banner feels a deep, almost spiritual attachment to you, perceiving your leadership as an expression of love itself. Not just trust, not just respect, but a genuine belief that you are the only one who truly cares for them. This conviction spreads even beyond your borders: rivals and enemies may resist you, but their people will whisper that life under your rule would be better. Your empire no longer survives on force or fear, but on a collective, unshakable belief that you embody the very heart of compassion. Even if you fall, your people will keep fighting to preserve the dream of you.

Synergy
(Requires Smiling Face, Prosperity Theater, Chains of Compassion and Gilded Cage)

Your devotion effect is now absolute, the people don't just believe you love them, they believe their love for you is proof of their own goodness. Your empire becomes a moral order, a sacred community where loyalty to you is the highest virtue. Outsiders don't just envy your prosperity, they feel pangs of jealousy and yearning for your "compassionate" rule. Rebellion within your borders becomes psychologically impossible for the majority, as even imagining resistance feels like betraying love itself. And if you fall, your empire becomes a martyr cult, with future generations devoted to resurrecting your "benevolent dream."

Iron Regime:
(50% off for Iron Regime, with the 100CP perk being free)

Puppet Strings (-100CP):
You excel at organizing society to follow your directives without direct intervention. Rather than inspiring loyalty or fear, you engineer systems, policies, and incentives so that citizens behave as you intend out of routine or necessity. Laws, bureaucracies, and market structures bend naturally toward your goals. Individuals act predictably because they are conditioned by the environment you've carefully arranged. Resistance exists, but it's inefficient and rare, as the system nudges behavior automatically.

Calculated Prosperity (-200CP):
You can manipulate resources, trade, and production to strategically benefit your rule. Prosperity or scarcity no longer depends on actual abundance, it can be manufactured as a tool. Shortages can destabilize opponents, while apparent wealth strengthens obedience. Citizens follow routines designed to maximize your control, not their own satisfaction. Trade, taxation, and rationing operate as levers for both power and societal stability, ensuring that your influence remains pervasive regardless of actual material conditions.

Synergy
(Requires Puppet Strings)

Your environmental manipulation now works in tandem with systemic behavioral nudges. Citizens act predictably not just because of incentives, but because the structures you control reward them for doing so. Your control extends across markets, social hierarchies, and local governance, even complex networks of individuals naturally advance your strategic objectives without conscious coordination.

Bureaucratic Grip (-400CP):

Institutions themselves become your agents. Ministries, guilds, and administrative bodies enforce your will mechanically, with rules, checks, and procedures designed to produce outcomes favorable to your rule. Citizens obey regulations not out of fear or gratitude, but because the framework of society leaves little alternative. Compliance is routine, deviation is slow, cumbersome, and costly. Even local leaders unwittingly advance your agenda through standard procedures.

Synergy

(Requires Puppet Strings and Calculated Prosperity)

Now, bureaucracy amplifies every strategic effect. Social, economic, and administrative structures operate almost autonomously, producing compliance and resource allocation in line with your long-term plans. Citizens perceive inefficiencies or conflicts as random events, unaware that the system itself is designed to funnel outcomes toward your objectives.

Silent Hand (-600CP):

Your influence becomes invisible yet omnipresent. Every law, custom, and institution subtly encourages behavior that favors your rule, long before any command is issued. Citizens believe their decisions are independent, but all options and opportunities are shaped by your overarching designs. Revolts, inefficiencies, or resource mismanagement are contained or redirected automatically by these pre-established systemic levers.

Synergy

(Requires Puppet Strings, Calculated Prosperity, and Bureaucratic Grip)

Now, your control is embedded in society itself. Individuals, organizations, and even rival factions act according to the framework you constructed, often without conscious awareness. Policy, economy, and social hierarchy act like gears in a machine, producing outcomes favorable to you even if you are absent from the scene. The state functions autonomously in your interests.

Architect of Dominion (-800CP):

Your rule has reached a level of strategic perfection. Entire regions, industries, and social systems operate as extensions of your will. Not through fear or benevolence, but through meticulously engineered interdependencies, systemic incentives, and societal architecture.

Opposition is either co-opted or rendered irrelevant by the structures you've designed. Your governance persists and adapts even without direct oversight, and long-term loyalty is a byproduct of the efficiency and predictability you've instilled.

Synergy
(Requires Puppet Strings, Calculated Prosperity, Bureaucratic Grip and Silent Hand)

At this stage, the mechanisms of control are self-reinforcing. Every citizen, institution, and economic actor operates within a lattice of interlocking systems, producing compliance, stability, and strategic advantage. Even external observers struggle to identify your hand in events, as the outcomes appear emergent rather than directed. Your rule becomes effectively permanent unless disrupted by forces beyond systemic management.

Uniform Authority:
(50% off for Uniform Authority, with the 100CP perk being free)

Uniform Surveillance (-100CP):
You implement a flexible, society-wide surveillance system tailored to the capabilities of your world. In a medieval kingdom, this may consist of spies, informants, town criers, and networks of loyal agents who report suspicious activity. In a modern nation, it extends to cameras, sensors, phone and internet monitoring, data analytics, and AI-driven threat detection. In a futuristic or post-singularity society, your system can incorporate advanced nanotech, drones, virtual monitoring, and predictive algorithms capable of anticipating dissent before it occurs.

The system isn't merely observational, it shapes behavior. Citizens act under the constant, sometimes subconscious, awareness that their actions are tracked and analyzed. Unapproved gatherings, secret alliances, or subversive thoughts are suppressed naturally before they escalate. Social norms and habits bend toward compliance, as everyone internalizes the presence of an omnipresent authority.

This surveillance network is resilient and self-sustaining, it can continue functioning with minimal input, evolve as the society develops, and automatically adapt to new threats or technological advances, ensuring your dominion remains ever-watchful, regardless of the era or setting.

Uniform Obligation (-200CP):
You create the illusion of fairness and equality, but only perception matters. Everyone believes they are equally scrutinized, equally rewarded, equally punished. Resources, privileges, or opportunities may be absent, unequal, or arbitrary, but citizens interpret them as fair. The state's narrative dominates their understanding of society, so they cannot perceive injustice, only the system's correctness.

Synergy
(Requires Uniform Surveillance)

Monitoring reinforces perception control. Because you anticipate human behavior, all coercion appears natural and inevitable. Citizens internalize the idea that the state is impartial and all-seeing. Skeptics are quietly corrected by subtle social cues, making resistance socially awkward or morally suspect.

Uniform Thought (-400CP):

Your citizens no longer think independently; they obey habitually. Social norms, rituals, and institutions make deviation psychologically uncomfortable. Rules are moral imperatives. Dissenters appear as broken or dangerous, not merely wrong. Peer pressure, communal enforcement, and public rituals ensure that disobedience is rare. Obedience becomes a part of identity; independent thought becomes taboo.

Synergy

(Requires Uniform Surveillance and Uniform Obligation)

Surveillance, perception management, and social compulsion now reinforce one another. Citizens correct one another automatically, rumors of disobedience self-censor, and the community enforces orthodoxy without your direct input. Even secret dissent is monitored and neutralized preemptively. Obedience becomes both social and moral, defiance feels unnatural.

Uniform Dominion (-600CP):

Your reach now extends beyond overt surveillance and peer pressure into the deeper structures of daily life. Scarcity, rules, and punishments are framed as unavoidable realities of existence rather than deliberate policies. Citizens may grumble, but most interpret hardships as natural, inevitable, or simply part of how the world works. Rebellion is possible, but it feels impractical, like wasting effort fighting the weather.

Your authority benefits from this pervasive resignation. People obey because they see no viable alternative. Dissent exists, but it rarely grows into action, smothered by the sheer weight of routine and the normalization of hardship.

Synergy

(Requires Uniform Surveillance, Uniform Obligation, and Uniform Thought)

Your surveillance, enforced conformity, and social expectations now overlap to create an atmosphere of futility. Citizens are watched, judged, and conditioned. Subversive thoughts and rebellious whispers can still emerge, yet the weight of collective resignation crushes momentum before it becomes action.

People enforce the rules on each other less out of zeal and more out of weary acceptance. Disobedience is punished socially and bureaucratically. Creating a society of people that have accepted that this is just how life is.

Uniform Society (-800CP):
Your influence reaches into the hearts and minds of your citizens. Independent thought still exists, but most people instinctively frame their desires, morals, and ambitions through the lens of state doctrine. For the majority, rebellion feels irrational, shameful, or self-destructive, though rare individuals may still question or doubt in silence.

The state's narrative dominates daily life, it shapes education, culture, and even memory to an extent. Citizens interpret their hardships, routines, and struggles as part of a greater order, though occasional cracks, rumors, quiet skepticism, or fleeting dreams of something different, still appear. These are usually dismissed by society itself, or redirected back into loyalty.

Synergy
(Requires Uniform Surveillance, Uniform Obligation, Uniform Thought, and Uniform Dominion)

The machinery of surveillance, duty, and indoctrination ensures that citizens largely police themselves and each other, often unconsciously. Dissent still flickers in corners, but it rarely grows into anything more than isolated incidents. While not flawless or absolute, your regime endures as a near-total organism of obedience, its dominance broken only by extraordinary circumstances or external pressure.

Origin Items:

Facade of Grace:
(50% off for Facade of Grace, with the 100CP item being free)

The People's Ledger (-100CP):
A self-writing book, tablet, or archive that automatically records your governance in the most favorable possible light. Every entry, from daily decrees to major crises, is reframed as a story of wisdom, foresight, or benevolence. Famines are described as "resource-saving initiatives," riots as "community revitalization efforts," and military defeats as "strategic redeployments."

Anyone who consults it feels as though they're reading a trustworthy, objective account. The numbers line up, the phrasing is polished, and the narrative is coherent enough to make even skeptics hesitate. Within your society, it quickly becomes the "official truth," shaping how history is remembered and discussed.

Festival Kit (-200 CP):
An endless cache of banners, decorations, performers, and all manner of celebratory materials. With little effort, you can transform even somber or difficult events into grand spectacles that inspire pride, joy, and unity. Military drills become majestic parades, ration distributions are experienced as communal feasts, and compulsory gatherings take on the air of festive ceremonies.

Charitable Veil (-400 CP):

Your influence now extends beyond your borders under the guise of philanthropy. Every charity, relief program, or aid organization you establish in a foreign country subtly aligns the local population with your interests, all while appearing entirely altruistic.

The more charities you maintain in a country, the deeper your sway over its people. Citizens come to associate their wellbeing, security, and opportunities with your generosity, fostering loyalty and admiration. This influence can reach a tipping point, if the country's leadership acts against your interests, for example, attempting war or sanctioning you, the populace may revolt, prioritizing their gratitude and allegiance to you over their rulers.

Your organizations also serve as covert methods for smuggling, allowing resources to flow in and out with minimal detection, provided the country isn't completely sealed or actively monitoring you.

Mirror of Harmony (-600CP):

An item that reshapes how people perceive their surroundings. Citizens see what they want to believe, cracked roads appear "rustic but charming," ration lines look like "festive gatherings," and cramped apartments feel "cozy and safe." The effect expands beyond individuals, entire communities unconsciously agree upon these illusions, reinforcing them socially as "truth."

Placed in a city square, palace, or broadcast network, it influences all who live within its reach. Outsiders who pass through also feel its pull, though less strongly, often leaving impressed by the apparent prosperity and contentment. The more it is believed, the harder it becomes for anyone, citizen or foreigner, to distinguish illusion from reality. You gain a blueprint to make more of this item (you can decide its appearance, but it's about a cubic meter in size) it only works in places under your control.

Iron Regime:

(50% off for Iron Regime with the 100CP item being free)

Whisper Network (-100 CP):

A pervasive social system tailored to your society's era. In a modern setting, it manifests as a sprawling social media platform, in a medieval kingdom, a network of markets, taverns, and town squares where gossip travels quickly. The network adapts to local customs, ensuring that information naturally flows where you want it. Rumors can be seeded, twisted, or amplified, guiding public perception without overt commands. Citizens act on what they hear and believe, unknowingly reinforcing your influence, while your presence in the network remains invisible. What feels like casual chatter is actually a carefully guided current shaping thought, alliances, and loyalty.

Control Registry (-200 CP):

A registry that maps every resource, every worker, every shipment, and every position of power under your domain. By consulting it, you can see the flow of influence and wealth as clearly as a map, noticing where loyalties are weak, where supplies are low, or where rebellions might spark. Through subtle redistribution of goods, personnel, or authority, crises can be diverted before anyone realizes they existed. The ledger does not require you to act personally, your subordinates or automated processes carry out your designs precisely, and the populace never knows that what they see as “routine management” is actually a carefully orchestrated balance of control.

Mandate Machines (-400 CP):

Through bureaucratic groups, or AI enforcers, the rules of society administer themselves. Taxes, curfews, licensing, and penalties operate automatically with rigid consistency, leaving no room for human error, favoritism, or bribery. Citizens learn to anticipate how every action will be measured and responded to. Even local leaders and functionaries act in ways that seem independent but follow pre-established parameters, pushing society into predictable patterns that reinforce your authority without constant oversight.

Automated Contingency Engine (-600 CP):

A system, whether a network of analysts, diviners, or advanced A.I., designed to anticipate and neutralize threats to your rule before they arise. It continuously collects data on political, social, and economic activity, predicts potential unrest, shortages, or rival machinations, and implements prearranged countermeasures. In a low-tech society, human operatives observe, report, and subtly intervene. In a modern or futuristic state, computational systems simulate countless scenarios and deploy automated responses with precision.

Every rebellion, economic disruption, or administrative failure is either redirected or mitigated before it becomes visible to the populace.

Uniform Authority:

(50% off for Uniform Authority, with the 100CP item being free)

Monuments of Obedience (-100CP):

Across cities, towns, and villages, statues, banners, and other symbolic structures are erected to embody the authority and permanence of your rule. Each monument portrays your power as inevitable, resistance as futile, and obedience as the natural order of things.

Citizens encountering these icons internalize the message unconsciously. Streets lined with your likeness, murals depicting your triumphs, and recurring symbols in public spaces all reinforce the sense that dissent is impossible. Even fleeting glimpses evoke a mix of awe, resignation, and alignment with your authority. Over time, these visual cues condition the populace to accept your dominion as unquestionable, shaping thought and behavior without a single word being spoken.

Chains of Obligation (-200CP):
A vast, society-wide network of compulsory roles and enforced routines ensures obedience before action is even considered. Citizens are assigned to work brigades, civic duties, or communal projects, with quotas and schedules enforced as law. Rewards, rations, and safety are conditional, while infractions bring immediate punishment, public censure, or reassignment to harsher duties.

The system doesn't just coerce, it programs mindset. Compliance becomes a social reflex and moral expectation, duties are internalized as virtuous, and deviation is both psychologically uncomfortable and socially condemned. Supervisors, peers, and local enforcers form an interconnected web, automatically maintaining order. Every citizen is both participant and monitor, ensuring the state's rigid structure reproduces itself endlessly, with minimal intervention from the central authority.

Indoctrination Complex (-400CP):
Massive indoctrination and rehabilitation facilities rise across your domain, designed to break dissent and reshape thought. Citizens, enemies, or suspected troublemakers are sent under the guise of "re-education." Within, routines of labor, study, and ritualized reflection are interwoven with psychological conditioning and constant observation. Every lesson, assignment, and punishment reinforces loyalty, compliance, and reverence for your authority.

The complex functions as a self-perpetuating system of control. Inmates monitor, report, and correct one another under structured programs, turning peer pressure into a tool of ideological enforcement. Propaganda and repetition fuse with labor and regimented life, ensuring lessons learned inside extend naturally into society outside. Citizens begin to police themselves and others, internalizing obedience as morality. Attempts at rebellion are neutralized before they grow, as the system not only punishes defiance but reshapes the minds of those who would oppose it, converting former enemies into loyal instruments of your regime.

Grind of Industry (-600CP):
Your dominion transforms entire regions into regimented production zones. Mines, factories, workshops, and labor compounds are synchronized into unrelenting schedules where every task, break, and movement is timed and controlled. Citizens live under strict routines: work, sleep, meals, and personal upkeep are dictated to maintain maximum efficiency. Any failure, slack, delay, or complaint, is met with swift correction, reassignment to harsher labor, or public humiliation.

Drawbacks:

Supplement Mode (Free):
You can take this jump as a supplement to another jump, maybe use it as a supplement for a modern earth jump and become El Presidente in a Caribbean island :)

The CP from here and the jump you are supplementing remains separate.

Extended Stay (+100CP):

Why should you rule for only ten years if you can rule longer? This drawback extends your rule by ten years. You can take this drawback as many times as you want, but you are only rewarded the first 10 times.

Faceless Masses (+100 CP):

Everyone whom you don't know (either personally or via introduction) just looks like an average person with zero recognizable features (except clothing and hair color) to you. It makes it more difficult to recognize people and empathize with them, but do you really need to as a dictator?

Isolation of Power (+200CP):

You cannot trust even those closest to you. Advisors, generals, and bureaucrats may have hidden agendas. Everyone will be looking to complete their own agendas, so delegation becomes a risky act.

That Resistance Pocket (+300 CP):

You finally control your Empire. Well, not entirely. One small region of indomitable inhabitants still holds out against your rule. They don't actually attack you (outside of fending off whatever forces you send - of course dictators don't go themselves) but unless you have more important problems, you will obsess over the fact that they will persist no matter what you do, and you will feel compelled to conquer them.

Oldest Dictator Ever (+400 CP):

Ignore the above Age choice. You now start taking over with the ripe age of 80 years in accordance with that title. After that, you will keep aging at the usual rate for average people. To make it 'fair' you won't actually die of old age (despite the associated problems coming with said age). Any other causes of death (such as illnesses or people taking advantage of your age or accidents) are fair game.

Cracks in the Edifice (+500CP):

Your empire rests on unstable foundations. Bureaucracies are riddled with inefficiency, factions distrust one another, and local leaders cling to fragile power. Even small mistakes or overlooked issues ripple outward, triggering unrest, shortages, or political crises.

You cannot simply govern from afar, constant oversight and intervention are required to keep the machine running. Left unchecked, the smallest crack may grow into collapse, and no reform or purge ever truly fixes the instability.

International Eyes (+600CP):

Your regime is never allowed to exist in isolation. The outside world stares unblinking at your every move, foreign powers dissect your policies, rivals spread propaganda, and distant observers whisper of intervention. Whether your rule is harsh or generous, it becomes fuel for outside agendas. Aid may be twisted into dependency, cruelty into complete tyranny, and even neutrality into suspicion.

No action escapes interpretation, no silence goes unnoticed. Trade, diplomacy, and reputation become precarious tools that can be turned against you at the slightest misstep.

Assassination Threat (+700CP):

Your life is a permanent target. Rivals, rebels, foreign agents, and even disloyal underlings endlessly scheme to end you. Poisoned meals, staged “accidents,” infiltrated guards, hidden explosives, death lurks in every corner. No wall, army, or fortress can make you truly secure.

Every parade, council meeting, or private retreat carries the shadow of danger. Assassinations are not rare events but a constant background hum of your existence.

If you bought “Shielded Throne”, you only get this perk after this jump.

Moral Corrosion (+800CP):

Power seeps into your soul like poison. The longer you rule, the more your sense of morality twists until cruelty, exploitation, and betrayal feel natural, sometimes even justified. At first, it may be small compromises, but over time, mercy becomes weakness and trust becomes folly.

Those around you can sense the change. Loyal allies grow uneasy, fearing the person you are becoming. Advisors whisper of your instability, while subjects watch with doubt as your image fractures. The stronger your rule, the weaker the bonds of trust and faith that sustain it.

The Eternal Revolt (+900CP):

No matter how absolute your control, rebellion never dies. A core of resistance always survives, splintered factions, hidden networks, or phantom leaders who refuse to be erased. They adapt to every crackdown, regrow after every purge, and spread like weeds through cracks in your empire.

Crushing them once only ensures they return stronger, cleverer, and more desperate. Your armies are never idle, your intelligence never at rest. Victories are temporary and defeats are costly.

Ghosts of the Past (+1000CP):

Every choice you’ve ever made comes back to haunt you. Betrayals, harsh policies, or overlooked crises manifest in ways you cannot control, riots flare, alliances fracture, and old enemies resurface with new cunning. Even your most absolute decrees can spiral into chaos, turning yesterday’s victories into today’s disasters.

Scenarios:

World Domination:

(Requires The Eternal Revolt)

It's what it says on the tin, you will have to have the whole world under your control by the end of the jump… That's it…just look at the rewards…you may also have to deal with a team of heroes trying to stop you along the way… Oh, you read that? Well yeah you will have to dominate the whole world by the end of the jump while having a team of revolutionaries trying to stop you, you will never truly be able to truly crush them, and they will have the power of friendship and all that bullshit on their side, so good luck surviving!

Reward:

You can take the world with you in your warehouse, and for accomplishing such a feat and demonstrating your skill as a ruler you get:

Supreme Leader

You are the ultimate leader, capable of mastering every aspect of governance, warfare, and societal management. Your mind integrates diplomacy, economics, logistics, and battlefield tactics seamlessly, allowing you to make decisions that optimize both immediate results and long-term stability.

Subordinates, allies, and citizens instinctively follow your directives, not just out of loyalty, but because your decisions are demonstrably effective. You can organize armies, economies, research programs, and bureaucracies simultaneously, ensuring every branch of your domain functions at peak efficiency. Even complex multi-front wars, crises, or political upheavals are handled as if by instinct, and your advisors and generals naturally defer to your judgment without hesitation.

Utopia:

(Requires Ghosts of the Past)

._. Seriously? Please tell me you are joking? Uhh, fine~ You need to not only make your nation good to live in but…uhh…a *Utopia* (I'm nearly vomiting right now) You disgust me, just know I will sabotage you every step of the way! Also to be considered a *Utopia* every citizen must have the first two layers of Maslow's hierarchy of needs fulfilled

Layer 1:

Physiological Needs

(Air, Water, Food, Shelter, Sleep, Clothes…)

Layer 2:

Safety needs

(Security, Resources, Health, property…)

Reward:
How!? I may not like it, but you have earned it, here:

Architect of Paradise

You can design and maintain a society in which every citizen has their needs met to the fullest extent imaginable. From the most basic physiological requirements, food, water, shelter, and health, to safety, social belonging, esteem, and self-actualization, every layer of Maslow's hierarchy is completely satisfied.

Under your rule, no one experiences want, fear, or insecurity. Communities are structured to foster meaningful relationships, cooperation, and social cohesion. Education, creativity, and personal growth are universally accessible, allowing every individual to reach their full potential. Opportunities for recognition, achievement, and self-expression are abundant, and citizens genuinely feel respected, valued, and empowered.

Even in times of stress or crisis, the systems you have implemented stabilize society seamlessly, ensuring that physical, emotional, and intellectual needs remain fulfilled. Happiness and fulfillment are not fleeting or superficial, they are a constant, natural state, embedded in the social, economic, and cultural fabric of the nation.

Every citizen thrives simultaneously, productive, joyful, and purposeful, forming a society where contentment, aspiration, and harmony are universal. The nation under your guidance becomes a living manifestation of human potential realized, a society in which life is lived at the highest possible level of satisfaction and meaning.

Ending:

Well, you had a good run. Now you have a little choice to make: How will you spend your life now? Will you return to the safety of your home, will you stay and enjoy the fruits of your labour, or will you move on and gain even more than you already have?

Early Retirement:
OK, so the stress was apparently a bit too much for you. So go on, return home.
Regardless, you get to keep whatever Items and Perks you have picked up on the way until now.

The Reign of Jumper:
Well it was obvious that power corrupts and in your case the absolute power seems to have corrupted you absolutely. Enjoy the power you have and the resources that you can exploit. You even get an additional +500CP in addition to whatever you got until now to help you out in subjugating the masses even better. Without Drawbacks to hold you back, they have even less hope!

Conquest Awaits:
Of course, one measly world isn't nearly enough for you. Well, I wish you the best of luck in subjugating and exploiting even more people and civilizations out there.