

Baahubali
- the Jumpchain -

1.0 by Walkir

In ancient India, a boy grows up in a village below a waterfall. Something draws him up there from the day he is old enough to recognize it. One day, after he helped his mother perform a ritual to Shiva, a wooden mask lands in front of his feet.
As he finally climbs the waterfall, he meets the woman the mask belongs to, and finally meets his past.

The main characters in the movies are close to demigods and the entire thing is much closer to Greek legends or Jackson's Lord of the Rings than Bollywood.

To start you out, you get 1,000 Choice Points.

Starting Location & era

Roll a d8 or pick for free.

1. Free Pick
2. Below the waterfall
3. Mahishmati City
4. Cave system / Kunthala
5. Singapuram, the city (kingdom?) "den of thieves" with the dancers
6. The Quarry where Amarendra is exiled to
7. Anywhere along the trader's route (Greece, Persia, China, Mongolia - Silk Road)
8. Free Pick

You can chose to start at any point between the Kalakeya attack and Mahendra finally climbing the waterfall. If you want to have companions from both eras, you can do five years in each, with a 25-year jump where you can't influence things.

Origins

Free pick of gender and age as long as it is at least 16. All origins can be drop-in.

Royal

Be it the royal line of Mahishmati, Kalakeya or that of a vassal kingdom, your blood grants you all sorts of benefits, be they biological, magical or social.

Exile

Guerillas for a fallen kingdom

Soldier

A soldier from the kingdoms.

Barbarian

Warriors of the Kalakeya, as well as Pindarl bandits.

Perks

As usual, 100 CP perks and items are free to their origin, and discounts are 50%. Everything is only free once, after that this is reduced to discounted.

General, undiscounted

Singing (free)
Great, trained singing voice and choreographed dancing. Fluent In Sanskrit, Telugu, Tamil and Hindi. Every so often, the plot will progress in the form of a song and dance number. Which can also be a flashback explaining something or a training montage - the movies don't really have random song interruptions, they always serve the plot, even if they aren't always direct story events.

Indian Cinematic physics (Free for duration, 600 to keep)
This is Indian Cinema, going straight for Rule of Awesome. If physics gets in the way of your cinematic stunts on pushing the plot or fulfilling your fate, just ignore it. The same goes for too big architecture and engineering and anything preventing dumb, but crazy awesome strategies and fighting. Even the scenery helps you in minor ways.

As this is a mythical iron age(?) jump, this only applies to technology driven by human or animal power, a waterwheel or a windmill.

Fate of Love (600)
You are the Chosen one. Nothing will get between you and your love. Whenever necessary, fate will lead your steps. Even deadly combat becomes a playful dance, helping your lover to grow in the process and create music videos intermezzos that help you relax.
This is much more powerful if you work in concert with your local identity's religion.

Royal

Larger Than Life (100)
You are the stuff of legends: Strong enough to replace at least a dozen workers yourself, tanking incredible hits. Effectively unlimited ability to hold breath, and able to climb the highest mountains or city walls and safely jump down from the latter.
Of course, you are beautiful/handsome, your superhuman attributes showing exactly as much as you want them to.

Kshatriya (200)
You know everything a high-ranking warrior needs - Training in weapons, unarmed combat, chariot use and riding - from horses to cows to elephants, short bows to elephant-bows, tactics, strategy and leadership.



Archery (400)
You can nail a shot while jumping off a cliff and lose multiple arrows per shot will not lower speed, accuracy or power, even if someone else's hand is on the string as well.
This makes even Elves look at you with envy.



Just King (600)
You are fated to rule, and have the skills for it. While animals love you for your charisma, the people love you for way more. You are well educated in the skills of a ruler, trained in strategy, philosophy, leadership and rhetorics. But most of all, you care about your people, and are a Just King.

In future jumps, you may choose not to be part of the royal family, but they will certainly do everything positive to get you on their side and keep you from their opponents'.

Exile

Guerilla (100)
You're excellent at infiltrating much more powerful enemies, living off the lands and fighting them for years to decades.

Camouflage (200)
You can hide away not only you, but large groups of people long term, not just in ambushes. If the group becomes too big to fully hide, this involves looking unimportant enough to be ignored (or kept around for fun).

Free Devasena (600)
Your determination is legendary, allowing you to focus on a goal for decades, ignoring everything else. Should you threaten to stray off the path, a simple reminder of duty can turn you back, and make you easily hunt down whatever almost cost you your focus.

Soldier

Training (100)
You are trained as a normal soldier, versed enough in melee, archery and unarmed combat to serve in a professional military.

Elite (200)
You are part of Kattappa's troops, the Elephantry or some other Elite unit. This gives a skill upgrade related to your specific unit and an accompanying status boost.

Killer of Fear (600)
You are a rock in the stormy sea, making any formation or larger part of an army you can directly influence and motivate as long as you still stand. Your morale will not falter as long as there is any chance this can secure a retreat or influence the course of a battle or war.

Barbarian

Thug (100)
You know enough of combat to terrorize civilians and beat other barbarians, but need massive amounts of people to beat organized armies. Your strength is boosted, and you have the courage to attack even the best organized enemy.

Reputation (200)
Your, and by extension your tribe's, name is enough to scare other people shitless. Show up with enough people, and even normal soldiers are much more likely to suffer morale breaks than they should be, weighing your personal strength, courage and image stronger than military training and organization.

This does not even lead to increased precautions, making the others doubt their usefulness.

Roaming Free (600)
Just like the bandits could kill hundreds at one river without being destroyed by Mahishmati, you have unjustifiable freedom.

Even next to a major power that should stop you easily, nothing stops you from operating. Only when the highest authorities get personally involved will your victims strike bac kat you. Don’t poke the bear, and you can kill and pillage unperturbed.

Items

As usual, 100 CP perks and items are free to their origin, and discounts are 50%.
Everything is only free once, after that this is reduced to discounted.

All items can be imported like to like for free, gaining the new functions and an alt form without losing anything, keeping all future upgrades and customizations.
Where fitting, they come with plans to build more versions without backing.
Will return after 24 hours when stolen/destroyed/lost. Personal equipment receives enough ammunition to fill up every 24 hours.

You get 200CP for items only.

General

Untamed bull (100)
A bull like the one Bhallaladeva fought. Can be used to draw a chariot (not included) and won't attack anyone you don't want it to. No inbreeding effects if used to breed stronger bovines.

Indian cinematically trained war mount (100/200)
An extremely well-trained warhorse with all required gear and unbreakable loyalty. Always at least as fast as you, able to carry you and gear proportionate to a regular rider on a regular horse and smarter than a normal animal, but not human level.
For 200CP, this becomes a war elephant able to operate a bow together with you.

Jewelry (100)
Enough jewelry to blend in with the royals in a style befitting your station. Does not return for the rest of the jump if given away freely or melted for charity/humanitarian uses.

Tattoo kit (100)
Works underwater without problems and allows to make perfect matching tattoos with ease. Can be used without the target noticing.

Village (200)
A small village of farmers, fertile fields, domesticated animals and fishing boats if located close enough to a fitting area. Which the bottom of the waterfall isn't.
Big enough to easily feed everyone inside, fill granaries and still provide some surplus.
Can be free of any external rulers if you so wish.

The War fields (400)
A flat, sandy area surrounded by mountains, large enough to hold several hundred thousand soldiers with ease, or give 100,000+ over a kilometer to run to reach the other end.

Your side has a single entry point at a mountain pass, guarded by a dozen giant stone soldiers reminiscing of the Argonath, a natural plateau overlooking the battlefield that allows to hold whatever pre-battle rituals your culture requires and a model of the fields with enough miniatures to do proper.planning for the defense.
There are no walls, just open terrain.

The other side has another mountain pass entry point and light woods where an attacker can watch the attack from the foothills.

This is just a defensive chokepoint, nothing forces an attacker to go through here if other entry points make more sense.

Royal

Kit (100)
One weapon like Armarendra's or Bhallaladeva's, and a set of exquisitely decorated, but very protective armor not impacting your mobility appearing on your body when struck with fire or during properly cinematic moments.

Chariot (200/200/300)
A normal chariot, with animals to pull it, for 300CP upgrade to Bhallaladeva's from the *Beginning*, 400CP to the one from *the Conclusion*.



Ocean of Wealth (400)
Swan ship with spirit crew (followers), grants the magic they used to make it fly, but needs two people cooperating to do it.



Mahishmati Kingdom (600)
A large Empire whose capital comes with a golden statue of you whose size represents your popularity.
Comes with some vassal states that aren't part of it and can change between jumps, but always remain equivalent so you don't lose anything when that happens.
Doesn't need to be Mahishmati proper.

Exile

Wooden mask (100)
Perfectly hides your identity and occasionally gets lost in order to get found by someone requiring motivation, especially if it is to fix something.

Herd of cows (200)
Over 100 fire-resistant bovines that can be summoned for stampeding and other support.

Self-sufficient Cave system (400)
Big enough to hide a small kingdom worth of people from everyone, but with just enough support (clean water, fresh air, sanitary areas for waste disposal, but no food source inside) to survive. Doesn't cause claustrophobia or mental issues, no matter how long you hide inside.
In future worlds, this becomes NBC-proof.



Restored Kunthal palace (600)
The beautiful Kunthal palace around Senior's arrival, dam and harbor included.
This version comes with working defenses, a fitting garrison actually manning the walls and closed doors and the land to support it.

Soldier

Kit (100)
Good quality gear - armor, one melee weapon, bow and quiver.



Arrow artillery (200)
A machine able to fire dozens and dozens of arrows at once with the effects shown in the movie, with plans to build more and enough ammunition for a dozen salvoes a day.

The Pride of Swords (400)
Actually like the sales pitch; Unbreakable, perfectly balanced sword, extremely nimble.

Royal Armory (600)
Can equip the entire army of Mahishmati with good quality gear. Comes with the required industry and followers to build and maintain it all, even the training facilities for all sorts of troops, war elephants included.
While Kattappa isn't included, it comes with a follower trainer able to provide training to a Royal… scaling with Jumper.

Barbarian

Kit (100)
Some looted personal gear of middling quality.

Totem (200)
The bloody skull and bones of some large animal serving as a totem to whip your troops into a frenzy, regardless of if they can actually see you using it. Needs to be at the site of the battlefield, though.

Pandiri (400)
Your own unit of 10,000 semi-disciplined bandits that can act disciplined on a battlefield, but still very likely to rush in piecemeal and near impossible to keep from committing what would be war crimes outside.
Come with only a basic understanding of tactics and strategy as well as basic, but uniform gear. Returns to full strength every two years.

Endless Horde (600)
Your own Horde of 100,000 undisciplined, half-trained troops without any idea of tactics or strategy. Will not break as long as you stand. Returns to full strength every two years.

Companions and Followers

You can take as many followers with you as you can convince to come, but see the Notes. Companions cannot buy companions.

At the end of the jump, all exports get a chance to be from the other era, although they're vastly more likely to accept getting younger…

Crew (Varies)
50 for one, 100 for 4, 200 for 8, 400 for every single companion. They get an origin with all freebies and discounts as well as 600CP to spend, but no item stipend.

Local (50 per)
Create or take up to 8 of the locals to take them with you, same benefits as the imports.

Messenger Bird (100)
An owl or other bird that will deliver messages homing onto the target, no matter the distance. It will be quiet and not draw unwanted attention, both from observers before launch and predators afterwards. Can be an import.

Canon (50 per)
You can take with you for free anyone you can convince to come with you of their own free will to accompany you. If you decide to actively go for a companion, you are guaranteed to have at least one or two meetings and a fair chance. By paying, you can force the export for this companion. Be sure to consider Kattappa's oath with that…

Follow on (free)
All existing followers can also join as members of your realm, settlement, organization or any kind of staff if you have any of that. They gain the **Singing** and **Training** perks for free, but remain followers. Animals imported this way gain average human intelligence on top of the alt form.

Drawbacks

If anything fiat-backed would beat a drawback, the drawback wins until it goes away at the end of the jump. Companions can take drawbacks marked with a *.

Armor does nothing (+0, mandatory)
The bad parts of movie physics also apply.

Self-insert (+0)
Take over a canonical spot. If you take this, you have to make sure to fulfill that person's plot.

Crippled* (+100)
You have an injury that doesn't heal and impacts your life, but doesn't kill you. At least as long as your community can support you.

Cowardice* (+100)
You are a coward, dreaming of courage, yet incapable of reaching it.

Animals going crazy (+100)
At least once a year, animals around you go crazy. It's always dangerous animals, and often, you have to protect civilians and/or prevent collateral damage (be it to a ritual or property).

Army of Blackface* (+100/200)
Some (real or imagined) element in the world keeps triggering you. It's not something you know other people find offensive, you actually have issues with it, and it doesn't go away. Noone else cares. For +200CP, some even ridicule you for it.

Animal Plague (+300)
Your lands are plagued by wild boar, massive bulls attack somewhere at least once a month, that sort of thing

Kattappa's people* (+300)
Your ancestors swore servitude to Mahishmati, and you are stuck with the consequences. Does not prevent you from rising to high rank.

Why?!?!* (+300)
Early on in the jump, you will learn something that will shock you as much as the end of *the Beginning*. While the answer will be satisfying, you will only learn it at the end of the jump, and nothing you do can shorten this timespan or prevent the question eating at you.

Barbarian attack (+400)
Every few years, at least three times, massive barbarian hordes will attack your borders.

While it is possible to beat them back with your local means, it won't be easy. Can be Kalakeyans, bandits, whatever, they definitely do not care about strategy or logistics.

Power Lockout (+600)
You lose all access to out-of-jump powers and items. That's enough to buy Indian Cinematic Physics for later, what else do you need?
Doesn't lock out companions, though.

The End

Stay

This world is brutal, but beautiful. Maybe it's a good palace to end your chain.

Go home

Or maybe, having gained the powers of Tollywood, you may be ready to return home.

Next jump

…who am I kidding, you'll go on anyway.

Notes

Baahubali: The Beginning (2015) and Baahubali 2: the Conclusion (2017) are Tollywood fantasy epics with a giant cliffhanger that created the WHY?!?! drawback.

As Bahubali is one of the Jumps SJ-Chan said she wanted to see, this is dedicated to her. May she rest in peace.

Thanks to whichever Anon pointed out the enemy horde background missing and to Daddycool 101 on Spacebattles for feedback on perks for that line.

Here is the wiki

Royal Armory
It can provide up to the highest technology you have available, but only covers infantry and any form of animal riders. No tanks or anything more modern, no power armor!

Mahishmati Kingdom
Located on a fertile plateau bordered by the Udayagiri Mountains in the east, the forests of Kathari, Surani, and Kalakeya in the South, the Malava Islands in the west and the bothern titanic waterfall near the vassal kingdoms such as Kunthala.

At this point, the river is flowing down to an area without central rulership, accessible from the lowlands through a hidden cave system ending next to the waterfall.

The capital of Mahishmati is on an island encircled by a river, with the surrounding lands having forests.

The War fields
In future jumps, you're free to put gates at the mountain pass, and the mountains remain

impassable… but it offers no defense against enemies flying high enough to bypass the mountain.