# Story of a Ruler
# Fires Of War

Jump by Pionoplayer
v1.1

*You wake up. For once not in the sky, though you suppose that your civilization has grown enough that it might be hard to get a good grasp of it from above. Instead you find yourself standing in a dark void, on top of what looks like a map. A map of the world, with your people's territories filled with bright colors and labels listing the settlements and subregions.*

*Your people have not grown quite so much this time, relative to their size when you left anyways. But you notice another empire on the grand map you stand upon, marked dark and dotted with picts of fire and skulls that get more vivid in color the closer to the border they are. Expansion and conquest. And whoever it is, they have almost reached your realm.*

Welcome back. Time has passed as it always does, and you have been called forth to bring your people through their latest challenge. A darkness stirs in the distant winds, and it blows at the back of a powerful new force that threatens the balance of your people's world.

Your people's right to persist into the future, to live and prosper and grow, will soon be challenged. Take your **1000 CP** and spend it wisely, the drumbeat of conflict rests for no man.

**Important Notice**: This is the fifth jump in a series! If you have not completed the main scenario of the first four jumps in the series, or if you left your people in such disarray at the end of King And Country that your people died out after the jump ended, you ***cannot*** take this jump.

## Personal Specifics:

*Species:* As in the previous jumps, you may choose to enter as you were before, in 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 previously.

*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 previous 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 their chosen ruler and quickly reestablish you as their leader.

*(Free) Timeless Emperor*: The amount of time you will spend in these jumps remains potentially quite lengthy, so this perk is still offered in case you (or your companions) did not take it previously. 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 always, the purchases in these sections apply to the world of SoaR. Improvements to your people are added to the altform, but otherwise purchases relate to the setting and difficulty of the scenario and are not fiat backed.

### Species Creator:

As ages come and go, your people learn and grow. Once more there are new options to spend on and learn about your people, and as always all purchases in this section will be applied to the provided altform to reflect the developments your people have made during your absence.

Your baseline expectation of development before jumper empowered tampering now lies with the age of industrialization, though various factors are available that may further influence that and your people will almost certainly look very different from equivalent civilizations in Earth's history.

#### Industrial Capacity: Choose one.

There is artisanry and craftworks, and there is *industry*. As the ages of kingdoms give way to the ages of empires the ability to mass produce reliably functional but cheap equipment is often far more important than the ability to create individual pieces of great power. Your people's prior abilities with Craftsmanship will still be relevant here of course, but even masters of the craft may not be able to scale that to a truly industrial economic base. Certain inclinations naturally encourage this though, so **you may take any option in the slider for free except the 600 CP option (which is discounted) if you took the Empire Builders feature in SoaR 4: King And Country.**

*(0 CP) Industrial Growth*: Industrialization is a tricky thing. While ramping up a civilization's capacity to create and consume is essential to competing with others at the grand scale, there are many compromises that must be made to acquire the boons of mass manufacture. Like most others, your people have tapped into some manner of methods to enable mass industry, but doing so has much greater initial investment costs and will near universally require a lower standard of artifice for mass produced items than could be achieved through less vigorously upscaled craftwork.

*(100 CP) Economies of Scale*: One of the advantages of mass manufacture is specialization. When you need to make so much of the same thing at once, you have extra opportunity to optimize making those specific things. Your people have developed a mastery for this, and are readily able to apply the advantages of economy of scale to just about everything they mass produce, allowing for consistent and continuous cost reductions of all kinds in the various things manufactured at scale compared to equivalent quality items when produced more traditionally.

*(300 CP) Industrial Titans*: Economies of scale are a great boon, but in order to get there you have to put in all the upfront effort to get an industrial base up and running. With this level however, that becomes much, much easier. However it is that your people do it, setting up a fully industrialized manufacturing setup is scarcely more expensive than equivalent traditional workshops. Most likely even cheaper once setup scale becomes great enough to itself begin benefiting from the efficiencies of industrial scale work.

*(600 CP) Endless Artifice*: The greatest flaw of mass production is that when you need raw volume there's very rarely a good way to ensure that quality stays high in the face of the needed quantity. Your people have somehow managed to break past this, enabling upscaling of your manufacturing base without loss of relative quality in the process. Now not only can you create lots of material, your people can produce vast amounts of their best stuff, though obviously there will still be a gradient as there was before between the masterwork and normally expected results. You simply suffer no dropoff for expanding from the traditional methods to mass production.

*(+300 CP) Undeveloped*: It seems that your people are at a disadvantage as far as mass manufacture upscaling goes. For one reason or another shifting from traditional manufacturing methods to a properly industrialized system just is not viable for your people whatsoever, so the only way to improve their output capacity will be to improve and upscale non industrial styled methods. You better make what you have count.

### Cultural Resilience: Choose one.

Morale is a crucial but often ephemeral thing, even outside of war. If your people panic and decide that all is lost it can be even more devastating off the battlefield than on it. While battlefield cohesion has been determined in the previous jump, how resilient to hardship and disruption are your people as a culture and society? Some people show their implacable spirit early, so **you may take any option in this slider for free if you purchased Who We Are in SoaR 4: King and Country.**

*(0 CP) Fickle Crowd*: For most civilizations, morale is determined simply by how well things are going, or at least how well people can be convinced things are going. "No society is more than 3 meals away from anarchy" is a saying for a reason after all. Your people are mostly like others, influenced and turned in their outlook by the way things are in the here and now. While this does mean that sprees of catastrophes can fray your civilization's cohesion, building it back up will only be a few successful recovery projects away.

*(100 CP) Stoicism*: Hardship gnaws at people, when times are lean and your country does not provide, it is easy to sink to grumbling and apathy. Your people's morale isn't quite so easily dismantled, an understanding that things are what they are and it is better to continue forwards largely innoculates them against creeping despair and collective apathy. Of course more drastic crashes or extensive unrest could still unravel the social contract, but at least lean times will not guarantee lean loyalties with your people.

*(300 CP) Tenacity*: There are, however, some peoples who will stand up for those around them even in the darkest of times. Countries who always have volunteers for critical suicide missions, whose people always band together when disaster strikes, whose histories are full of the tales of those who made overwhelming opposition pay in blood for every crime against their homeland. Your people are one of these, with morale that is only shaken by true cataclysm and scattering. Who hold tight to their kin and country even when isolated or conquered. Not only will you never lack for willing workers even for dangerous and unpleasant tasks, but any foreign forces who attempt to invade your realms are just about guaranteed to find themselves hindered by partisan activity at every turn.

*(600 CP) Unbreakable Will*: But sometimes there are people who, when those they stand for and with are threatened, can and will stare the void in the eye until it blinks first. Even when madness and apocalypse descend upon them, your people won't break and run. Even were your empire to be shattered to millions of pieces, if your people survived they would go on to reforge it anew from the remnants. Conquered areas quietly arrange themselves to easily return to the greater whole, scattered individuals retain loyalty to the greater civilization... All but the rarest pariahs will remember who they are, and will fight to preserve that community and heritage until the very last scrap of soulstuff is flayed away.

*(+300 CP) Broken Spirit*: Some peoples barely feel like a living society of their own, people like yours. Your people's social cohesion is much lower; this isn't necessarily hostility to one another (that was determined back in the first jump), but the identity that ties them is much weaker than most others, and beyond that your people are much more vulnerable to collective panic and despondency, making it much easier to "knock the fight out of them" as it were.

### Logistical Prowess: Choose one.

There is a saying, "strategy wins battles, logistics wins wars", and while this is not an entirely accurate division, there is still wisdom to it. As your empire grows, making sure that resources and supplies get to where they're needed *when* they're needed is critical for industry, warfare, and far far more besides. How good are your people at ensuring everything and everyone has what they need when they need it? These skills might have been practiced well before their greater challenges came to the fore, as such **you may take any option in the slider (except the 600 point one) if you've previously taken either Caravaneers in SoaR 3: Settled, or Empire Builders in SoaR 4: King and Country. The 600 point option will be discounted if you've taken one of those two, or free if you've taken both.**

*(0 CP) Lines of Supply*: Factories need raw material to make things and parts to keep the machines running. Armies need food to keep the soldiers fed and equipment to keep them effective. Cities need all that and more. Your people are not immune to this great and overwhelming necessity, keeping your civilization's logistics in order will be a great task... But no greater than it is for most others.

*(100 CP) Prioritized Delivery*: An unfortunate reality of complex logistical systems is that a degree of innate wastefulness is almost unavoidable. It is remarkably difficult to really be sure of how much of a given thing will be needed before it's needed, so often a little bit too much is sent to some places while not quite enough is sent to others. Your people have, in some way or another, a way to mitigate this. They will still be faced with the limits of the information they can have and relay, but with what they have to work with they possess great alacrity for smoothing out the logistical wrinkles most civilizations simply have to live with.

*(300 CP) Make It Work*: Even a perfect logistical machine will (barring the existence of perfect omniscience) have points of inadequacy. Sometimes things go much better than expected and there are supplies left over. Sometimes something goes catastrophically wrong and what's available isn't enough. Your people have learned or developed ways of getting around that through strategic repurposing, reassignment, and/or reusage. Surplus will find ways to shore up other weaknesses or unexpected expenditures, while shortages always seem to be stretched out with other resources and opportunities until supplies can arrive to alleviate the problem. Don't take this as absolute, even logistical genius and compromise can only keep an army fighting without ammunition for so long, but it will greatly reduce the logistical load of everything that normally eats into it and allow individual nodes to support each other better.

*(600 CP) Bottomless Stores*: This level goes beyond just being good at logistics. Through some method your people have mostly removed or mitigated the need for routine supply logistics. Workshops probably still need materials to actually make things with, but getting food and repair supplies to where they're needed is somehow a "solved problem" and likely one that's much much cheaper than it was before your people developed their solution. Whatever the method is, only destructive enemy action or outright absence of resources will cause logistical problems for your people moving forward.

*(+300 CP) Package Delays*: Logistics is in many ways the lifeblood of any advanced civilization. To make a crude analogy, your people have anemia. Logistical errors and failures are a constant factor of life, things always seem to be arriving later than they should or-less frequently but still frequently enough to be a problem-not arriving at all. A great deal of effort will have to be sunk into making up for your people's logistical shortcomings... Or you could just eat the damage and misfortune of important supplies not making it places on time, I suppose it's your choice.

## 100 CP Features

*Nice Posters*: Propaganda, an important weapon in just about any state's arsenal. The government of any civilization has a nearly unrivaled reach when it comes to bringing information to their people's attention, and when done right can be used to steadily shift opinion of the general populace, or simply to inform them on important subjects. Your people have a knack for getting those tailored messages across, whether that's getting the message to fade as background noise that informs subconscious ideas without people noticing or knowing how to make sure the more overt messages are believable and taken seriously. Either way, it is a useful thing to have mastered whether used benignly or dishonestly. Perhaps your people have a longer history and cultural presence of such things, so **you may take this feature for free if you purchased Living Legends in Story of a Ruler 3: Settled**.

*(requires Nice Posters) You Are Not Immune*: One of the critical pieces to a successful propaganda or informational campaign is volume: enough instances and sources must make it out to reach the target audience and beyond that ensure they internalize it. Your people have an institutional understanding of how to make that volume happen. How to get the desired messages out, how to reach as far as possible and on top of that how to do so without incurring backlash from those who would simply get tired of having it shoved in their faces over and over. Make use of this and people will be talking about your ideas whenever you want.

*(requires Nice Posters) Controlled Narrative*: The peak of information control is actual control, being able to not just inform and project ideas but counteract opposing ideas and ensure that the ideas you've disseminated continue in strength without needing further backing. This skill too, is known. Your people know how to project information in such a way that it holds power as an idea after the original messaging campaign ends, and how to create and distribute propaganda in such a way that attempts at counter-campaigns often flounder and fail in the face of the ideas already being spread by your people when all else is equal.

*Census Keepers*: Civic engagement is a peculiar thing. A government can accomplish much more with buy-in from the regular people, but even if the general populace trusts and believes the government's intentions it can be difficult to ensure actual *engagement*. Your people are engaged. In a fairly passive and routine way, but however they feel about the current governing figures, you can rely on your people regularly doing such things as filling census forms and paying taxes as they are supposed to unless they have strong personal incentive not to. This may not seem like much, and indeed it requires the relevant systems to already be functional in the first place, but every little bit smooths the gears a little bit better, keeps the empire running just a little more efficiently.

*(requires Census Keepers) Just Vote*: Beyond just their civic responsibilities it can be useful and important for people to engage in their civil privileges and rights. Protests, writing to leaders, raising awareness on issues where they live, or voting and even running for public office where applicable. Your people will stay informed and engaged, acting as a consistent upwards pressure on the leadership to carry out their duties to the best of their abilities.

*(requires Census Keepers) Volunteer Core*: Some people go above and beyond for their country and community. While it's possible your people are already fairly community minded, this feature ensures that larger community projects and organizings will have donors and volunteers. Charities or work initiatives by your government will just about always find the help needed unless it's really asking for too much. The community that keeps its people safe will find that its people keep it prosperous.

*I Like Trains*: It is an age of movement. As empires and industry both grow lots of people and things need to get to other places in very large quantities and often much faster than a horse carriage or river barge can get them there. With this feature your people are experts of mass transit technology and features, whether that be incredibly efficient railroad systems or great magi-mechanical cargo machines, your people know how to move large amounts of stuff long distances with far less hassle than most of their peer civilizations.

*(requires I Like Trains) Life's Highway*: There's more to transport than just the big stuff though, as cities and systems grow the sheer volume between places within a single spot can become overwhelming as well. Your people are fortunately masters of organizing effective transport systems even at high complexity and greater loads. Public transportation will be effective and efficient, providing greater distributive control and protecting cities from slowdowns and stalling

*(requires Life's Highway) Go Anywhere*: Mundane public transport only gets you so far though. Your people have stepped a bit beyond normal transportational methods to something that allows quick and convenient travel across shorter distances without clogging or congestion even at higher magnitudes. This likely won't be quite on the level of teleportation infrastructure, but it will still make navigating your people's settlements a breeze compared to even the most layout minded of other races for almost any purpose be it personal, delivery, distribution, or beyond.

*All Terrain*: Even empires that have risen to the highest heights are still limited and constrained by the conditions of the natural world. Harsh land that won't grow crops is much harder to settle than fertile river deltas after all. Your people have a particular penchant for not just settling in more hostile locations but thriving in spite of the difficulties provided. There will still be challenges of course, but your people know how to build and live well even when nature isn't on their side.

*(requires All Terrain) Leave No Trace*: Of course, a bit of humility and peace with nature can serve one well. Beyond just thriving in spite of the environment, your people know how to thrive alongside it. Even as they industrialize the civilization you lead will still keep natural spaces, still keep their pollution under control, still manage to avoid overly disrupting the natural world. This is a path that many races are unable to follow as they progress, and fewer choose to, so enjoy the unspoiled natural bounty your people will preserve.

*(requires All Terrain) Landscaping*: There's more to mastery over the land than just surviving it. Your people will likely already learn to shape the places they live, but this feature will make them masters of it. How to carve out hills to make space for projects without disrupting local water

flows, or to shore up transportation lines to not be at risk when the ground shifts or storms turn rivers to raging rapids. Reshaping one's environment without care for the details can cause significant trouble when it shifts to return to a state of rest, but your people will be several steps ahead of that curve.

### 200 CP Features

*An Understanding*: An interesting thing about your people is that they seem to have an intuition for how others work. Across great divides of both culture and species, your people naturally acquire a particular understanding of others. This can be used for warfare or diplomacy either way, but in particular it gives your people a useful position of being able to naturally act as intermediaries for other groups or at least take the benefit of the doubt when choosing not to take sides. When everyone feels that you're more like them than most, they're much more likely to accept your neutrality... Until given reason to believe otherwise of course. Some peoples are inclined to this understanding from their earliest days, so **you may take this feature for free if you purchased Not So Different in SoaR 2: The Trek**.

*(requires An Understanding) Chocolate Or Gold*: Some people get away with anything it seems. As long as your people don't officially or overtly take a side in a conflict, other factions are far too willing to accept your people's claims of neutrality. Sell weapons to both sides? It's just business. Give critical war information to one side over the other? No big deal. Evacuate and shelter the leaders of a broken regime then quietly provide the financial backing they need to retake their land? Might get you a few side eyes but not enough to confront you about it. They'll still accept you and your own as mediators, intermediaries, and/or reliable third parties. There *are* limits to this though, and no matter how hard you cry neutral ground if someone has shown up with the intent of dragging you into a conflict you won't be able to stay "neutral" to your own cities being bombed.

*A Good Ship And Crew*: It is critical for a large war engine or ship to have a good crew, but no matter how good the crew becomes, the ship cannot grow better with them barring material upgrades. Normally, anyways. Something about your people makes the nature of the crew manning a vessel (whether for war or not) sink into the construct over time. A skilled and quick crew will see their vehicle become gradually more nimble to match them, while a hard and determined crew will see the vessel itself become hardier and better at surviving damage. Large inanimate constructs don't "learn" nearly as quickly as people do, but if upgrades and repairs are given to keep old machines ready and effective, the oldest and most storied vehicles will become far greater than they could ever have been when they were first built.

*(requires A Good Ship And Crew) Living Vessel*: There are legends, sometimes, of machines that seem to have a mind of their own. Guns that fire to defend against threats after the gunnery officers have been slain, of defense systems that struggle on long past when they should have lost power to protect those aboard from invaders. The vessels of your people seem to take on this faint sense of life and purpose like those told in such legends. Not simply growing to favor their crews' style of handling but actually learning and possessing a mildly greater degree of

motive force than should be expected to carry out their purpose. Legends go far beyond just the people, **you may take this feature and its prerequisite for free if you purchased Living Legends in SoaR 3: Settled**

*Say Ah*: Healthcare is difficult. Preserving the life and well being of people is something that even advanced civilizations can struggle with. Fortunately your people are very, very good at it. Right now it may look like modern (or greater) understanding of medical science with a top of the line medical system, but as your people grow and progress so will their capabilities. Your people will be healthier, happier, live longer on average, and be much more likely to survive serious injury and illness than most other equivalent groups.

*(requires Say Ah) Panacea*: Going beyond good doctors, your people are master healers to what might seem like an impossible extent to others. Bringing back the well and truly dead is beyond them, as is permanently halting the progression of old age, but beyond those limitations your people will find nearly nothing impossible. Ruined physical forms can be healed with time and care. So can shattered minds. Even the most virulent illnesses can be identified and treated. Expect much longer lifespans than your people used to live, and greatly reduced loss to accidents and misfortune. Your people care for their own.

### 300 CP Features

*Wall Of Steel*: As time marches onwards, it will be found that infantry alone are not nearly enough to effectively pursue military campaigns. Force multipliers will be developed, and war machines will be built. Artillery, armor, aircraft, and more in endless variety across the factions your people will face, but your people are true masters of this. Whether it be tanks, planes, mortars, or more, your people are especially adept at their construction both in quantity and quality, allowing their mechanized forces (or equivalents) to be even more effective and efficient than they would otherwise be. This is a very natural progression of warfare and **you may take this feature for free if you took Martial in SoaR 2: The Trek**.

*Soldiers Of Fortune*: Luck is almost a tangible force on the battlefield, and to some degree off of it. Well timed inclement weather can make or break a siege, serendipitous events can scramble leadership during pivotal battles, an unusually strong harvest can bolster supplies both on the battlefield and at home. But fortune favors the bold, and certain temperaments take better advantage of good luck than others. Your people don't gain any particular extra luck from this feature, but they gain the moxy, intuition, and observational skills to take every advantage for all its worth-without overextending themselves to snatch defeat from the jaws of victory. You'll see the greatest benefits from this in the chaos of war, but even civilian leaders and workers have good fortune in their time to take advantage of. Maybe your people have had good reason to develop this, **you may take this feature for free if you purchased Providence in SoaR 2: The Trek**.

*Plan B*: Efficient systems are all well and good but many peoples can be prone to forgetting the difference between efficiency and expediency. A fast and effective system with no backup plans

is a disaster waiting to happen, but your people have little fear of that, with a great skill for making large scale systems much more resilient to interference, damage, and misfortune, not to mention leaving plans and resources in place for backups when greater systemic resilience fails to avert disaster. Whether it's logistics, chain of command, communications or more, your people might be caught unaware but they won't be caught unprepared. This is an easier problem to solve with certain advantages, so **you may take this feature for free if you purchased Synchronicity in SoaR 3: Settled**.

### 400 CP Features

*Junkpunk Wizardry*: Battlefield scavenging is looked down upon in most societies. Scrounged gear is usually already quite beaten up and unreliable if it's even still usable, and cludging new gear and vehicles together from wreckage is dangerously optimistic behavior at best. These rules don't seem to properly apply to your people, who have a nearly magical aptitude for taking salvaged, stolen, or even just spare gear and turning it into something useful on the spot even while under fire. This can restore mission-killed vehicles to use, supply ammunition for exhausted weapons, or open up entirely new weapons when enemy hardware is repurposed. And with some ingenuity and willingness to scrap already present gear, this can be used to retool and refit already deployed forces to some degree. This skill has some uses off the battlefield as well, but in such cases regular recycling and manufacture will usually be a more cost and quality effective option.

*Imperial March*: It is an age of growing empires, and your civilization is set to become a great one should it survive the impending threat. Your people are stepping into those hefty shoes they are meant to fill, and those boots are ready to come down on threats to the empire within and without. Your people have a particular knack for quashing partisan resistances in occupied areas, their methods demoralizing resisting groups such that active sabotage and counter efforts by the occupied population quickly drops off. Though reactivation of these groups by outside provocation or losing and retaking the area will usually require this "persuasion" to be reapplied. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

*Dreadnoughts*: War is changing. Infantry no longer dominate the battlespace's firepower as they did in ages past, slowly yielding centerstage to armored forces and war machines. Your people have already begun extrapolating this upwards farther than other factions, constructing mighty war titans much greater than most of your peers. A single titanic armored war zeppelin is not necessarily cost effective in comparison to the equally well armed large fleet of more reasonably sized airships escorting it, but you can't deny that such war engines leave an impression on opposing forces. *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

*Spark Of Inspiration*: It is an age of unprecedented advancement and discovery for your people, and something about it has woken something in select members of your populace. In other worlds they might be called something along the lines of "mad scientist" or "mad wizard", but it would be more accurate to call them "unorthodox geniuses". Periodic and unexpected glimpses into the underlying mechanisms of reality can certainly *entail* insanity but it's certainly not a requirement. Given proper support and oversight these individuals can launch your people's advancements ahead by leaps and bounds. Admittedly in a largely unpredictable manner, but even if you don't get to choose the exact paths of advancement you will reap great dividends if you take advantage of this unusual boon.

*Live Experimentation*: While you were gone it seems that a subset of your people's researchers have delved into "biological experimentation". Nothing beyond what is at least begrudgingly acceptable among your people of course, but their work has borne fruit in the form of greater understanding of how their own bodies function and how they can be... *Supplemented* shall we say. This is only the realm of crude biografts or early mechanical prosthetics (though with certain medically oriented features above that might be quite useful in its own right or even further developed) but the fascination is certain to bear more fruit as research continues. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

*We All Lift*: All functioning civilizations have their own work ethos, and something at least resembling a community. Your people have achieved something most cultures only dream of; seamlessly blending the two. Work is managed in a way that it is often considered a social activity in its own right, and your people tend to get just that little extra amount done with a bit less complaining under all circumstances. A job well done is a uniting force and your people take pride in their contributions regardless of the profession. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

## Flaws

*(+100 CP, can't be taken with Census Keepers) Civil Apathy*: Your people are unusually apathetic to civil matters outside of conditions where it happens to be their job. This won't necessarily decrease community strength on its own, but getting people to do things like file reports and surveys or vote in elections is much more difficult than you would otherwise expect of them.

*(+100 CP) Rumormill*: Word spreads quite quickly among your people. Too quickly, in fact. Rumors and ideas quickly radiate out among your population and while this CAN make spreading news a bit easier it primarily means that misinformation, misunderstandings, and mass panic spread at truly prodigious rates when not counteracted. Keep an eye on what your people are saying, blink and you'll miss your chance to nip it in the bud.

*(+100 CP, can't be taken with Bottomless Stores) Gas-Guzzling Monsters*: War machines need fuel, artillery pieces need ammo, *everything* needs parts. Your people's war constructs need a

lot more than other factions' do, significant enough to alter budgeting plans and noticeably increase the logistical burden of anything larger than a horse. A frustrating problem to have be so widespread, but fortunately one that can be planned around and compensated for.

*(+200 CP, can't be taken with Leave No Trace) Smokescreen*: In this age of industrial expansion and development almost all peoples are leaving their mark on the wider world in ways they never could before. This is unfortunately often as an undesirable side effect of other activities rather than deliberate work. Your people's larger scale activities produce large amounts of hazardous byproducts like choking smoke or toxic sludge, and it's often very difficult to dispose of in a safe manner. Your people will need to be extra diligent and expend a great deal of extra time and effort on managing these after effects or else they will poison the very ground they walk on and air they breathe.

*(+200 CP) Logistical Nightmare*: Your people's civilization has something of a supply chain issue. Not that resources are harder to source, but there just seems to be so much *more* to move around and allocate. As your empire expands and develops resource costs, logistical demands, and administrative overhead for managing the first two balloon faster than they do for other factions, meaning the organizing and reorganizing for repeated expansions will be an even greater headache than usual.

*(+200 CP, can't be taken with Wall Of Steel) Rustbuckets*: A new era of war. Of tanks and cannons, of magical engines and psionic amplification weaponry. Your people's constructions are... "scrappier" than others'. They aren't unusable or bad, necessarily, but something about your people's techniques and proclivities is poorly suited to war machine construction, making them noticeably less powerful and reliable than your people's usual standards of quality would suggest. If your people are otherwise mass producing magnificently high grade war material their war engines might still be quite sturdy and strong. If your people are already known for shoddy craftsmanship and ramshackle construction though you might not want to place yourself inside any of your people's tank equivalents.

*(+300 CP, can't be taken with Life's Highway) Constant Congestion*: However good they may be at other such tasks, your people have an unfortunate weakness when it comes to organizing transport systems. Roads have neverending traffic jams, trains never run on time, even footpaths seem to suffer from constant snarls and any attempt to improve things has even odds of just making things worse... After all the time and effort was sunk into the project no less, making undoing it to try something else costly in its own right. I hope your people know how to deal with constant delays, and that you can adjust to it too.

*(+300 CP, can't be taken with Say Ahhh) Regular Copays*: Your people's healthcare... Is not quite that. Whether it's a failure on the health side or the care side, your people's practice, understanding, and application of medical science is *markedly* below par for a civilization of their development level. Of course, your people have survived this long. I'm sure they'll continue to survive without it... But you'll certainly feel the effects on your people's quality of life and life expectancy with this failing compared to not having it.

*(+300 CP) Escaped Experiments*: I'm sure it's a trope you're familiar with, where scientists tinkering with experimental engineering or delving into secrets of the universe delve a little too deeply with a little too few precautions taken suffer a disaster and suddenly the local town is being overrun with evil robots/horribly mutated monsters/roaming space time anomalies. This actually happens to your people. With worrying frequency if I'm honest. Large scientific research projects just always seem to come with the danger of catastrophic containment failure and collateral damage. With enough work you can make sure that actual casualties are minimal, but you can bet that it will always be expensive and inconvenient no matter how much mitigation you put in place.

*(+400 CP, can't be taken with Plan B) Corner Cutting Costs*: There is a difference between efficiency and expedience. A difference that your people just can't seem to grasp. Various large systems are squeezed and streamlined for every bit of cost reduction and speed increase that your people can reasonably find for them. After all, it makes so much sense, and you can save so much time and money! Until something, inevitably, goes wrong. And there's almost no backups and shipments have stopped and suddenly everyone has to scramble to reassemble something that shouldn't have been jeopardized in the first place. You will spend *a lot* of time figuring out how to account for and rectify these failures, and you can only spend so much time micromanaging others to keep these mistakes from being repeated ad-nauseum.

*(+400 CP) Orphan Grinding Machine*: Your people's civilization is becoming very "human resources" intensive. This is not necessarily inherently lethal, but the ways your people are developing and expanding seems to be unavoidably hazardous and often quite draining on workers. Extra care has to be taken if permanent casualties are undesired, and employee turnover/"downtime" will be much higher than it normally should be no matter what you do. Sometimes that is the price of progress, but is it a price worth paying?

*(+400 CP) Colonial Mindset*: Bigotry is a plague not just on the cohesion and moral fiber of a civilization, but on its mind as well. Your people have deeply ingrained issues with assuming that they know better than others that fall outside your civilization's respected groups. The native savages couldn't *possibly* understand what's riled up the local land since we moved in, even though they've lived here for hundreds of years, because they're savages after all. Expect your people to have a phenomenally hard time integrating the knowledge bases of areas they expand into, and to struggle with understanding and explaining events that don't adhere to the worldviews they already hold and acknowledge.

***(+600 CP, check the bottommost note if you have taken any previous red drawbacks) Destructive***: The natural world has stood for countless ages, and while the more artificial environs your people encounter and pass through are less storied they possess value all their own. Your people crush it all as they go. Your people simply have no care for the environment around them whatsoever, and as a result their works and expansion have a devastating effect on what was there before. Old monuments and historical structures are demolished for new streets and factories without thought, forests are torn down and grasslands burned to make

space for mines and cities. The world burns and crumbles where your people walk. This thing is evil, you will regret taking it.

## The Impending Threat

While this will be more properly elaborated on in the scenario section further below, your people are soon to be beset by an empire even larger than their own. The conditions of this impending conflict will determine the events of your stay, so choose wisely.

### The Threat

Most obviously pertinent is of course the empire that is encroaching on your people's territory. You must pick at least one of the following, but may choose up to four different ones each representing a separate threat.

*(+200 CP) They Come From Above*: A force not of your world has laid claim to it. One from the whirling stars and worlds in the skies over your people's heads. They are not nearly as numerous as other options here, but they don't need to be as their abilities are much more advanced than anything normally developed on your world so far. This enemy option is unique in that it has something specific they want out of their conquest, not just territory and power, and if you can make trying to pursue their objective not worth it where your people are concerned you may be able to force them to back off without actually "beating" them. Their distance and therefore lesser investment in the campaign may be your only saving grace against a force so much more advanced than your own.

*(+200 CP) Ethereal Horrors*: The force encroaching on your people's realm is not truly an empire, not in the way most people think of it. Some dark force has breached the veil between your world and one in adjacent dimensions full of monsters and cruel powers. Perhaps it is demons, or nightmarish horrors, whatever the case is, they are extremely dangerous and supplement seemingly endless waves of lesser creatures with periodic individual monsters of tremendous strength. There is no telling how much they can bring to bear, and striking back against their territory in a meaningful way will be nearly impossible. Fortunately, their grasp on this side of the rifts is tenuous, damaging or destroying the anchors they use could break their strength in this realm without needing to confront their true might.

*(+100 CP) Overlord*: A long shadow stretches across the horizon. Metaphorically and perhaps literally. The force endangering your people is a grand empire built up by a distant warlord of immense power. The entire realm seems to be built upon strength and military power, with waves upon waves of great armies, war machines, and mighty weapons ready to bring all other nations to heel.

*(+100 CP) The Blight*: This threat is not so much an enemy as a disaster. A creeping corruption and malaise started in some distant land that has been spreading like a rotten tumor on the world itself. Oh it spawns monsters and creatures too for certain, but raw military power is very unlikely to be enough to remove this danger's threat to your people on its own. A solution will

need to be found, and then continually adapted and kept strong until the blight's power is broken.

*(+100 CP) Plague of Locusts*: Not an empire in the traditional sense, but a roaming, growing swarm of harvesters and warriors. The world is stripped nearly bare behind them, only able to support the token support infrastructure left behind. At once a simple and difficult threat, once their greatest force breaks upon your people's might they will not be able to recover to threaten you again. But there is no single weakness, no lynchpin or organizational holding point to target. A swarm is coming, and once it arrives you will either scatter it or die.

*(+100 CP) Arcane Power*: In lands far distant, an unorthodox but mighty power rests at the helm of this empire, providing the strength which has left their armies so far unstopped. A grand cabal of magi, a circle of mad inventors, a ring of brilliant psionic and strategic masterminds, it could be many things. Whatever their nature is informs and determines almost everything about this realm, and provides it with a tool that has shattered countless lesser nations in their path.

*(0 CP) For Love of Gold*: They come seeking riches and power, not for the empire as a whole but for the homeland. Colonies are established, foreigners are subjugated, and all riches flow to the army, to regional governors, and inevitably back to the far distant capitol region. No land they occupy will be happy about their presence, but breaking their power from a distance may prove difficult because of how much strength is concentrated at the empire's core. An unrivaled economic power.

*(0 CP) When In Rome*: You can't dismiss the classics, however generic. A large empire, built on military and organizational power, but supported by great infrastructure built outwards in the wake of the armies. Were it not for their headstart and great advantage in resources and territory they would likely only be a peer to the other nations of this age rather than the overwhelming threat they currently pose, but as it stands their ongoing great fortune renders them an existential danger to those who would remain free.

*(0 CP) At The Gates*: Barbarian hordes are a classic aren't they? This empire is lower "quality" than the others. Their organization is rather fractured and takes a while to rally, their industrial base is somewhat flimsier than one would expect, and poverty is nearly ubiquitous even among the army. But they have more people available to throw at any given threat. Many different people too; races and cultures pulled apart, cannibalized, and integrated into the mighty horde such that no single advantage will work against all of them. They are many where you are few, but you must come out ahead regardless.

*(0 CP) Grand Crusade*: Zealotry is what defines this threat. In the name of some ideology or god they have poured across the land and sea to claim and subjugate all they find in the name of their "higher purpose". All who will not or cannot fit under their banner will be exterminated, and you will find their conviction nigh on impossible to break even in the face of overwhelming power.

*(100 CP) I Love Democracy*: Another option that is not, strictly speaking, "an empire", though in this case that might be more of a semantic objection. This "empire" is a large federation of forcibly acquired and "integrated" city states. While this leaves them access to far more resources and advantages from any given territory, their commitment towards the appearance of equality and respect without the conviction required to actually achieve it greatly slows their rate of conquest and leaves them politically fractured and corrupt. They are colossally mighty when roused to unanimous anger, but you will find no other option in this list easier to distract from their more important purposes.

*(100 CP) The Greater Good*: Not every empire is focused solely on power and expansion. This one is driven by a true desire of goodwill towards the greater world... Albeit with a very misguided and myopiclzbn ml worldview. Most of their vassals will be at least nominally loyal to them and of the potential threats this one stands as the one with the greatest ability to take down your people through technically nonviolent means. But... This is perhaps the only option that could likewise be *convinced* to halt their expansion instead of needing to have their ability to overtake your people broken.

## The Circumstances

The exact details of the coming troubles will make things easier or harder. Choose as many as you like.

*(+200 CP) At All Cost*: True power will rarely abide the existence of those that can challenge it. The forces threatening your nation are fully willing to sacrifice the bounty of a claimed territory if it means making an example of those who try to make the empire bleed. Make too much of a nuisance of yourself and tactics will switch from "conquer" to "obliterate", leaving your people much less room for error and preparation if they wish to avoid being annihilated in their entirety. Carry on too long and they may well be willing to destroy you at the price of their own strength and stability, defiance is an affront that cannot ever be countenanced.

*(+200 CP) Huge... Tracts Of Land*: Your kingdom is desirable jumper. This is a bad thing, as the encroaching threats are *very* interested in making it theirs, whether for the conquered people, the land itself, or something else, and as to be expected this means they will be putting much greater effort towards acquiring it right from the start than they would have otherwise, and more willing to put more resources forward towards taking the area in general.

*(+100 CP) Nick Of Time*: It seems you've arrived a little late, jumper. The threat to your people is not *impending*, it's *here*. Your people have been fighting the greater empire(s) for a few years already, and only just recently realized the nature and scope of the threat. Your opposition is already at least moderately familiar with your people and their capabilities, while your people have only encountered scouting and probing parties, and what they can learn from other powers or if lucky those fleeing the encroaching imperial borders.

*(+100 CP, can't be taken with The Resistance) Politics As Always*: Your nation is not the only one faced with this threat, many others have fallen to it already. Unfortunately those near your civilization who are likely to quickly come under fire should yours fall are too busy fighting *each other* to acknowledge the greater threat. It will likely take a significant wake up call to receive any meaningful help defending yourselves, and it is not out of the question that some idiot caliph or king will try to take a bite out of your territory while you're fighting off the greater threats.

*(100 CP) The Plight Of Empire*: The problem with being a big conquering empire that has destroyed many lesser nations is that you tend to piss off a lot of other people doing it. The empires encroaching on your civilization are somewhat preoccupied with other issues further abroad, and will have noticeably less material put towards overtaking your people until it's proved that your people will be a greater challenge than those your foes are currently fighting.

*(100 CP) Homefield Advantage*: Good terrain favoring the defender can be a great boon even at these sizes. The lands your people have settled are bordered by major geographical barriers that make approach more difficult for the incoming threats. You'll have to hold where you are now in order to take proper advantage of this, but for as long as you do it will be much harder for the empires threatening your people to inflict serious damage on your lands.

*(200 CP, can't be taken with Politics As Always) The Resistance*: Against great tyrants there will always rise people to stop them. You've gotten fortunate, the various smaller realms and nations in the relative area have already begun preparing for and fighting back against the incoming force. They're not quite coordinated, but that may change soon and unless you're seen to be a major threat too it shouldn't be hard to join the burgeoning defense pact or at least benefit from its existence. You will, however, likely still be doing more work than anyone else. Just because you're not the biggest fish in the area anymore doesn't mean you haven't already built a strong regional power in the previous jumps that will be square in the middle of the coming conflict.

*(200 CP, requires at least 2 threats) Kingmaker*: It turns out there's a preexisting war here, one that your people aren't part of. The looming empires are much, *much* more worried about each other than they are about a single regional power in the area. Their efforts are likely to be spent more on hampering and fighting each other than on you until your people have proven that they're a credible threat, and even then they will likely treat you as just a piece (albeit a major one) in the games between them until proven wrong on that too.

## The Wider World

This subsection is, strictly speaking, not of major importance just yet. You will not be expanding to cover the entire planet this jump, but by this stage you will have noticed and become familiar with some of the differences between this world and Earth.

First of all it is bigger, than earth, possibly by a great deal, and the solar system is not just a few rocks orbiting at great distances from a single star. While still technically mostly empty space by majority, there are a vast number of planets orbiting the sun, ranging from asteroid sized to

larger than "real life" stars, and careful observation of the heavens finds them to be populated and active for the most part as well. Similarly, the world your people reside on is teeming with not just life in general but civilized life. By this point in the series even remote hostile areas are at least nominally within the territory of a tribe, kingdom, or empire of some kind.

The exact nature of the solar system as a whole will be outlined in a later jump, what's relevant is the world your people arrived and grew upon. All purchases in the next two subsections are free. They will not have a significant effect on the difficulty of your current stay, and all effects which would make jump 6 harder (generally increased size and features) will serve to make jump 7 easier due to a stronger start and likewise the reverse with choices which would make jump 6 easier making jump 7's start harder.

### Celestial Sizing: Choose one.

Your planet is big, but how big? If you haven't guessed yet, gravity does not work entirely the same way it does in Earth's universe, choosing a larger planet size will not retroactively make the world have super high gravity.

*Earthlike*: A diameter of around 15,000 kilometers, the world your people inhabit is larger than Earth but not by much, only sporting about 40% more surface area. Planets are still really, really big.

*Bigger And Better*: Clocking in at around fifty thousand kilometers in diameter, your people's planet is roughly equivalent in size to Neptune despite being much more earthlike than any "gas giant" will ever be. It's quite likely that no civilization on the planet has mapped the whole thing as of yet.

*Gigantism*: 150 thousand kilometers in diameter, very near to the size of the planet Jupiter. Despite "only" being the middling size option this is a frankly colossal size with a hundred times the surface area of the base option. Your people are probably only aware of a fraction of a percent of the whole globe when this jump starts... Though that could quite possibly change by the end of it.

*Supersize Me*: A 500 thousand kilometer diameter leaves your planet fairly large even by this universe's planetary standards, and more than big enough to contain the Earth and its moon without reducing the distance between them. That's right, this is the kind of distance modern humanity uses rockets to traverse.

*Stardom*: One point five million kilometers in diameter, the planet your people live on is a bit bigger than Earth's Sun and exceeded by few if any other planets in its own system. It would take a modern Earth jet plane several months to circumnavigate this globe. Despite all the distance they've come and the mighty challenges facing them, your people, and the empire(s) currently menacing them are still just one very small slice of a much greater world.

**Planetary Oddities**

There are a number of peculiarities your planet might have. Most of these will noticeably increase the effective "size" of the planet and its local environs, so take as many as you like but keep in mind that all of it will be in scope next jump.

*Crescent*: Your planet has at least one barren moon. This option can range anywhere in size from roughly that of Earth or Venus down to the moons of Pluto like Charon. "Barren" in this case is much broader than usual, meaning anything from violently volcanic to a mass made of volatile arcane crystal that's dangerous to land on to even something as benign as a harsh but at least technically survivable desert or arctic body. The number of moons this provides can be anywhere from one to "a handful" to roughly about as many as there's space to have in orbit.

*Gibbous*: Similar to the previous option but minus the barren part, providing a moon or moons that are verdant in some way, though they might still be quite unusual. It is very likely that every moon generated by this option has at least one sapient race on its surface. This option scales to the same degree as Crescent, and if both are taken they can provide different amounts of their respective moon type.

*Minimoons*: If you'd like something besides full sized moons, this option covers objects from the size of Mars' moons on down. There will be a mix of barren and fertile moonlets which you can select while taking this, but very few if any will have naturally arising sapient life (though some of them being settled is probably not entirely out of the question). Moonlets do not necessarily require being asteroid adjacent, this can cover anything from orbiting floating islands to giant void trees to free-floating lakes, or a mix of various objects. Quantity of moonlets is scalable like with the moons options, anywhere from a small handful all the way up to basically placing your people's homeworld at the center of a dynamic permanent debris field.

*Put A Ring On It*: With this option you can add a major planetary ring, made up of dust clouds, lots and lots of smaller boulders, or something else. They can be totally stable or could periodically produce meteor showers on certain parts of the planet's surface. The rings could be small simple ones like most of the gas giants in Earth's solar system, massive like the rings around Saturn, or even a system of multiple non-parallel and/or overlapping rings.

*Sibling Spheres*: Why have one planet when you could have two? This option adds more worlds in a binary/trinary/however many orbiting subsystem. The chances of a truly barren planet are extremely low, but they might not all have actual civilization on them. They will be far enough apart not to collide with other objects in this planetary system, but close enough to be reasonably be considered part of the same area and reachable for any faction that were to develop orbital capabilities. Planet size can vary anywhere in the slider further above, and if any involved planets (whether the one your people live on or not) are sufficiently bigger than the others they may at your discretion act as the center point with the other planets orbiting them like moons.

*Hollow World*: The planet your people live on has more going on than just on the surface. Whether it's a classic hollow world with inverted gravity on the inside of the shell, a massive world of water with the continents floating on top, a massive network of tunnels and caves through the mantle and crust, or somewhere between or beyond, this option enables it.

*Deflate*: Is a ball too pedestrian a world shape? Do you want a torus? Classic disc? A cube? A weird tangled net thing? A giant velociraptor shaped landmass hurtling through space? You may select any 3d shape that does not violate conventional spacetime curvature and will retain dimensions that allow for actual contiguous continents for the planet your people live on. The surface area of the world will remain equivalent across shape choices, such that the same amount of surface territory exists no matter what you set this to.

*Living World*: A particular oddity, the planet your people live on is itself alive. Perhaps it was once a mighty warship that became overgrown. Maybe it is a gigantic nature spirit encompassing the ecosystems of the entire world. Whatever it is, living planets rarely allow life enough uninterrupted time to fully evolve like it has here, and even when they do they will still take action under certain circumstances so it is safe to say that for this planet at least the guiding mind is too dormant to easily wake for conscious action, or in some way rendered unable to leverage the full strength of a planet. But the planet lives, and that means it can react to great enough stimulus.

*Echoed Realms*: There are other planes, perhaps. Maybe your people have already interacted with some, for better or worse. This option specifies that at least some of the adjacent physical and metaphysical realms are anchored to the planet itself. Hells, afterlives, limbo states, feywilds, and more could possibly exist. None will be significantly larger than the planetary system (you may include moons and sibling planets for size maximums) and they are all anchored to and dependent on the continued existence of the world(s) outlined here. They may be strange and fantastic, but their influence can be felt at the global scale even in cases where it's hard to see or absent at the local level. This purchase may add just one adjacent plane, or many, much as most of the other purchases here can.

## The Ruler:

The challenges facing your people grow only greater with time it seems. Take these boons so that you may rise to meet them.

### Perks:

You receive a number of discounts that you may freely assign to any perk of the listed price or lower. You receive three discounts for 100 and 200 CP perks each, and two discounts each for 400 and 600 CP perks. 100 CP perks are free when discounted, and two discounts may be applied to a 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 previous documents in the SoaR series using your CP and discounts from this document if you so choose.

### 100 CP Perks

*Orator*: As leader of a great nation, and one that's still growing, you need to be able to win the hearts and minds of your people. And possibly over and over again as new citizens are integrated. Charismatic conduct helps with this, but being able to make a powerful and positive impression then and there no matter the situation can become quite critical. This perk gives you both skill as a speechwriter/giver and a powerful presence that heightens your charismatic abilities across cultural divides and gives discrete events using your charisma (such as major speeches or introductions) even more punch to them in the minds of others. Even just the recordings of you will impress those who come after (or between) your reign with the weight of your dignity and strength.

*Lies And Statistics*: Any leader who wants to keep a strong grip on their people needs to know how to present, twist, and perhaps even conceal the truth such that what people know and believe follows what is needed (whether that's what you need or the country itself needs may vary). With this perk you gain skill as a master propagandist, and as an added bonus comes with a sort of "social campaign danger" sense, giving you a mental notice when something you're about to do or sign off on will cause a major hit to your or your organization's reputation and/or public relations, and roughly how much. You could still choose to do certain things otherwise, respect is a resource to be used and expended after all, but it helps to know what the price will be before you pay it.

*Industrialist*: Building new industries and logistical chains from the ground up is one of the hardest planning challenges a leader will encounter... Arguably one of the few things harder is building them in a spot currently occupied by weaker systems. This perk gives you great skill not only in figuring out such planning, but in communicating with engineers, executives, and other such figures who might have useful knowledge or need to be convinced of plan alterations. As an added bonus, you get a small mental notifier to tell you when the plans you're putting together have left out critical pieces, such as failing to account for maintenance downtime, local economic and environmental concerns, or flexibility for handling setbacks.

*Doctor Is In*: Much as everything else is being revolutionized, this is when standards for medical practice and care will start to become more common among different cultures. While strictly speaking not the duty of a ruler such as yourself, being a licensed practitioner can be useful and legends of "healer kings" most certainly exist. This perk gives you the full bundle of skills of an effective general medical practitioner of your people, as well as those of the most common specialists. As an added bonus it gives you a sort of second sense for diagnosing the afflicted; it won't do your job for you but it'll give you a good place to start and make it much easier to tell if you've gotten on the wrong track.

*Opportunity Knocks*: But it often only knocks once before leaving again. This perk gives you exceptional skill and intuition for how to take proper advantage of good fortune and unexpected opportunities, and how to be prepared for using good fortune in the first place. It also comes with a tiny boost of luck in its own right: when good fortune arises the news of it will make it to you faster, greatly increasing your chances of it reaching your ears before the opportunity has passed.

*Civic Ingenuity*: It can be very difficult to reliably manage the flow of social and administrative systems; particularly with ensuring that political structures function and flow as they're supposed to, instead of degrading into corruption or power conglomeration. This perk gives you skills as a social and political engineer, able to set up anything from effective voting systems to cultural ideas that mature in the social consciousness in the way you want despite the complex and fickle ecosystem of society. As an added bonus, any actions you take in these veins are less likely to be derailed by mundane incompetence, corruption, or apathy among those helping set up or run the systems you're establishing.

*Maverick*: Most rulers have someone else to do things like "flying the plane" for them when they go places. Maybe you prefer keeping your hand on the wheel though; so this perk grants you driving/piloting skill with any vehicles you've ever ridden equivalent to an experienced veteran in normal civilian driving, combat situations, and stunt driving, with knowledge of how to apply any of the three to the others. This perk will continue to function into the future, granting you that baseline of skill for any other vehicles you ride in the future.

*Tech Wiz*: As civilizations grow and expand the technology (or equivalents) they use can often jump forward in leaps and bounds, so don't get left behind. This gives you the natural acumen of a technical expert with any commonly used device you set your hands on, whether it be a new smartphone, spectroscopy equipment, or the newest model of handgun. This is only for relatively common items, or at least roughly publicly known ones. It would work for top of the line gadgets only the rich can afford, or weapons handed out to military regulars even if not legal for civilian ownership, but it won't apply to things like secret spy gadgets or classified military tech. You'll never seem slow and out of date while growing accustomed to advancements that occurred in your absence again.

### 200 CP Perks

*Quartergrandmaster*: Everything needs fuel. People need food, machines need parts, factories need materials... in one sense civilization is just a very large and complex processing mechanism. You are an unrivaled logistician, an expert at getting supplies where they need to be when they need to be with a second sense for what places might require just a little bit extra or could get by on a bit less than currently planned. Beyond that, any organization you're overseeing will always seem to have just a bit more of what they need than they should. It's not really clear where those extra boxes of rations came from, or how the train that was only loaded to 90% capacity showed up at its destination full, but it's always useful.

*Charmed Life*: There is a certain amount of luck involved in social situations. A well timed event or atmosphere adding weight to your words, or misfortune causing embarrassment at the worst possible time, can make all the difference when leaving an impression or convincing other people of things. You have incredible luck when it comes to social engagements and activities. The light falls to frame you perfectly when entering a gala or ball, debate opponents fall ill or are uncharacteristically unprepared, events surrounding a speech fall in such a way as to heighten the impression of your words, and more. Charming people has never been this easy.

*You Are Immune*: They say that nobody is immune to propaganda, that the simple systems of social interaction and information value analysis leave everyone vulnerable to spin and spam. You are "nobody" in this case. Whenever receiving a message you will immediately become aware of the rough intent and purpose of messaging behind what you've received, as well as general analysis of biases. Additionally, if you have enough information to plausibly discern the origin, the exact nature of spin, or any falsehoods or misleading statements you will immediately identify those as well. Finally, you will internalize all such information and messaging as you choose, ensuring that your subconscious can't be tricked into filing obvious falsehoods as truth through repeat emotional appeals or similar methods.

*Wonder Builder*: Some rulers deign to design their own sanctums, putting together grand schemes with only partial input from architects and specialists. Said rulers are usually idiots, but you have the chops to actually do it. This perk grants you impressive prowess in the fields of civil and mechanical engineering, as well as expertise in the design side of architecture and vehicular assembly. Everything you need to create the concepts for vehicles and buildings that will showcase you and your people's skill and might. As an added bonus, you seem to have the ability to fit rather more "aesthetic allowances" onto any one time projects you design without impacting their functionality, allowing you to create truly stunning artworks out of buildings, vehicles, and more without reducing them to glorified art pieces.

*Healing Hands*: I'm sure you've heard legends of a few holy rulers who can heal the sick simply with a touch? This perk will give you such powers. They're relatively slight, limited to providing healing for things the body could, at least in theory, recover itself such as disease and broken bones or open wounds. It won't help quite so much for things like amputation or brain death, but the range of things it helps with is still remarkably large and likely to be capable of fixing stranger or chronic issues regular medicine can't touch for a while still. This can be used on yourself but is an active ability, so you must be alive, conscious, and capable of enough movement to place your hands against another part of your body.

*Oh Captain*: It helps to know who's under you, it helps more to know who should be assigned what and with who else. You have a strong eye not just for individual talents, but for team synergies and style clashes that will allow you to assign your subordinates in such a way that best makes use of their talents, skills, and preferences. As an added bonus, those who work under you are much more likely to be able to put aside their differences and work professionally. Only the greatest problem causers or greatest personality clashes can ensure disaster from interpersonal conflict alone.

**400 CP Perks**

*Juggernaut*: While ideally the ruler of a civilization will not be placed in harm's way at all, sometimes it can't be avoided. This perk is for those times it happens anyways; massively improving your personal durability to be roughly equivalent to that of a main battle tank. This could, optionally, come with a larger mechanically augmented form (or an aesthetic that better fits that niche within your people's culture), or something between that and what you normally look like. Either way, enemies will find you brutally difficult to harm, let alone permanently injure or dispose of.

*Proletariat Paragon*: Something about you is just immensely appealing to the working and middle class. Of any culture, not just your own. "Regular" people have a tendency to view you as not just "one of them" but the kind of person and leader they aspire to be/have, and it takes a great deal of evidence to the contrary to shake them from that. While this will, of course, be quite useful in managing your own nation it can be quite useful when dealing with others too as any kind of extended contact or exposure to the regular working class among others is likely to result in you reaching a sort of pop culture celebrity status there in short order.

*Beloved Bourgeois*: You are a high class genteel, and everyone else of the ruling ruling groups can feel it on you. It is very easy for you to ingratiate yourself into the nobility and rulers of any nation, whether it be your own or others, and you have much more leeway in terms of personal action before that comradery and admiration begins to fade. Why, it almost feels like they make the excuses for you! Keep in mind that among many ruling classes and especially among world leaders "I like and greatly admire them on a personal level" is not an obstacle to "I will stab them in the back for advantage once they stop being useful to me/my people", so maybe keep a close eye on your "friends" regardless.

*Scrapmaster*: Sometimes you have to make do with what you have. For a great ruler like you "what you have" tends to be much more than anyone else, but there's still only so much. You have an incredible ability to make things stretch; substituting lesser materials for greater ones without any loss in final product quality, assembling complicated machinery and power sources without the specialized materials they should need, doing so without the advanced tools you should need for it, and more. This works all the way up the chain, should you be isolated in a cave with a box of scraps you could make yourself some pretty fancy mechanized armor... Or when provided with the best materials around you could make functional prototypes of advanced machines otherwise rendered purely theoretical due to materials science not being advanced enough for anyone else to get it to work yet.

*Ghosts In The Machine*: It would be convenient if your vehicles could pilot themselves, wouldn't it? This perk allows you to impart a rudimentary intelligence into machines you come into physical contact with, allowing them to operate themselves to a certain extent. They will generally be about as intelligent as a smart crow or a dolphin, and fiercely loyal to you, though it can still help to have an actual operator or driver to provide planning and guidance when

possible. This perk can also be used on pets if desired to bring them up to a greater degree of intelligence if they're not that smart yet.

*Always Handy*: It can be difficult to pack for a journey, whether a short vacation or a long diplomatic tour. With this you'll never be short of anything again. This perk makes it so that whenever you're retrieving items from your personal storage methods (whether that be handbags, porters, or entire storage containers), you will be able to pull out anything you could've plausibly packed for the occasion. The item must be; either something you owned upon packing or something you could've easily acquired at that time, small and light enough to fit within the containment method being retrieved from, and something that would not have interrupted the journey in some way (such as trying to bring weapons through an airport scanner). Items retrieved using this perk do not obstruct retrieving others so long as each one could have been plausibly brought in isolation, so if nothing else you'll never run out of ammo or food with this.

### 600 CP Perks

*True Genius*: Have you ever wanted to be a mad scientist-king? Or wizard-king we don't judge. This perk is for you, granting a massive boost to all learning in academic-derived matters such as science, engineering, wizardry, and psionics. Particularly in the matters of "inadvisably applied theory", or to put it bluntly, doing batcrap insane projects that probably shouldn't work out nearly as well as they do for the level of understanding currently possessed. Some of this is luck where such projects are concerned, some of it is a deep and powerful subconscious intuition for the underlying mechanics of the laws of reality, and some of it is that the laws of physics seem a little bit "flexible" where you're concerned, letting you skirt around certain corners of feasibility that others would clip their wings on. Does not come with immunity to hubris, you'll have to source that yourself.

*Unimpeachable Honor*: You know what would be nice? If no one was ever willing to talk bad about you. We can't do quite that level, but your reputation comes with a strange compulsion to defend slights to your honor. Whenever someone else hears something negative said or spread about you that they wouldn't immediately accept as true they will feel a compulsion to defend or challenge that assertion. If it fits in with what they believe of you already, it won't trigger, but even your enemies or those who hate you will find themselves at least very irritated at the libel and slander sent your way (even if it's actually true, just hard to believe), making attempts at damaging your reputation incredibly difficult, and often quite costly in terms of social capital as well.

*Wheels Within Wheels*: This is an age of spycraft and trickery in the eyes of many, on Earth it was when the Great Game took place, and you are poised to start it anew as its singular and winning player. You have a strange and powerful knack for creating elaborate schemes from the actions of other people, for playing nations and powerful figures off of each other, keeping a thousand different plans running without interfering with each other, and for doing all of that

discreetly without compromising your public face. You can still be foiled by what you don't know or can't predict, but the best masterminds are the ones who hedge against failure anyways.

*Be Purified*: As civilization advances, so does war, and industry, and all manner of other things which may damage and blast the land irrecoverably. But you are a ray of hope in a wasteland, your mere presence causing areas that have been broken and polluted to recover and heal far faster than they normally would. A year with you in a location can be worth a millennium of natural recovery, without the accompanying breakdown of infrastructure. More than that, you can, once per week, focus this power and place it into the land, causing an area the size of a single large mountain to hold that property of rapid recovery long after you leave, albeit at the cost of leaving you utterly exhausted for a few days. But with it, the natural world might survive this age of smoke and steel and gunpowder undiminished

## Items:

You have a 700 CP stipend to spend in this section only. Imported Companions get 300 CP for their stipend instead. Items do not need to take the exact form described even when variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as Let There Be Light instead furnishing a building with a mana field supply to power magical devices within its walls. Post jump, properties may be imported into jumps or kept as warehouse extensions as you see fit. 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, and all items purchased here or in previous jumps of the series will automatically update to incorporate developments accomplished by your people to stay cutting edge (or as close to it as possible under the purpose of the item).

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

### 100 CP Items:

*Big Tommy*: This item is a large rapid firing ranged weapon designed for taking down or suppressing lightly armored enemy combatants, machine guns are traditional but there's other options such as chain lightning staffs or holy beam weapons depending on your people's military proclivities. In addition to the standard fiat backing benefits, this weapon never needs to stop firing. It will never run out of ammo, never overheat, never warp its firing mechanism, nor anything else in that vein. Just hold the trigger and point. Taking this guarantees that your people will develop some kind of infantry scale automatic weapon equivalent.

*Tourist Pamphlet*: This is a small folded up paper booklet that you can pull out of a pocket, bag, or other such space whenever you like. This pamphlet always contains a variety of useful info about the local area such as directions, points of interest, and relevant laws or customs that might get you into trouble if you're unaware of them. This won't hold anything you couldn't get from a general member of the local population, but it can still be very useful as a reliable tour

guidelet. Taking this item guarantees that your people will have a tourism culture of some kind, though what that looks like will vary greatly based on your people themselves.

*Colored Gold*: Certain ages are defined by the materials which define them. The iron age, antimatter for many sci-fi settings... Oil and coal for the industrial revolution. This is a large mine, oil derrick, or similar structure, determined not by choice but instead by a/the main raw material that is of greatest critical use to the civilization you are in. In this jump, it will be your people. In future jumps it will be determined by the civilization your origin belongs to (or the one you start in if you're drop-in). The structure will produce the material continuously at about the rate you would expect from an installment of its size, and will be replaced with a new one within 24 hours if destroyed. You may choose to set your installation to revert to a previously acquired through import resource, but it can only produce one resource at a time.

*Pineapple Surprise*: The power of fire in the palm of your hand. This is a belt of 6 grenades (or your people's equivalent) that never seems to run out, no matter how many you take off of it. Each of the 6 will be a different thrown weapon, such as frag grenade, incendiary, smoke bombs, flashbangs, or whatever else might be appropriate for a military operative of your people. In addition to the usual fiat backing benefit, you are guaranteed that the grenades on the belt will never misfire, fail to go off, or go off early. You may change which varieties are included on the belt once a week. Taking this item will guarantee that your people develop similar infantry grade "consumable" weaponry.

*Long-Range Luxury*: This is a single vehicle designed to act as something like a mobile vacation home. A luxury yacht, plane, train, submersible... Whichever works best for getting around in style as ruler of your people. Only so much luxury can be packed into a single mobile vehicle, but the ride will be smooth, it is fiat backed to never run out of supplies, and it's still nearly sinfully comfortable for you. Decorated and stocked to your tastes. Taking this item guarantees that similar luxury technologies for traveling will be developed by your people.

*Clockwork Convertor*: This is a peculiar clockwork machine that almost looks like a grocery store self checkout kiosk with attendant item scanner. This machine, when pointed and "fired" at another fiat backed item you own, will change that item to a different aesthetic theme of your choice. Every aesthetic that your Warehouse has access to (or that it would, in such a case as you not having a Cosmic Warehouse or similar property) may be accessed by this item, and as a bonus this also gives you the option to redecorate your Warehouse in any of the architectural styles typical of the civilization you rule here.

### 200 CP Items:

*More Dakka*: This item is a stand mounted or crew manned weapon designed for dealing damage across a wide area. It could be a heavy machine gun, it could be a mortar, it could be a deployable spell circle, the point is that it's a weapon designed for infantry use that is too clunky to use effectively while moving. In addition to the usual fiat backing benefits and unlimited ammunition, the accuracy of this weapon is moderately higher than "mundane" versions of the

weapon. Taking this item guarantees that your people will develop their own heavy infantry weapons.

*Having A Blast*: This purchase provides you with a small crate of mining dynamite, or similar explosives designed for quick and dirty removal of pieces of the landscape. Also good for demolitions in a pinch of course, though not particularly great for combat outside of damaging fortifications. In addition to the usual fiat backing benefits, the crate refills all used explosives at a rate that would refill the whole thing in one hour, and may, if desired, be lit up itself to create a blast five times greater than the amount contained in the crate would imply (though the crate won't be replaced for a week if used this way). Taking this guarantees that your people will develop industrially/ infrastructurally useful explosives.

*Start The Presses*: This is a large set of printing presses and a building around them dedicated to their usage. They could be designed for newspapers, books, or anything else reasonable for a printing press, but the machines are able to print out the templates put in at a prodigious speed with no defects ever, and without needing to actually be fed in the raw materials too. As an added bonus, any distributed materials produced with these presses will be just a bit more compelling, making people a bit more likely to take interest in them and read them through than they normally would be. Taking this guarantees that your people will develop capabilities for mass production of physical information storage similar to printing presses.

*On Ice*: Ah, air conditioning, one of the coolest inventions of modern life. This is a box about the size of a man's torso that, when attached to the wall of a room and activated, applies perfect climate control capabilities to that room. It can be as cold or hot as desired, maintain stable air pressure, alter humidity, and so on. This will not improve the structural integrity of the room itself, but it will never fail to keep the room's interior at the desired conditions as long as the room still exists, even if it's had huge chunks torn out of the walls. If you want to relocate it, simply detach the box from its mount and bring it to a different room. Taking this item guarantees that your people will develop adjustable and effective indoor climate control capabilities.

*Play Ball*: Bread and circuses are useful in the hands of any ruler. This item provides you with a large entertainment venue, such as a stadium or colosseum. In addition to being fiat backed it is self cleaning and maintaining, greatly reducing operating costs. Having this building in an area will dampen the effects and growth of civil discontent within that city and its surrounding territory, stacking on top of the benefits gained from using it as a proper source of entertainment normally. Taking this item guarantees that your people will develop large scale social entertainment as a cultural phenomenon, such as plays, sports, or whatever else might fill that niche.

*World's Fair*: The march of progress is a wonderful thing, no? Why not put it on display? This item takes the form of a small stack of paperwork that, when filled out and stamped, will schedule a grand convention for showing off developments, breakthroughs, and wonders of the modern world of all kinds. You won't get to choose who shows up necessarily (but you can

certainly invite or pressure groups to attend), but as long as the area is accessible and reasonably safe you will attract a laundry list of interesting and notable attendees both to provide exhibits and experience them. Exhibitors will normally trend towards inventors, scientists, engineers, and other such types but there will certainly be a fair share of entertainers, philosophers, and more to even out the event. Of course, you have the option to "specialize" the affair, reducing the size of the event in exchange for guaranteeing that all exhibits relate in some way to the chosen subject. The farther out you schedule the convention the larger and more successful it will generally be (with diminishing returns beyond about 6 months of prep time), and the day the convention starts you will receive a new stack of forms to schedule the next.

**400 CP Items:**

*Let There Be Light*: This is a tiny little box that, when opened inside a building, will instantly apply (or repair or update) full electrical hookups to the whole structure (up to 250,000 square meters of floor space). This wiring is not only fiat backed to work under any circumstances except for major physical disruption, it is fully self contained and powering, able to power any number of fixtures without even a quiver. The box will be replaced one week after use. Taking this item guarantees that your people will develop high speed power transmission capabilities, electrical or otherwise.

*Getting A Reaction*: Chemistry, alchemy, transmutation; the art of changing one material into something else. With this purchase you now possess a very large alchemical lab, with all the most cutting edge materials science equipment your civilization could possibly provide. This space is perfect for attempting the creation of new materials, and testing the properties of already discovered ones. The building also comes with unlimited samples of every kind of material you've ever encountered before... Though these samples can't be taken out of the lab, they're just for testing. Taking this item guarantees that your people will develop sophisticated chemical and material sciences.

*Choo Choo*: This item is a large high speed freight train, though with several cars that can be easily converted to comfortable luxury passenger carriages. As per usual, it gains the benefits of fiat backing, is self repairing and maintaining, and never needs refueling. It also has the convenient capability of being able to lay its own rails as it goes, no matter how fast it's running. The rails can be temporary, just to allow it to keep going, or they can be permanent additions that will seamlessly incorporate into existing railway infrastructure. Taking this item guarantees that your people will develop advanced infrastructure based transportation.

*Iron Zeppelin*: This item is a massive combat airship. It might be a zeppelin, it might not, but whatever it is it's a massively powerful airborne warship that is not only capable of projecting immense amounts of firepower but is also shockingly hard to knock out of the air. As fiat backed extra benefits it never needs fuel or ammo, repairs itself at the same rate a dedicated maintenance crew would, and can fly at higher altitudes or through rougher storms than something like it should normally be able to. Taking this guarantees that your people will develop a mechanized air force.

**600 CP Items:**

*Industrial Metal*: This is a large industrial compound nearly a square kilometer in size with a wide array of assembly lines and machinery ready to be configured for use. This factory only deals in finished and assembled goods, but can freely source any number of parts and materials it would need, up to a limit set by how much could potentially be reliably provided to it by accessible supply chains. This limit also never goes down, so "what's available" will only ever increase across your chain.

*Permission For Takeoff*: A large airfield or other central transportation hub for your personal use. It can service a wide variety of different vehicles of the relevant types, and will always have fuel, parts, and supplies for those passing through (though you can, of course, choose to charge them for the privilege). Transportation networks that are built around this hub will find their efficiency greatly increasing, with unexpected delays and disasters becoming massively less common, congestion dissipating seemingly like magic, and conditions around major lines remaining clear even during adverse conditions. Taking this guarantees that your people will develop sophisticated interlocking transportation networks.

*On Call*: This item is a large shovel with the handle decorated in such a way to look like a telephone or telegraph pole. If you stick this shovel into the ground in a clear space, while focusing on a region or small country containing your current location, it will sink into the soil and sprout upwards into a communications relay, quickly generating more relays and infrastructure until the whole region you mentally outlined is supplied. The generated communications network will be fully self maintaining, easy to make use of, and basically impossible to tap or compromise by any group you don't approve of doing so. It can be a brand new self contained system, it can be a revamp and upgrade of an existing one, or an extension that connects to another preexisting communications network, at your discretion. The shovel will be replaced one year after use. Taking this guarantees that your people will develop high speed communications capabilities at least on par with basic telephone services.

*Line In The Sand*: Sometimes a wall isn't enough. This item is a small pen that, when drawn over a region of land on a map that is reasonably under your jurisdiction, will cause the corresponding region to become extremely heavily fortified basically overnight. Trench systems, bunkers, fortresses, landmines, you name it, all set up and quiet but ready for troops you authorize to take up position to defend the line. The defenses will turn out to be almost entirely useless (if not booby trapped and actively detrimental) for invaders, and will not need maintenance when not in use, but they're obviously not much good as a defense if the invaders get past them before your soldiers can use the defenses. The pen only has enough ink to be used once a year, and the more ground you cover with a stroke the less heavily it'll be defended. Covering the entire coastline of North and South America would give picket lines and guard posts all along the perimeter, but just a single location, like one mountain pass or river crossing? It'll be so heavily fortified that a single man could almost hold off an army...

## 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 any previous Story Of A Ruler jump 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 (unless you take them again I suppose). 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. Anything that was already discounted drops to 1/4 price). 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) Old Timer*: Progress marches ever onward, and with how much you're gone it's no surprise you're starting to feel left behind. You struggle to catch up with and stay fluent in new technologies and cultural developments. With a lot of care and practice you can still stay readily informed, at least well enough to make sure your advisors know what they're doing, but you'll always feel just a tad lost with the new fangled contraptions and art movements. Especially right when the jump starts and there's so much to catch up on.

*(+100 CP) The Crap Age*: Animals stink, and most people are still animals. Beyond that, the workings of civilization often have an "unpleasant scent" of their own. Really, cities didn't start smelling okay until quite recently here on earth and usually they still don't. You are now stuck with hypersensitive olfactory receptors. You will catch that stink all the time unless you constantly take specific measures to mask the smells around you.

*(+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 exodus's generation struggled with a heartache-a homesickness for a simpler time and place. Now, generations later, you find yourself as the last Garden-born, and will feel that same homesickness while you are here when it has otherwise faded entirely to the subject of myth and history. You can adapt, those you led from the Garden certainly did, but that yearning will haunt you for your time in this jump.

> *(+100 CP, requires Yearning) Nightmares*: It seems that your separation from the Garden being further lengthened has not eased the yearning, but worsened it. While you are here your dreams will frequently be plagued by nightmares of the Garden's final dying days. Visions and memories of those death throes playing through your mind while you rest. If you do not need to sleep for some reason, they will instead plague you as haunting daydreams and flashes of memory during the times that you are not busy. It will be difficult, but be sure that you rest anyways, someone as important as you needs to not be dying of exhaustion at their post.
>
> *(+100 CP, requires Nightmares) Guilt*: As ruler you have been through a great deal. You have had to make hard choices, and you have seen people both your own and others suffer over the years. Your nightmares and heartache have expanded, not just hurting for the loss of the Garden but for all the times, places, and people that have been lost to calamity, misfortune, and the ravages of time in this world. The burden is so much heavier to bear when they were yours to keep safe.

*(+100 CP) A Plague On Your House*: Pick a non-dangerous critter you hate. Despise, absolutely can't stand being around despite it not being a threat. If you don't have one you will be provided one. Got that in mind? Good, you personally attract them in unreasonable numbers for some reason. It doesn't matter where you are or what time of year it is, you will run into at least three of them up close every single day of your time here. This doesn't have to be more than the mildly unfortunate experience of having a cockroach get into your bedroom and won't ever be worse as long as you're vigilant, but it's still unpleasant.

> *(+100 CP, requires A Plague On Your House) That Stings*: A mild addendum to before, the critter you're being targeted by now has to be something that bites or stings. Still nothing actually dangerous, but something you'll know when it's happened. It either has to hurt right when you're stung or itch for a while after (with fiat ensuring these effects take place even if you normally would be too tough for it), and you will have it happen at

least once a day. Once again really just a dose of daily discomfort, but it's every day for at least ten years so I hope you can acclimate to it.

*(+100 CP, requires That Stings) In The Walls*: Your experiences with vermin stretch farther. The thing you're targeted by now has to be something bigger than just a bug, mouse sized at minimum, and something that can cause infestations. You will have neverending problems with these creatures. They will get into your food, they will poop in your bed, and nothing ever seems to get rid of them. Yes, you are still guaranteed to get bitten by one at least once every single day, though you are also guaranteed to not get infected or otherwise suffer actual harm from the guaranteed bite.

*(+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*: As population density increases, so does the threat of plague. 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.

*(+200 CP) Jinxed*: You've got a little bit of an equipment problem. You're mildly cursed when it comes to technology (or advanced magic or whatever it may be your people focus on for civilization scale development). It's not enough to put you or others at serious risk, but you're always finding bugs, crashes, unsupported use cases, and manufacturing errors the hard way, when you kind of need them not to. Automatic doors freeze and trap you in rooms, elevators lock up halfway between floors, cars break down... Expect to be late to a lot of meetings.

*(+200 CP) Sensitivity*: The world is changing, so much. Pollution is likely first starting to be a problem, and the natural world is being torn up to make way for great cities and resource extraction. Unfortunately, you are not quite so resilient to these changes as most are; pollution makes you sick and lethargic, being without access to at least somewhat natural areas leaves you despondent... Sure these things can be hedged against, your environment carefully curated to avoid sickening you... But that can leave you detached from the wider state of the world, and you can't exactly take the whole forest with you when you're traveling for functions or touring your nation.

*(+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 catastrophes 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 inflicted 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 and brought them to their promised land. Normally, you would be above petty politics, your position mostly unquestioned. Now? Not so much. You are also an outsider, and an interloper even if it is in response to your people's earnest desires and needs. 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 political sabotage and periodic unrest, but there will always be elements within your own people trying to undermine you 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.

*(+600 CP) Interesting Times*: Your people will be going through quite a lot during your stay here, but it's possible that you would personally be out of harm's way for a lot of it thanks to your position. Not anymore. Upon taking this drawback you guarantee that you will somehow always end up in the direct path of danger and catastrophe no matter where you go. Storms that wipe out your farmlands to threaten famine seem to happen while you're visiting for administrative reasons, uprisings or attacks always seem strike the area you're in, and you can absolutely bet your personal guard will be constantly having to stay in their toes to keep you safe from whatever waited to go wrong until you arrived *this* week. Stay sharp your majesty, you're in for a memorable stay.

*(+600 CP) Knives In The Dark*: Assassination, such a dirty and underhanded way to acquire political power. Unfortunately your political rivals all seem very fond of it. Fond of trying to assassinate you, personally, actually. Nobody else around you seems to have greater difficulties with it than usual, but it will feel like you can't go a week without some revolutionary or foreign agent coming for your head. Nothing says that these attempts will be particularly elaborate or unusually dangerous unless there's reason for them to be at least... But you have to get lucky every time someone tries, they only need to get lucky once.

*Your choices are finished once more. The map you stood upon stretches downwards away from you until you suddenly find yourself standing atop a similar map in a large but empty meeting room. Will you announce your presence, lead your people to glory through another challenge, or just quietly duck out the window and pass 10 years in relative peace and quiet before moving on?*

## Story of a Ruler

As always this scenario is, strictly speaking, completely optional, but must be completed 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 year mark.

But to turn your back on your people's future potential so soon after their first rise to power would be such a waste, wouldn't it?

As you are briefed once more by the leaders and advisors of your people, you learn the meaning of the map's details. Your people have continued to prosper in your absence, but they are still not the greatest power in this world. Another empire, far larger and better established than your people, has been carving out great swaths of territory for themselves, encroaching ever closer to your people's realm. They haven't taken particular note of your people yet, but it is only a matter of time before the eye of imperial ambition falls upon them.

There is, fortunately, time to prepare. You will find that, barring escalation of hostilities from your end or some other such activity to immediately draw the attention of the greater polity, you will have around a decade before things escalate beyond scouts and probing border skirmishes.

After that? Your civilization's continued existence is on the line, and you must ensure that the encroaching empire's (or empires') ability to jeopardize or extinguish your people is fully removed.

How exactly you accomplish this is up to you, and it should be noted that being conquered or vassalized is *not* a failure condition provided your people retain enough cohesion and autonomy to remain recognizably their own culture beneath the larger banner. It may even be advantageous for certain diplomatic approaches, though it is certainly a gamble.

Any method that leaves the encroaching imperial power(s) unable to meaningfully threaten your people's existence as a growing civilization will count as a success. This could be destruction of the offending nation, it could be co-opting the government so thoroughly it is functionally a puppet state of yours (or folded in under your people's banner), or it could just be chasing them off or breaking their military might such that they are unable to re-muster the strength needed to oppose you.

Once your people's future is no longer at risk from looming imperial powers, you will have beaten the scenario and will move on. Try not to make it too pyrrhic a victory though, if you destroy the threats to your people but do so much harm that they themselves collapse soon after your departure you will be unable to return for the sixth jump in the series.

**Scenario Reward**: *Start Your Engine*
The industrial revolution is hailed as a period of rapid growth, development, and innovation, considered almost a one of a kind event. What if you could harness that power on command? With this perk you may, once per jump, initiate a similar innovation and expansion boom in a group of your choosing. A chosen civilization will grow in leaps and bounds, developing new technology and techniques at a breakneck pace. A smaller organization might come into a sort of renaissance, gaining new blood and connections, gaining influence and resources in a meteoric rise to prominence. The initial boosts will last for ten years, but all progress made during that period without requiring the boosts (such as through making use of the resources and opportunities it provides more directly...) will be "saved up" and act as a longer term lingering boost after the initial ten years ends that slowly peters off over time.

## **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:**
It is an age of change, and advancement. You will likely see many new ideas and creations in the time you're here, and part way through your "grace period" for the main scenario a particular proposal will come to your attention. It could be military, infrastructural, scientific or magical, or something else. It will be grandiose, overambitious, ruinously expensive... And incredibly enough, *actually worth the cost*. If you can make it work, that is.

To complete this bonus scenario you must accept the project, and make it a reality. Doing so will be difficult, even at the scale of a nation. It will require funneling vast amounts of expertise, resources, and manpower into completing it. There will be setbacks and complications, and all of this will have to be handled under the looming shadow of the larger empire threatening your own civilization.

But complete it and your people will have finished a great (and *useful*) modern wonder. Not only will they reap the benefits of finishing such a great project (likely quite useful for fending off any

potential aggressors...) but they will take this experience into the future, making them better prepared for and skilled at any other megaprojects they may undertake in the future.

**Bonus Reward**: *Category Five Brainstorm*
You can't take the results of the project with you unless you close the series to take your civilization with you early, so instead you receive this engineer's notebook and agenda. Whenever you need to hold a meeting for an organized project, you may write down the name of a project you are the head of or at least involved in to begin a special planning session.

This session takes place independent from outside time in a sort of mental space meeting room, quickly pulling in all relevant experts and desired consultants (that would acquiesce to such a meeting and at least theoretically be reachable), as well as copies of all relevant records and information to be perused. Everyone all in one place, in the perfect facilitating environment to discuss, plan, and design for the larger project with no worry of relevant individuals being left in the dark (unless you choose to leave them out of the meeting of course).

It will, of course, be up to you and those you pull in to make it a useful meeting. Ignore outside opinions or decline to include relevant experts at your own risk. Once the meeting is done, you may choose whether (and which) other members remember the whole thing, remember the details important to them as having been sent by memo or through more ordinary meetings, or forget that it happened at all.

## Bonus Objective 2:

The world turns and ages come and go. This new age brings change and progress with it-but such progress is often rather uneven, arriving to centers of commerce and administration quickly while often leaving smaller and more remote communities behind, forgotten.

This task requires you to prevent that. As your civilization marches forward you must ensure that new advances are applied and available to even the far corners of your civilization, that only those who actively and intentionally reject what's offered go without it. The marvels of the coming ages should not be restricted to just the greatest cities.

Note, this does not require you to develop every space into an urban, industrial area (or equivalents). If we were to use 1800s US for example, everywhere would need to have access to good roads, electricity, running water, and a relatively accessible telegraph station and post office. Immediate access to new cars and machines, nearby railway connections, and similar such things with denser urban requirements would only be demanded in areas already densely populated and developed enough to support them. This is about increasing quality, not quantity or density.

There will be an appropriate amount of "time lag" on this, brand new quality of life improvements will not be tacked on to the requirements until you've had a reasonable period of time to implement them. When you finish the main scenario, you must either be meeting the

requirements or only temporarily dropped below them and on your way *back* to meeting them again, and must have been in one of those two states for at least a decade.

This is a much greater accomplishment than some may think, and it will take a great deal of ingenuity and work from your people too, but having reached this task your people will be loathe to give up its benefits, and will naturally incline strongly towards disseminating benefits and improvements in the future as well, ensuring that parts of your empire don't fall behind in capability as the ages go on.

**Bonus Reward**: *Mind Of The Revolution*
You've brought the benefits of innovation and progress to your people here, and now you can bring those benefits to your people in future jumps. With this perk, all people who loyally serve under you, whether directly or in organizations or as subjects under your rule or beyond, will be mentally enhanced. They will be smarter, with faster minds, sharper intuition, and better memory. They will be better innovators, better at analysis, problem solving, and systemic thinking. They will be more creative, in all endeavors no matter whether creative, applied, scientific, or anything else. Your presence will bring change, yes, but guided by you and pushed forward by brighter and wiser people it can be for a much greater future.

## Bonus Objective 3:

In the vaults of relics, masterpieces, and ancient artifacts your people (probably) have acquired lies a particular item recovered at some point between this jump and the previous one. Soon after your arrival, the item will "activate", and eventually be brought to you.

The item in question is a data collector of some kind, intelligent enough to field queries about its collected information and purpose, but not enough to make its own decisions or ideas. The item has, however, somehow latched onto you, specifically, and requested that you fill its memory with useful data so it can "complete its function".

In order to complete this scenario you will need to have your people gather exhaustively thorough surveys of not just your own realm but those surrounding it. Knowledge of science and magic, records of history and culture, grand stories and their effects on society, geographical data, chemical data, biographies and censuses and law and politics and more. When provided it the strange object will internalize the data on its own, but gathering enough will be a gargantuan task likely requiring you to even delve into the secrets and knowledge of the empire threatening your people to meet it, and false or fluff data to pad your progress will be rejected entirely.

And when you finish, you will have the archive, as the object undergoes metamorphosis into something slightly larger... Something capable of easily accessing the data it has stored, and the data put into it, and providing resources, sources, and helpful indexing. A grand archive with an advanced and learning archivist which will continue to collect and archive information as it is allowed, providing your people with a powerful repository of data and knowledge that will only grow as time passes.

**Bonus Reward**: *Watch And Learn*
But in its final change, something passes from the archive relic into you. Knowledge begets understanding begets knowledge. Or in more "mechanical" terms, the more things you know, the more powerful your mind becomes. Effectively, this is a broad intelligence and learning multiplier that scales based on how much you have learned. And with a proper body and mind built for more than just archiving and indexing, what things boost this power is quite a broad list. New skills count, memories of your own life count, stories and cultural information count, fun facts, trivia, and scientific theories all count. And of course the more you know, the faster you learn, the quicker you can learn new things. This is limited in escalatory strength by the fact that eventually your limitation becomes *accessing* new things to learn as opposed to the actual process of learning, but by that point you will already be a legendary intellect in your own right.

As an added bonus, to make sure you can take proper advantage of this, you receive infinite mental storage capacity. You will never forget anything, and you will never suffer ill effects from the amount of memories and pieces of knowledge you collect. You may choose to redact or hide information from yourself, with a note to yourself as to why, but doing so will not cause you to stop benefiting from "knowing" it for any such things that would benefit from such, as you still know it, you've just chosen to suppress for a while.

**Special Reward**: *One Heart, One Mind*
If you've completed all three bonus objectives their rewards intertwine, creating a new benefit on top of the originals.

The knowledge of one person can be a powerful thing, especially when you're a jumper, but the knowledge of a million people? A billion? More? That would be quite the trove indeed...

First of all, with this combo perk, all people who fall under the purview of Mind of the Revolution and Category 5 Brainstorm will have their knowledge compiled into a sort of mental databank for you to peruse and make use of. This acts as a second layer to the infinite storage granted by Watch And Learn, less likely to immediately come to mind until you've accessed it personally, but there and easy to access simply by "looking". Not every secret and detail will be provided, if only a couple of people know something and wouldn't share it if pressed it won't be added for example, but pretty much everything else is game, and once something has been added to your store it won't be removed if no longer remembered.

Furthermore, not only does this act as a massive amplifier to Watch And Learn, but you may now stretch a lesser version of these benefits back downwards. Those who you open access back to may mentally reach for the repository, reach for *others* who have access, to draw upon the immense well of wisdom, knowledge and expertise that collects for you in order to further their own mental capabilities. You can even allow people to open up mental meetings similar to those provided by Brainstorm, though these will happen concurrently with real time rather than occurring instantaneously. Of course, as the source and curator of these benefits, you may

choose to deny some or all of these benefits as you please, to groups, categories, or individuals as you see fit.

But knowledge is power, the more your people know the more they can learn for you to know, and the smarter you become as your personal store of knowledge grows. The more people that have access to this, and funnel knowledge back to you as a result of it, the more you will benefit and the more *they* will benefit. You won't, of course, benefit from your beneficiaries learning the same information over and over again, but cast your net wide and your mind may harvest bountifully indeed.

## Another Chapter Closes...

You have found your way to the end of another jump, and so your story continues on to 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 Here, there are still chapters yet 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:

v1.1: Added Lessons Learned and Ancient Relics
v1.0: doc assembled and edited

Special thanks to Alastair Dragovich for help with the editing process!

Cultural Resilience will not prevent rebellion type effects incurred by racial flaws. It *can* make limiting their damage much easier though.

Logistics is worded in a deliberately vague way but the idea in my head involves supernatural logistical advantages for the 300 and 600 levels. 300 might look like a large number of different supplies being fulfilled by the same thing (smart matter pieces that can be any needed mundane machine part for instance) while 600 is in my head as something on par to WH40k orks' logistical advantages: being able to go entire battles on one clip of ammo because you said so and literally having an attendant ecosystem that grows food on the battlefield itself. Making new machines still needs the raw materials and work, maintaining them post construction needs very little. Of course, you're not bound to these ideas, just use that as a baseline of power; maybe your wizard civilization can conjure food and minor reagents into existence on the spot to remove the majority of logistical overhead or something like that.

Nice Posters and upgrades: there are some negative connotations with the word "propaganda" but this perk is about spreading ideas and information in general. It can be *mis*information if desired, but propaganda built on lies and deception tends to be much more fragile when confronted with the real world. These perks can also act as very good support for public information and notice works, and the last level as a very useful option for countering misinformation campaigns or even just obnoxious rumors. Just because it's true doesn't mean it's not government sponsored messaging.

Census Keepers and upgrades have a bit of overlap with The Garden's sociability slider. Consider this a mitigating factor if you took low levels of that, or a force multiplier/focuser if you took higher levels, ensuring that not only are they helping each other at the individual scale but also applying that social network to improving their country and community.

I Like Trains and its upgrades are not required for sophisticated transport tech, it just makes your people much better at the relevant facets and implementation of it. You might still have trains, but I Like Trains would make your people especially good at building and coordinating long distance rail lines for instance.

To clarify, A Good Ship And Crew and Living Vessel are NOT exclusive to large ships and similar vehicles. Smaller things like planes, tanks, and cars may still benefit. If you really want to stretch it, even buildings and complex non-vehicle machinery could benefit, though if so they'll take longer to see improvement and benefit much less than the focus targets. As usual though, if the basic idea of the features doesn't quite fit in with what you envision for the civ you're building, feel free to tweak the exact details away from what's written to something that fulfills roughly the same idea at the same level of benefit. Also, expect these to interact in interesting ways with any vessel that has an ingrained commanding intelligence like an AI.

Imperial March does not necessitate "violent put downs of insurgent groups" if that goes too hard against your people's ethos. That's kind of the primary intent though, so keep in mind that even if your people's method is more along the lines of "being so efficient, fair, and polite about it that public support for the partisans collapses" the original idea is what informs the freebies it gives you in later jumps.

You may have noticed that you can take Destructive and Leave No Trace together. This is similar to way back in The Trek where you could take Xenophobic and Not So Different together. Just because your people *can* choose to live in harmony with their environment doesn't mean they will... And much more likely means selective preservation of what's convenient or useful for them while everything else gets ground down underfoot.

"They Came From Above" can be considered to be from a faction about two jumps ahead of this one in development. Interplanetary sci-fi grade, but not massive interstellar super empire. Fight well enough and you'll still be able to make them bleed.

The presence of a bajillion other celestial objects in the local cosmic area does not have to disrupt the existence of a consistent day/night cycle if you don't want it to. Default as imagined by me is that light makes it to the atmosphere regardless of other major bodies in the way unless totally enclosed due to light being emitted by the interplanetary medium when stimulated by an energy emitted by the system's star in a rhythmic pattern. Further from the sun is still darker, but day/night and seasons are synchronized across the whole solar system.

In case you're trying to minmax for maximum usable space on the planet your people live on, do not take Deflate. The shape with the greatest volume for a given amount of surface area is the one you start with: a sphere, so anything else will decrease the amount of usable space added by taking Hollow World.

You should totally stack all the planetary oddities and make a stupidly over complicated planetary system with thirty planets and thousands of moons. It'll make jump 6's scenario way more tedious than it needs to be but it'll also be really funny.

On Proletariat Paragon and Beloved Bourgeois; this makes you immediately very popular but will not elevate you to a level that others would perform major personal sacrifices for you. With enough effort you could leverage it towards that position, but you won't be overthrowing neighboring countries with these alone by any means. It will certainly make attempts to do so much easier though.

Colored Gold's benefit from the usual "improves with your people's tech" clause will primarily be oriented towards output quantity. Quality tends to come from post-collection refinement.

On Ice's capabilities will be roughly limited by what your people can do with "climate control" type tech, but under assumed "ideal room temperature conditions". The exterior of a room being extremely hot won't make the temperature waver, but the box won't be able to lower arctically frigid temperatures further if it couldn't pass those temperatures under warmer conditions.

If you really want to get the most out of Choo Choo it might be a good idea to take I Like Trains and its upgrades in the race builder section, just a tip.

Line In The Sand requires you to have authority over the land being fortified, whether or not you have authority over the map you use the pen on is irrelevant.

Regarding Old Timer and Tech Wiz: remember that drawbacks supersede perks.

Start Your Engine's lingering effect will be both stronger and longer lasting as more "power" is stored during the initial ten years' superboost, and can easily last many times longer than the original boost does. Storing power does *not* reduce the positive effects of extra efforts during those initial ten years, it's basically an extra incentive and reward for taking as much advantage of those ten years as you can. The dropoff is smooth and gradual, so be aware that those benefits will decline over time and plan accordingly. If you are bringing a civilization along in your warehouse equivalent or otherwise have access to an organization across multiple jumps this *can* be used on the same group more than once, but benefits stack linearly.

Some clarification to One Heart, One Mind. First, this *does* allow you to apply Category 5 Brainstorm and Mind Of The Revolution's effects to targets normally only valid for the other. This will typically be of somewhat lesser utility but is still potentially useful. Secondly, it does *not* apply Watch And Learn's effects to people you're granting access to your knowledge store, they still have to deliberately access what's there and don't gain better memory, you're the only one who gets scaling learning boosts. Finally, this *can* be used for communication in certain ways but not for easy instant messaging. Brainstorm needs a specific project and planning relevancy to trigger, and knowledge needs to be known to multiple people in order to be filed and you will not be notified about added information upon it being added (so it *could* be used as an early warning system if a settlement or army formation is cut off from communication and attacked provided you or others know what to watch for, but *can't* be used by spies to securely relay information back to you or reliably relay information about surprise emergencies).

**Red Drawback notes:**
if you have Chosen previoUs red dRawbackS, there arE other effects. yOu should look For all relevant effects below. be adVIsed, mOre effects Like thEse *and* uNlike the seleCtion here will accruE in future jumps.

The added effects on ***Destructive*** are determined by the number of red drawbacks you've taken previously, up to the current four possible to have acquired before now:
***Violent*** in Story Of A Ruler: Gatherer.
***Xenophobia*** in Story Of A Ruler: The Trek.
***Barbarism*** in Story of a Ruler: Settled.
***Sadistic*** in Story of a Ruler: King and Country

The following "features" can be acquired for free if you qualify for them as listed further below:
*Slash And Burn*: Natural environments can be so tiresome sometimes can't they? It's hard to build a fortress when there's trees in the way. Your people excel at landmark removal, and are extremely adept at removing natural features such as forests, rivers, or wildlife from areas that they interfere with more important projects like factories or housing units. This has a limit though, relocating an inland sea or flattening a mountain is still a bit beyond your people's ability to do in a timely fashion.

*Citybreakers*: Few things inspire greater dread in a military commander than extended urban warfare or having to siege extensive military fortifications. Your people have hit upon a simple and elegant solution: enemies can't wage urban ambush warfare if there's no "urban" left to hide in. Your people are spectacularly effective at inflicting structural damage, even on military installations, capable of leveling entire swaths of enemy cities into compact rubble and ash. Leave them nowhere to hide from your wrath.

If you've taken *one red drawback* before now, Destructive is worth 800 CP instead of 600.
If you've taken *two red drawbacks* previously, Destructive becomes worth 1000 CP.
If you've taken *three red drawbacks* before, Destructive is worth 1200 and allows you to take the Slash And Burn bonus feature.
If you've taken all *four previous red drawbacks*, Destructive grants 1400 CP and gives you access to both Slash And Burn and Citybreakers.