Story of a Ruler
Age of Empire

Jump by Pionoplayer
v1.0.1

You wake up above the sky. Below you sits the world your people live on, shrouded in night. You recognize the area below you as belonging to your people from the shape of the geography, but the signs of development and industry are clear across the world's surface.

Your people have grown and prospered in your absence, perhaps even warred and defended themselves against new threats and enemies. Their star remains yet ascendant, but it is clear theirs is not the only one.

Welcome back, time's relentless march has remained so in your absence, bringing this world to the next time your people need your guidance. The rulers of your people's homeworld will be decided soon, are you prepared?

Your people are not the only ones who have staked claim to living on this world, take **1000 CP**, and make sure you can safeguard the future with what you choose.

Important Notice: This is the sixth jump in a series! If you have not completed the main scenario of the first five jumps in the series, or if you left your people in such disarray at the end of Fires Of War 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 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 roughly around Earth's modern and digital era, though various factors are available that likely further influence that and there's very little chance your people look similar to Earth's real life technological and social situation.

Advanced Organization: Choose one.

Expanding an empire is difficult merely from the challenges that greater size presents, but it is nowhere near the difficulties presented by the unpredictabilities of life. Different circumstances require different solutions, and constructing a single system that can handle every eventuality is a brilliant principle that almost no one can truly reach. How well can your people handle the organizational and administrative strains of complex and varied circumstances? Your people may already have extensive experience solving these problems, so **you may take any option in this slider for free except the 600 point one (which will be discounted) if you've previously taken Empire Builders in SoaR 4: King and Country,**

(0 CP) Size And Slowdown: It is an unfortunate fact that there's no way for any administration to predict every issue, or understand what is needed for every issue to arise. Your people are as subject to this as any other, and as your realm grows in size and variation attempting to handle every issue will incur ever greater administrative and bureaucratic costs. Developing new administrative techniques and technologies will help of course, but at the end of the day your people will always have to find the balance between how much freedom and associated potential for failure and incoordination lower management will be given vs how much control and corresponding potential to slow down and screw things up upper management will be given.

(100 CP) Administrative Precision: Your people have a strong grasp of the limits of conventional administrative preparation. While they can't circumvent these limits they do know how to mitigate the challenges and consequences of them. Your people are good at loosening,

tightening, and rebalancing command and authority structures to allow decision making to be relevant and informed to those who need it. How to grease the wheels with freedom of action, and where to instead constrain unwanted outcomes through established procedure. Of course, this might not help when bizarre and unexpected circumstances kick up in the blind spots of the administrative structure, but they're about as good as you would expect of any "mundane" empire of such a size.

(300 CP) I WAS Trained For This: Your people are frankly unreasonably effective at setting up management and bureaucratic systems, not to mention streamlining up and downstream communication to account and adjust for new or unexpected circumstances. This is not perfection, at grand scales a large empire's bureaucracy can still use every innovation and improvement it can get, but your people are masters at making what they do have work. If really pressed, your people could run a universe spanning empire on "conventional" chain of command methods. They'd certainly be feeling the pain and slowdown, but it wouldn't collapse under its own weight.

(600 CP) Celebrate Diversity: Now this one's just absurd. Somehow your people's administrative capacity minorly but actively benefits from increased situational complexity. New types of people and developed subcultures that need different considerations cause the administrative systems to reflexively shift and improve to accommodate them; the more unusual exceptions and events it encounters the better the administration gets at handling them. More standard situations and common complications may as well be a non-issue at this point. At this stage your people are unrivaled administrative masters, only the most complex and unexpected of circumstances will be able to put lasting strain on your empire's organizational structures.

(+300 CP) Compounding Complexity: Increased diversity of challenges adds bloat and slowdown to administrative systems, but your people take this problem to the next level. The more they need to deal with, and the more different circumstances they must make bureaucratic space for, the more it seems like each individual piece makes things worse. Frankly, your people will not be able to keep up with these challenges indefinitely. Should you make it all the way to the end of the series it is all but guaranteed that your realm will have to look more like a loosely collected federation or a series of vassal states under a central non-administrative authority by the end rather than a single empire.

Cultural Charisma: Choose one.

Individuals have charisma, but so do civilizations. The appearance of legitimacy, their ability to capture the hearts and imaginations of friends and foreigners, how the culture and its ideals spread beyond its own boundaries. How well does your people's culture impress itself upon others? Some traditions encourage the growth of this more than others, **you may take any option in this slider for free (except the 600 CP option, which will instead be discounted) if you took Caravaneers in SoaR 3: Settled.**

(0 CP) Average Joes: Your people are not especially charismatic at a cultural level. They are not *un*charismatic either, but the trappings of your people's lives does not hold special glamor just for the culture it holds. Other things, such as clear wealth and developmental advancements, relative political and moral alignment, your people being individually quite charismatic and memorable, a widespread reputation for unpleasantry, or whatever else might be at play will shift the needle as one would expect.

(100 CP) Good Folks: The culture(s) your people have built up, and will continue to develop in the future seem to click with other civilizations better than most would normally expect. This is not drastic; repeat large scale offenses will not be covered up to prevent war, but in circumstances where foreign cultures would normally feel neutral or perhaps even mildly or mostly suspicious towards your people in general they will often instead come out with a general feeling that your people are an alright sort. In cases where they would already hold highly favorable views of those you lead, it may constitute the last push needed to cement the kind of intense bonds and alliances that last for ages to come.

(300 CP) Role Models: Your people are an inspiration to others, there is just something about them and the way they live makes people in other societies want to be like them. Perhaps they find your people glamorous, or your people radiate a feeling of success and goodness that tempts others to emulate and live up to the ideals your people hold. Even individuals who have never met a member of the race you lead may find themselves enamored with what they hear, and other cultures will almost always be significantly better predisposed towards your people and realm than they otherwise would.

(600 CP) All Roads Lead: At some point one begins to wonder where charisma ends and subtle psychic effects begin. Your people's culture is not just appealing enough to improve relations with other groups, it is enough to, all other circumstances being roughly neutral, make a very significant portion of other cultures idolize yours enough to be willing to change allegiances. This effect may be more overt or subtle according to your preferences as you select this of course, but if you wanted to achieve dominion over another civilization by peacefully convincing them to hand the keys to their kingdom over to you this would be a powerful tool for doing that: even stiff resistance from a recalcitrant ruler may crumble when all their people clamor for the chance to unite forces with the obvious pinnacle of civilization.

(+300 CP) No Thank You: Just like individual people can be uncharismatic, a culture can be too. Your people's way of life is somehow fundamentally unappealing to other civilizations, even in cases where one would think the differences are only superficial. Individual members of your race can get along fine with others, but they can expect a lot of "at least *you're* alright" along the way. This will complicate the process of building diplomatic relationships a great deal, and complicate any process relating to peacefully integrating new peoples into your empire even more.

Developmental Cohesion: Choose one.

One of the issues that all great empires face is how to distribute power and wealth. The fringes and backwoods of a civilization are naturally harder to supply with advanced technology and resources, while rare luxuries are just that and therefore not nearly abundant enough to supply to the whole realm. But there are levels and degrees; how sharp is the power gradient of your people's civilization from its seats of power to its most remote outposts? This is easier for some races than others, **you may take any option in this slider except the 600 point one for free if you have taken either Empire Builders in SoaR 4: King and Country or We All Lift in SoaR 5: Fires of War. The 600 point option is discounted if you took one of those, or free if you took both.**

(0 CP) Out In The Sticks: The problem with rare and valuable commodities is that they're rare. Frankly, it's unreasonable to expect a polity to be able to equip all their settlements with all their best stuff. Your people are as vulnerable to this as any, with the typical spiderweb-gradient from the empire's center of power to its major commercial and administrative hubs out to lesser towns and so on. Life on the fringes of the empire will never be as good as life in the center. Though projects can still be taken to update the remote regions to higher standards periodically to ensure they don't fall too far behind, they're likely to be expensive and difficult as with all large nations.

(100 CP) Great Cities: Not every realm needs to consolidate towards a single seat of power, some, many even, have several centers around which the realm grows. This has the dual benefit of somewhat reducing how far from the "peak" most areas in your people's realm will be in terms of infrastructural development, and ensuring that your empire can't be crippled by the loss of its core-there's more than one place supporting the bulk of its administrative weight already.

(300 CP) Decentralize: Some realms are less consolidated, spreading their bureaucracy, power, and development efforts across a broader spectrum of areas. Your people not only do this but do it well, effectively reducing the rate at which developmental quality decreases from the nation's centers to its fringes. While far remote locations will still never be quite so well supported as major military installations and population centers they will still reliably meet general standards of living, and have many if not most of the expected luxuries-with acceptable replacements or substitutes wherever possible. For your people even the outlands are glowing bastions of civilization.

(600 CP) Prosperity For All: There is almost no way for a civilization to maintain its highest quality goods and capabilities for every citizen within its borders. Simply put, the infrastructural and skilled labor costs are ruinous in almost all circumstances, to say nothing of material issues. I say "almost", because otherwise your people would be proving me wrong. While scarcity of rare components or simple lack of present population may prevent smaller settlements from having truly everything, beyond such "raw resource" limitations on advanced goods and luxuries even the farthest removed outposts benefit from all the innovations of the central heartland. Medical treatments are state of the art, quality of life does not drop near the edges, and any enemies attempting to push through less guarded border outposts instead of your main

defenses will be unhappy to discover that even distantly removed watch posts are just as well armed per soldier as your greatest strongholds.

(+300 CP) Sea Of Misery: There are some empires however, where the greatest benefits of progress and advancement fail to benefit more than just a scant few. What would normally be a gradually declining gradient is more of a steep cliff-even in the central cities of your empire only the most essential or high class areas benefit from everything your people know how to do. Maybe it's deliberate classism, maybe it's a fluke of how your people's technology is built, or maybe it's just a natural effect of widespread corruption. Regardless, your cities are ringed by slums, the infrastructure is never as reliable or advanced as it could be in the towns and villages, and in some of the most remote settlements you might think you had fallen back in time an era or two for how far behind they are.

Other Features

(100 CP) Peekaboo: Stealth is a useful quality; to be able to do things while potential threats can't find you is always handy. But the larger your armies get and the more observant your enemies become, the less of an option it is generally. However, your people are adept at it, making up for shortcomings introduced by the challenges of modernized warfare by being harder to spot, locate, and hit. This isn't "invisibility" levels of camouflage, think more "greatly reduced radar profile"/"ghillie suit" camouflage, but the best way to not take damage in a fight is for the other guy to have a hard time pinning you down, so it can still make a great difference.

(200 CP, requires Peekaboo) In Plain Sight: You know what's better than being hard to see in a fight? Being actually impossible to see in a fight. Your people are much better at combat stealth than outlined in the previous version, to the point where near total invisibility is a viable (though possibly expensive) capability that infantry and armored vehicles can be equipped with. Crafty enough enemies may find ways to find your soldiers anyway (watching for disembodied footprints is supposed to be a good one) but your people will continue to develop their abilities here to greater and greater degrees over time as with any other purchase.

(300 CP, requires Peekaboo) Secret Secret Secret Secret Tunnel: Hiding your soldiers from enemies is a good trick-hiding entire military bases is an even better one though. Your people have mastered the art of secret bases, hidden logistics, and setting up shop on your enemy's doorstep, capable of concealing the emissions and access points of concealed fortresses from all but the most thorough searches, or hiding covert outposts deep within your enemies' own territory. Always good for a laugh when the other army thinks they've routed you only for your army to pop up literally in their back ranks because the other guys missed the bunker complex you had in the forest.

(100 CP) Pop N' Swap: You know what's annoying? How hard it is to make equipment that does multiple things really well. Tanks are good armor but to make them good AA they have to be worse at ground combat. Tractors pull things really well but without a separate trailer they don't make good harvesters. Your people haven't *solved* this issue per se but they've found a good

second best-modularity. Your people are really good at modularizing the machinery they build, to the point it's barely more difficult than the straight thing. Guns that can be refitted to automatic or long range with a minute or two of tinkering and a swapped in part, cars that can be refitted as boats with ten minutes and a wrench, aircraft that can be fitted for stealth, durability, or speed in the hangar during maintenance. It won't work true miracles, but it'll save a lot of time and energy-not to mention money.

(300 CP, requires Pop N' Swap) More Than Meets The Eye: I was wrong, your people *have* solved the problem of specialization. Through some method or another your people have mastered the ability to make items that can effectively form the roles of multiple different kinds of the same category. Maybe a sword that can fire bullets like a gun with no loss in efficiency to either function, maybe their powerful warships can reshape their gunnery and layouts to fill different combat roles-like switching from seaborne to airborne, or maybe you just have cars that can turn into combat mecha! Keep in mind there's limits, the more different options something can reach the more difficult it'll be to make (though never as hard as it would be to make each one separately somehow).

(300 CP, requires Pop N' Swap) Evac Plan A: One of the critical and usually unsolvable problems with buildings is that they, by default, cannot be moved around with greater effort than it's generally worth. Your people are an exception to that 'usually', through some method or another they are greatly adept at moving permanent structures from one place to another. Maybe lifting them up in the air or putting them on giant treads. Few civilizations can relocate critical infrastructure on short notice, yours can.

(200 CP) Internal Security: Empires make enemies, the larger they get the more enemies they make. Not all of those enemies are external. Your people are good at quashing all forms of internal attacks on the greater empire. Rebellions are easier to cut down early, sabotage struggles to leave a mark before security officers catch the offenders, and more. Truly determined and capable infiltrators may still cause problems, but they'll have their work cut out for them. This is a critical capability for expansionist powers, so **you may take this feature for free if you took Imperial March in SoaR 5: Fires Of War.**

(100 CP, requires Internal Security) Impartisan: Being able to quell individual issues is all well and good but sometimes a good internal security service can be overwhelmed by quantity just as well as quality-especially in regions suffering enough unrest to generate wide scale partisan activity. Something about your people's rule heads this off. Maybe your people have an effective internal surveillance state, maybe your people are so terrifying that occupied areas refuse to attract their ire further, or maybe living in your realm is just so much better that would be liberationists get turned in to the authorities by their fellows. Regardless, partisan activity isn't just easier to deal with; it usually fails to build up steam in the first place.

(200 CP, requires Internal Security) Turncoats: There is a saying: the best way to remove an enemy is to make them your ally instead. Your people have an exceptional talent for turning saboteurs and infiltrators into liabilities for whoever sent them after you. Maybe it's mastery of

bribery, or maybe it's just mindrip magic to steal military secrets out of captured spies' heads. Regardless, other factions will think twice before sending agents to damage your realm's internal function after this comes to light... Assuming they find out before you can compromise their entire spy network that is.

(200 CP) Type Advantage: Does magic feel like bullcrap to you? Do ki cultivators and martial gods piss you off? With this feature your people have developed talent for countermeasures against a particular kind of enemy. Necromancers, robotic threats, demonic forces... A category that is relatively narrow but not so limited that you'll never run into new factions that fall under it in the future. This isn't total shutdown; anti magic barriers might fail with sufficient force so your people can't necessarily totally shut down all powers of their chosen type even in a limited range, but there are countermeasures, advantages, and weaknesses your people know how to exploit that will let them punch well above their weight class against their chosen foe. This feature and its upgrades may be taken multiple times, every separate instance of this feature must have the upgrades purchased for it separately.

(200 CP, requires Type Advantage) Hard Counter: If you want more than just an advantage, this feature further amplifies the effect of Type Advantage. Where before your people might have had effects that mess with digital tech equipment and render it less reliable, now powerful EMP effects make it nearly impossible to use against your forces. Where before enemies of a necrotic nature might have been slowed and weakened through certain applications, now your people can turn them to dust en masse. Only the most overwhelmingly lopsided of matchups could see your people lose to foes of your preferred type, so show them how it's done.

(200 CP, requires Type Advantage) Categorical Countering: Having methods to effectively defeat your most hated enemies is useful, but it is very situational. But perhaps your people's counters are broader in scope. Perhaps instead of just rune magic or sorcery, your people have effective counters for all kinds of magic in general. Or perhaps against technologically oriented foes as a whole. Entire categories of faction will be rendered nearly impotent against your people's countermeasures, and while not every foe will fall under the chosen category, it's certain that every jump in the series from here on will see *at least* one other major group seriously affected by this.

(300 CP) Hey Alexa: There can come a time in a civilization's development that the labor demands of industry begin to outpace the ability of the extant population to meet it. Many civilizations turn to other options; advanced machinery or magic or mighty beasts of burden. Some even figure out a way to build "replacement workers". Robots, golems, bio-drones, and more. Your people have found great success in this realm, capable of mass-manufacturing effective generalized worker drones to supplement and amplify the workforce. Nothing as intelligent as actual people, and they still need monitoring and technicians, but it provides a great many opportunities and a powerful force multiplier in all work settings be it industrial, agricultural, or even military.

(300 CP, requires Hey Alexa) All Shapes And Sizes: Typically above a certain size of machine you need multiple intelligent operators to ensure that everything runs smoothly. Your people have figured out how to scale up the systems of the autonomous worker drones to larger vehicles. Mining rigs, cars, perhaps even military vehicles to some degree. The largest and most complex may still need on hand engineers to ensure the best performance, but a ship that can sail itself needs far less crew than even one mostly manned by drones.

(300 CP, requires Hey Alexa) Electric Sheep: If your problem is that there just aren't enough people available to do everything that needs people... Why not just build more people? The race you lead has mastered the art of artificial people creation, whether that's through robots or extensive designer-cloning bioscience. Building a person is generally more expensive and involved than raising them the old fashioned way, but it can certainly be done much more quickly when the right resources and tools are on hand.

(300 CP) Better, Faster, Stronger: Even the most personally powerful of races always have more beyond their reach. Your people have delved into these reaches and learned how to become more than they already were. Your people have developed a series of self modification procedures that allow for massive improvements to those who undergo them-effectively allowing the creation of supersoldiers (or super-other professions). The procedures are fairly expensive, not to mention strenuous, so only a portion of the population can be outfitted with the benefits provided, but this process allows creating an entire group within your people that is massively more powerful, competent, and capable than the baseline your people already set. Certain researches may naturally give way to these capabilities, **you may take this feature for free if you purchased Live Experimentation in SoaR 5: Fires Of War**.

(300 CP, requires Better, Faster, Stronger) Overdesigned: Your standard enhancement procedure set improves a wide variety of traits from speed and strength to intelligence and reaction time to endurance and capacity to survive hostile environments. Sometimes however, there are ideas for more. The ability to spit acid, compartment weapons hidden inside limbs, the ability to generate and control small drones around oneself. Your people's enhancement protocols include a variety of "bonus options" that typically can't all be granted to the same patient (for space limitations if nothing else), but provide a number of "personal customization" options for unorthodox and powerful abilities to those who undergo physical enhancement.

(300 CP, requires Better, Faster, Stronger) Standard Procedure: For most races that develop them, supersoldier or similar physical enhancement procedures are relatively rare. They are expensive, strenuous, and frequently come with side effects that can complicate ordinary civilian life. The procedures your people have developed however are quick, relatively easy, and remain unobtrusive once adjusted to. In effect, the benefits of Better, Faster, Stronger are reasonable to deploy to the entire population if so desired, allowing all members of your people the advantages of a highly refined and improved physical form.

(400 CP) King Of Battle: When two nations clash, what decides the victor is not who brings the most and strongest weapons. That certainly helps, but the victor is decided by control of the

battlefield. Your people, through development of their powers and technologies, through examination of strategy and combined arms, through all of that and more have become masters of battlefield control. Air superiority can be gained and held even against steep odds, and enemy artillery may be targeted and overwhelmed while your own is free to constrain enemy movements, though nothing is truly guaranteed in war. And this is not constrained to just conventional warfare, should your people delve into diplomatic and propaganda competition they will acclimate to that well too, learning and utilizing the flow and interplay of different forces spreading different messages to claim and hold the metaphorical high ground.

(200 CP, requires King Of Battle) War Has Changed: In some ways war never changes, in others it is always evolving. The introduction of the aerial theater forever revolutionized warfare on Earth, but not all such additions are so comprehensively groundbreaking. Your people have a special talent for taking their capabilities and turning them into new facets of warfare, adding new theaters and dimensions of combat that your opponents must address to avoid being greatly hindered. Not everything will be on the scale of the introduction of air combat, but what may have just been supplementary gimmicks for other factions can become mainstays and new layers of combined arms warfare in the hands of your people.

(400 CP, requires King Of Battle) Untouchable Supremacy: There are battles, and then there are one sided slaughters. Conflicts where one side takes control of the fight so utterly that their opponents fail to even inflict meaningful casualties. Such fights are rare, even in lopsided battles, but your people know how to make that happen: masters of not just battlefield superiority but battlefield *supremacy*, leveraging advantages to such great effect that the enemy's other fronts crumble, turning each avenue of unassailed control over the flow of combat into more and more advantages until the enemy has no realm in which they can contest your people in the current fight. A foothold must still be gained, and your foes will not let your people go uncontested, but once success is in sight the other army might never land another meaningful blow.

(400 CP) Eye In The Sky: There are many ways to keep an eye on your enemies. Many factions favor espionage, but others prefer being able to watch from a distance. Your people have developed one or more methods to acquire distressingly detailed information on enemy positions and movements. For a tech faction this might look like an array of satellites and advanced long distance sensors, for a magical faction it could be scrying and farsight type capabilities. Whichever it is, being able to get frequent glances at what's happening outside your own borders is a very powerful boon. Some people have natural proclivities towards this, **you may take this feature for free if you took Oracular Blood in SoaR 4: King And Country**.

(200 CP, requires Eye In The Sky) Rumor And Prophecy: Not every method of long distance observation is totally infallible. Satellites don't work on underground targets or during storms and scrying can be finicky or vague about important details. Your people's methods aren't so easily foiled however, maybe they have expert seers who know how to deliberately hone their searches, perhaps the long distance sensors use forms of light that aren't so easily obstructed. Regardless of what the case is, it will take active enemy action in order to obfuscate your

people's observation methods-which means they have to figure out how it works first. A race that's been practicing their far sight capabilities will have ironed out the kinks by now, **you may take this feature upgrade for free if you took Oracular Blood in SoaR 4: King And Country**.

(600 CP, requires Eye In The Sky) Look To The Future: Seeing what your enemies are doing right now is great. Your people can do one better: seeing what your enemies are most likely to do in the future. Maybe this is a gift of prophecy, maybe it's a branch of ridiculously powerful analytical statistics, maybe it's a weird psychic method of sending messages to the past somehow. The method isn't necessarily 100% clear and reliable, there will be gaps. But gaps are fine, gaps aren't enough to keep you from milking the knowledge of where your enemies will be in two weeks for all it's worth. They say that knowing is half the battle, if so half your battles will be won before they even begin.

(400 CP) You're The Bomb: In terms of warfare there are few things more striking than strategic weaponry. Sometimes called Weapons of Mass Destruction, strategic weapons are designed to do large scale (strategic) damage all in one go, such as with giant wave motion super lasers, powerful magic earthquake machines, or the ever dreaded nuclear weaponry. Most major civilizations never develop truly strategic weapons, and when they do they tend to be one off tricks; too expensive and difficult to make to be a doctrinal mainstay. Your people however know not just how to make strategic weapons, but to make multiple of them. Certainly not enough for nuclear hellfire spam to be a valid doctrine, but even just a dozen or so superlaser installations is a powerful deterrent-it means that even if they take down what already exist your people can just make more and retaliate anyways.

(400 CP, requires You're The Bomb) Specialty Megalasers: The issue with strategic weaponry is that it's usually not very good for much besides killing things really hard. Maybe a few different ways of killing things really hard, but that's not enough to be "versatile". But your people are not just good at making strategic weapons, they have developed more ways to do it than just "kill this zipcode". What exactly that means might vary. Maybe your people have powerful stasis/freeze variants of the giant megalaser which allow for taking captives. Maybe beyond just regular nukes your people have doomsday fic style "irradiates everything for years and years" dirty bombs or speciality radiation blasts that kill everything living but deal no physical harm to the landscape. Or maybe the magic earthquake generators can more precisely shape the area-allowing it to crush enemies and shield your forces at the same time. While it's hard to go wrong with a good nuclear fireball, it's always nice to have more options too.

(600 CP, requires You're The Bomb) Gone MAD: Mutually Assured Destruction is the military and political theory that having a large enough supply of superweapons that any enemy attack, no matter how crushing, can be responded to by flattening their own country with a storm of strategic weapon fire will intimidate enemies into not attacking. This has mixed results at best in practice, not least of all because very few civilizations master strategic weapon construction to the point that flattening an entire peer enemy in one go is possible. Your people can, however. Not only do they know how to build strategic weapons en masse, they can be maintained and

updated with enough ease that should you desire it, the regular use of superweapons in warfare as default combat doctrine is entirely within your people's grasp.

(400 CP) Friendly Neighborhood: In some worlds there are people who are... "More". There are many names for them: metas, capes, supers, but the point is that their presence greatly amplifies a species' potential by the injection of unpredictably empowered individuals. Your people are one such race, with a small but significant minority of individuals having superpowers of some description-with a significant variety to be found among those who have them. Perhaps there is some understanding of how they arise, but there is little to no way of selecting which powers an individual acquires should they manifest. The possibilities of having this exceptional pool to draw from are not quite endless, but they're still quite extensive.

(600 CP, requires Friendly Neighborhood) When Everyone's Super: Ever so rarely, there are races that don't stop at just a few supers. Where the arrival of the first is a dam breaking, and within a generation or two the entire society is made up mostly or entirely of those with miraculous supernatural capabilities. That shift happened while you were gone, and you will arrive to a people for whom superpowers are common, perhaps even ubiquitous. A bottomless reservoir of surprises and opportunities.

(600 CP, requires Friendly Neighborhood) Of Men And Steel: Not all superpowers are created equal, most civilizations with supers never see any with capabilities above a certain level-powerful and unique, but not city slayers or empire breakers. Your people have them; gods amongst the ordinary populace, elites even within the elevated ranks of other supers. Mighty enough to swing battles or alter the course of history with their strength. An utterly invaluable asset. Use it wisely.

(600 CP) Change The World: It seems such a short time ago that your people were barely a blip on the surface of their home planet, but now great stretches of its surface are shaped wholly by their whims. For good and for ill, the environment is shaped by the activities of civilization, and your people have studied those changes and the systems underlying them to become better masters of their home. While environmental and geological engineering are only newborn sciences, your people have already developed a light degree of intentional control of the environments they live in. *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) Hello World: As a civilization progresses and finds its place in the cosmos, it's only natural that they will contemplate themselves too. Questions like "why are we truly here", "what makes up 'us'", "why are we people and not just complex machines", and "what does it mean to be conscious". Your people dug into these questions with gusto, and while many answers remain distant, the beginning of digital AI creation and engineering has begun. At present they remain little more than a novelty unless they slot well into the benefits of other perks you may have purchased, but your people have a strong grip of psychology now-particularly their own and that of any servitor-species they create, which has useful applications of its own. *This*

feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.

Racial Flaws:

(+100 CP) Signed In Triplicate: As your people's empire has grown and prospered, so too has that prosperity come with the bane of all great empires: bureaucratic entrenchment. The greater and more historied your civilization's administration gets, the more bloated and tangled in red tape it becomes. This can of course be handled with regular restructurings and cleaning house whenever it gets too bad, but that comes with its own problems too.

(+100 CP) A "Friendly" Rivalry: Nothing gets people overly competitive like being assigned to different organizations trying to do the same thing with the same goal. Your people have a problem with governmental offices getting a little too "into" their interdepartmental rivalries, to the point of disruptive prank wars and sometimes even undermining each others' work. Non-lethally of course. Hopefully. Maybe you should make sure any such departments have someone else keeping an eye on them.

(+100 CP) Lost Generations: Sometimes, large chunks of a culture can become socially untethered. Isolated from each other and their cultural identities, leading to disillusionment, unrest, and despair. Typically this happens because of great changes that the broader society fails to properly address, but it can happen due to gradual accidental fracturing of the social contract and similarly subtle cultural maladies. Your people have recurring issues with this, and without active efforts to address and repair the social rifts this causes it may lead to widespread despondency or worse. At least it is addressable, these are ties that can be reforged and maintained when given care.

(+100 CP) Monkey Brain: There's a fun problem with psychology in advanced civilizations. Psychology is typically based upon evolutionary pressures, which notoriously take longer to progress than technology does. Your people's rapid ascension has left their natural instincts far behind, and it seems like those instincts are never going to catch up. This won't be truly disastrous, but it means that your people's natural inclinations will always be at least a little off from what the modern world's best solutions are-keeping your civilization in top form will require extensive social engineering to mitigate the kinds of mistakes misdirected snap decisions might otherwise cause.

(+200 CP) Build That Wall: Your people have a recurring problem with a form of cultural paranoia. Particularly a resurgent irrational worry that other peoples and cultures are out to get them and concocting over-the-top, insidious plans. This is wildly unhelpful due to things like shifting defense budgets to useless projects aimed at completely imagined threats and the diplomatic difficulties it can cause when your people convince themselves that a neighbor you need to ally with is trying to steal your nation's land.

(+200 CP) Left Or Right: Few things can tear a culture apart like intense political tribalism. Your people have a consistent issue with major political issues becoming massively divisive among your people, causing them to split into camps against each other and regularly generating something akin to Earth's problem with "culture wars". Leave this problem unattended and you may end up with irreconcilable rifts in your people that will greatly damage your civilization's social cohesion.

(+200 CP) Xenomania: Foreign cultures can be fascinating can't they? There's an allure to how strange peoples see and interact with the world. You're people are a little too allured by exotic cultures, nearing to the point of total obsession sometimes. At more restrained levels this would be no problem, but your people are so intensely invested in others that it makes them pliable to hostile social engineering efforts by the subjects of their current fixations. Against civilizations that use diplomacy, reputation, and cultural charisma for expansion this can genuinely be quite a dangerous weakness.

(+200 CP, can't be taken with King Of Battle) All The World's A Nail: Combined arms is critical for effective warfare-artillery and air support cover infantry while heavy armor provides rallying points. Capital ships are screened by escorts, while destroyers pounce on weaknesses in enemy formations. As technology marches forward and potentials open up, combined arms will play a greater and greater role for most factions. Most factions. Some, however, do things like jump on the idea of out huge swarms of cheap units or fielding singular colossal nearly unbeatable but unsupported juggernauts against the enemy and never let go. While your people aren't incapable of proper combined arms, somehow your best military capabilities all boil down to a central focus, with other parts being effectively just supplemental at most. This makes things simpler in some ways, but it's a simplicity far easier for your enemies to capitalize on than yourself.

(+300 CP) Monster of the Week: Your civilization has an odd problem: cartoon style weekly villain popups. Now, these don't necessarily need to be proper intelligent villains, maybe your civilization has a problem with monsters or extradimensional invaders or whatever. Maybe the problem even changes over time as sources are located and dealt with! But regardless of what it is, your people seem to be constantly harassed by a regular stream of minor to moderate threats that pop up out of the blue, no matter what's done to try and stop them from appearing all the time. At least this won't cause existential threats to appear, even if things go catastrophically wrong you don't stand to lose more than a town or so to any given incident.

(+300 CP, requires Monster Of The Week) Godzilla Threshold: Unless you take this of course. This is the very high end of what "monster of the week" issues entail. Every threat that appears has the potential to be a disastrous mass casualty event. The "arc threats" and biggest monsters may be catastrophic threats to your civilization as a whole. Mad archmages, kaiju, or extradimensional doomsday invasions are all possibilities here; your people will constantly be fighting a war for survival even if there are no extant enemies to threaten them beyond those their civilization seems to generate just by existing.

(+300 CP) Greenhouse Effect: Sometimes a wonder technology or miraculous magic only seems so because its side effects aren't immediately apparent. Fossil fuels and the internal combustion engine seemed great until humans learned that at large scales they cause powerful climatic shifts, and your people will run into similar problems over and over throughout their development-where powerful techniques and opportunities eventually turn out to have heavy costs later down the road. Such things will be manageable, though never easy to dismiss-the choice will always need to be made between continuing to use the source and suffering the consequences, or learning how to do without.

(+300 CP, requires Greenhouse Effect) Venus By Tuesday: Sometimes there isn't a choice though, if you take this the delayed effects will be outright apocalyptic if left unaddressed-imagine if global warming were capable of spiraling so far out of control to eventually venusify the Earth and you will grasp the scope. There will often be no choice but to go into damage control mode before the poisoned developments destroy your civilization, and if your people stop watching for such complications then there may come a time where your people only recognize the danger after it's too late to save themselves.

(+300 CP) Soft Spot: Sometimes a civilization has a notable major weak point in the technology they use. Electronics that are especially vulnerable to electromagnetic distortion, or complex magical weaves that are easily unraveled or bypassed by precise application of mana dampening capabilities. Your people have something like this, a major notable weakness that can potentially cause problems in certain regular conditions and is most certainly exploitable by any enemies that figure it out. Keep it close to your chest, and keep mitigation and avoidance strategies on hand or your people might regret it.

(+300 CP, requires Soft Spot) Critical Weakness: Sometimes a weakness is more than just a soft spot. Some species explosively disintegrate in contact with water, some species cannot fathom or stand the presence of altruism, others utterly collapse when taken from the presence of an esoteric and difficult to create energy. Your people suffer from a weakness such as these, near totally collapsing in the presence or absence that defines their weakness. Do whatever you can to hide and mitigate it, for your enemies will go for your heart should it become apparent the path there is so clear.

(+300 CP) Interdependence: It is fairly standard for civilizations to specialize somewhat as they grow. Some places are better at growing food than others, certain minerals can only be mined in certain locations, and so on. Your people have taken this a bit too far, and most places your people live are significantly dependent on their connections to other settled regions for full cohesion. Oh depending on other choices you've made they might not outright collapse if isolated, but no place in your civilization is truly an island, and should those connections break down your empire will be greatly hampered or even crippled until emergency measures can be brought to bear, and supply chains reestablished.

(+300 CP, requires Interdependence) House Of Cards: Some civilizations end up overly dependent on these connections. As empires grow sometimes they find themselves reliant on

exotic resources that can only be found in a few places. Food gets overly centralized to a handful of garden regions, industry focused in particular centers. Everything is optimized to their greatest extent until the links are severed and it all comes crashing down. Not only is your civilization generally interdependent, multiple major functions are regionally locked in different places. If certain specific places are cut off from the rest of the civilization or outright destroyed it will cut the legs out from under your people in a major way. Recovery from such is possible, but not easy, and in that time other powers may take advantage of the situation to ensure you don't get back up.

(+400 CP) Robot Riot: Not all servitor construction and species are "well behaved". Many civilizations have fallen to robot uprisings or rogue familiar breakouts in fact. Your people have this problem constantly, and it doesn't stop even if your people treat servitors well (though it certainly does help with the severity). Robots go haywire, magic constructs begin draining people, whatever it might be that your people use for the more menial labor, revolts by the manual workforce will be a constant threat to your people's safety.

(+400 CP, can't be taken with Internal Security) Counterstrike: Your people have been deeply infiltrated, not by enemies or monsters or anything so easily defined, but by themselves. Paranoia, cults, conspiracy theories, violent nationalists-your people suffer from a profusion of internally sourced terrorists and agitators. There seems to be no rhyme or reason to it, push as many groups down as you like and new people get it into their heads to destabilize your civilization for their own gain. Left alone this cancer may overtake wide swaths of your civilization and fracture it into violent multi-faction civil wars, but even without it there's always the risk of upper echelon members of society catching the "bug" and destabilizing things more subtly from their position of power than just bombing their own hospitals and schools.

(+400 CP) Power Corrupts: There is a concept that anyone who gains too much power must constantly be on guard, lest megalomania or violent detachment from reality overtake them. This is usually nonsense, but *your* people actually suffer from it. Acutely. The more powerful someone in your civilization becomes, the more vulnerable to megalomania and violent insanity they are. Ordinary people will basically never suffer from this, but uncontested tyrant rulers are never better than one step from coming unhinged, and great superheroes, archmagi, and similar great individuals who possess immense power completely independent from the supporting populace will likely need a cohort of assigned psychiatrists to keep them steady enough to not fall to psychosis and violent megalomania.

(+400 CP) Day Z: Everyone likes zombies, right? Well, except for the people having to actually deal with them. Like your people. Somewhere along the line one or more "zombie infections" picked up circulation within your civilization's borders, and your people now suffer from periodic zombie outbreaks that you can never quite seem to fully stamp out. The exact nature of the zombies is up to you when you pick this-but it must be something capable of spreading virulently during containment failure, and retaining enough strength that they can pose a significant threat at least to civilians without successfully and quickly implemented emergency measures.

(+600, check the bottommost note if you have taken any other red drawbacks previously, even if you don't take this) Death-Touched: Life is such a fragile but precious thing, is it not? Every single person has a unique value all their own. Your people have lost care for the value of life; waging warfare, industry, economics, and all other aspects of civilization with no value placed on an individual's survival beyond their remaining utility as a worker or fighter. As a result of this civilian casualties of both your own people and those who interact with you are much higher, especially where military operations are involved. This is a very, very dark path. Please do not walk it.

Global Conditions

War is coming. Global war. A world war. Exact scenario goals will be outlined further below as always, but here you will decide the circumstances of the war's outset.

The Players: choose one.

Battle lines are being drawn. Who defines what the sides are?

(100 CP) Axis And Allies: This is a world war as Earth's nations like to tell it. There are two sides, perhaps not good vs evil as such but loyalties are firmly one or the other or neutral. Your people are already positioned within one of the two factions as a major member-you will mostly know your allies from the start.

(0 CP) Great Powers: The entire world is up for grabs in the coming conflict, no great power is going to accept resting on their laurels while a neighbor claims all the glory. There are numerous different major players around which factions will gather, and while alliances will be made and broken over the conflict's course your people will almost certainly have to triumph and grow until no true peers remain before victory is claimed.

(+100 CP) Shifting Alliances: The world is a complex place, full of great powers yes but also full of alliances of the lesser powers-even a mighty beast may be killed by a great pack of smaller creatures. Every region of political interest is going to stake their claim on the future, and allegiances will shift like water. Few if any other major polities will accept your people's ascendance before it is clear they cannot survive continued hostilities, and as you climb higher you will find greater alliances banding together to meet your power where they can-if only for as long as it takes to pull you back down to their level at least.

(+200 CP) Free For All: The world has near about gone mad. While alliances are being forged and grand plans are being laid out the understanding is quite well known that they will only last until all others are down. Everyone, *everyone*, has been taken by the oncoming frenzy. Your people will be forced to fight, and fight, and fight. Whether through military might or aggressive diplomacy to fold others under your banner in full or other methods entirely, the coming conflict can only conclude once only one remains standing. No political powers left but yours, all the

gods and great titans must bend knee and all ancient powers must be subdued or integrated. There will be no ambiguity, only one kingdom can rule this world.

The Gaps: choose one.

"World wars" typically do not actually include the entire world. Generally someone manages to stay neutral at least until the bulk of the fighting ends and attention can fall on them-especially in worlds that have such things as underground realms or attached dimensions. How thoroughly will your people's world be caught up in the coming war?

(200 CP) Contained Catastrophe: Consider this roughly equivalent to the first and second world wars of Earth. While the war reaches around the world, it does not reach every nook and cranny. The primary powers of the world shall all stake their claim or otherwise be pulled in, but those who make a point to stay out of greater politics or are small enough to be overlooked may still attempt to let things settle. Make no mistake, this war will determine the fate of your people's world, but with this selection there will be those who get to stay neutral until after the outcome is decided.

(0 CP) All In: The fate of the world is soon to be forged, why would any force with the capacity to fight for their future leave that in the hands of others? Every notable power, even those isolated or isolationist, will join the coming conflict in one manner or another. Fiends and angels will emerge from their demesnes, forces which reign in orbiting bodies overhead will descend to the main planet or else find themselves assaulted in the skies above, even mighty titans and singular deities will find themselves tied to the grand conflict. All the world is at stake, and so all the world's powers shall fight.

(+200 CP) Armageddon: A true world war. With this selection every part of your people's world will be touched by the calamities to come. Even the most remote villages and isolated communities will at the very least see the fire on the horizon and feel the ground shake from distant fighting. Every polity, every god and monster. All who live within, upon, and around your people's world will be drawn into the looming conflict.

Other Details

There are other conditions that will influence the nature of the times to come. Choose as many as you like.

(+200 CP) Nuclear Apocalypse: Weapons of mass destruction are dangerous things, especially in the wrong hands. As the conflict goes on multiple factions will acquire large stores of strategic weapons, and more than that will be willing to deploy them in a way to try and destroy everyone else should they fall to the ravages of war. A way to either thoroughly disable these superweapon stores or weather the barrages of devastation must be found if you don't wish for your victories to be erased in the subsequent landscape-glassings.

(+200 CP) Total War: Total war, where all elements of a civilization are bent to the destruction or conquest of others. When civilians and infrastructure are valid targets just for their potential to

contribute to the enemy war effort. Where every avenue of diplomacy, communication, and research loops back around to survival and extinction. Fortunately, people are incapable of waging true total war, only monsters can bend their whole being to violence at all times. But the opposing factions of the coming war will certainly try, all stops will be pulled, no weapons will be forbidden when there is more to be gained than lost. There will be war, and there will be victory. You will have to fight tooth and nail for it to be yours.

(+200 CP) Winter Comes: While the countries and power of the world squabble and claw for their right to determine the future, a greater threat, either forgotten or thought vanquished, is stirring. Something vast, hateful, and very, very dangerous. As things stand at the start of the conflict, it would likely take most if not all the factions that fall under Contained Catastrophe in the sliders above working together to fend it off. This power will awaken and break loose when the war is at its height, to swallow the world with its strength. Fighting it off will be paramount-but it is unlikely the other factions will unite until it is too late. So instead you, and whatever allies your people have, must prepare and retain enough strength to fight it off without being so broken by the fight that your more ordinary enemies destroy you afterwards.

(+100 CP) Wounded Earth: Warfare leaves scars, the greater the war the greater the injuries. Not just on people, but on cultures and the very land itself. The war that looms will be especially bad on this front, dealing harm that ripples out in unpredictable ways. Ecosystems are destroyed by wildfires set by bombs, weather is disrupted by spellwork and offensive mana flows, rippling discontent and fear sows generational trauma and unrest... Some of these may be longer term issues, but many will rear their heads before the war is over. Keep an eye on your enemies, but also on the damage inflicted on the land lest unforeseen catastrophes destroy what your foes could not.

(+100 CP) Common Bloodlust: The feeling in the air is palpable. The violent energy, the tension. It worms its way into every person that finds their destinies tied up in the coming conflict. It agitates them and pulls them further in. Every other polity's populace will be more eager for the conflict to come, more ready to sacrifice for the war effort, more willing to push their leaders away from peace talks and reconciliation. Most notably, this will make it very, very difficult to take other nations out of the war by breaking their population's spirit.

(+100 CP) Eyes On Me: There are certain downsides that come with being the center of attention, especially when war is about to break out. For one reason or another, your people and their capabilities are on everyone's minds as the war begins to ramp up (even more than usual if your people possess certain racial flaws), meaning that more countermeasures for your people's capabilities will be developed ahead of time, and it's quite likely that more violence and assaults will be directed their way in comparison to others around them.

(+100 CP) Titanomachy: Great beasts and monsters roam the worlds of this universe. There are angels and demons, mighty living spirits, condemned machine gods, and more. Normally they would remain as they were before, their participation largely determined by the first slider above. But with this, they will fight too as the mighty empires and kingdoms would. The titans will walk,

shaking the earth. They will stake their claim for the future, forging alliances or even their own nations, and the war will be that much more intense for it.

(+100 CP) Unsafe Harbor: The best way to start a war is on your own terms. Shortly after your arrival-before you've even had time to be fully briefed on the situation-your people will be attacked in the opening salvo of the war. There will be no opportunity to build up and prepare beforehand, the civilization you lead will be embroiled in the great war from the very beginning.

(0 CP) A Great Game: Odd, isn't it? Even a cataclysmic war for the fate of a world can be but one piece in a game played by greater powers. The battles to come will quietly, subtly, also be acting as a proxy war for other, much greater powers. They will silently influence outcomes through methods that will be difficult if not nearly impossible for the present factions to properly track, and all notable factions of the war will both benefit and suffer for these intentions in turn. Whoever wins, the world will be left to them free of further interference, but in the meantime the war will be shifted and influenced by powers that cannot be contacted or directly countered.

(100 CP) Well Positioned: As events tie together to spark the fires of conflict, your people find themselves with a particular advantage; fortuitous geopolitical positioning. Nearby enemies have other neighbors they hate more, neutral or allied powers provide a geographical barrier between your people and their most dangerous foes... A dozen such minor features work together to give your people an initially favorable position-though whether that remains true is up to you and the vagaries of chance and fate.

(100 CP, can't be taken with Unsafe Harbor) Slow Road: War is coming, that is certain, but the road there is not always straightforward. Few polities are fully aware of the significance of the storms on the horizon, and what is soon to begin is early brushfires before the conflagration. Smaller wars will crop up one after the other, and only gradually merge over time. But you, you know what's coming. That knowledge gives you time to prepare, to militarize, and be better prepared than your enemies when the war can no longer be delayed.

~~*(200 CP* ***Unavailable****) Diplomatic Overtures*~~: Diplomacy is already failing. While alliances may be possible, perhaps even to and beyond the end of the war, attempts to fully cut off the conflict before it begins, or wind it down before it gets too bad, will invariably fail due to catastrophic timing, bad luck, or the sudden onset of paranoia or rage in critical players.

The Ruler:

With the fate of the world in the balance, you will want to be the best leader you can be. Choose well.

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 each price category of perk (100, 200, 400, and 600). 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

Punch The Numbers: With a growing civilization the difficult and unintuitive skill of risk analysis becomes ever more important. Tracking data, making effective extrapolations, weighing costs, benefits, and chances. This perk will make you a master at all the relevant skills, as if you had dedicated an entire extended lifetime to them. You would make a killing in insurance-and your civilization certainly won't hurt for it either.

System Monitor: As the horizons of your people's world grow wider, the systems that keep that world spinning grow ever more complex. Tracking cultural shifts and economics are difficult even on the small scale, but your average ruler would have no hope with them on the scale of a continent or planet. You aren't an ordinary ruler however, and this perk will give you immensely powerful skill and intuition in systemic thinking and understanding. While comprehending and tracing all the tiny minutiae and chaotic knock on effects ahead of time may be beyond you, you will have a truly prescient understanding of the system through the details you CAN reach. Few people can learn to mold society in the directions they want beyond the broadest generalities, you are one of them.

Between The Cracks: As an empire grows larger, there tends to be things that are "forgotten". People that fall through the cracks, places and organizations that are hijacked by selfish interests and wallow, shielded from oversight and support. There are ways to notice when things don't quite add up, and someone or something has fallen below the reported prosperity, but it is difficult to go through information with a fine enough comb to catch those details. You, however, have a strange and powerful intuition for when things aren't quite right like that, able to notice knock-on irregularities and trace back to their source. To find and identify where something has fallen between the cracks, and needs to be evaluated more intently.

Keen Eyed King: One of the most useful yet forgotten skills a ruler can have is perceptivity. A keen eye to notice minute details, to catch assassins before they strike, to observe details of your cities that corrupt officials may try to hide. This simply improves your skills of observation by a great deal-as well somewhat improving the strength and clarity of all your senses to give you a further edge.

Spring Cleaning: If you have no experience with the matter, you might be quite amazed at how deeply corruption and entrenched interests can dig into an organization over time. How difficult it can be to reach all those pieces of bureaucratic bloat and subtle nepotism to bring an administrative apparatus back into working order. This perk gives you a wide suite of skills for finding and fixing corruption. How to enact overhauls quietly so your targets don't notice in time to bail, or quickly so that they don't have time to stop you. How to find holes in the budget and

patch them, how to pit interests against each other while you get things done. Few people ever truly master this, but the skills will likely prove invaluable to a great leader like yourself.

You Are The Law: Internal security can be trouble for a nation just as much as external security can be. Fortunately with this you become a master of internal security-as far as organizing police, internal investigation bureaus, and similar things go you're one of the very best. Under your guidance justice (or at least law enforcement) departments can become effective, efficient machines throughout the realm you govern. Despite your distance as ruler of a grand nation, you know what incentives and program structures will make and keep law enforcement effective for your people. This also comes with the skills needed to be an at least decent policeman or private eye, though given your position these aren't likely to be regularly exercised here.

Machiavellian: Some believe it is better to be loved than feared. Others say that it is better to be feared than loved. The truth is that it's best to be unassailable. While your people's loyalty in this place is all but assured, it pays to be prepared, and this perk gives you the skills of a "professional tyrant". How to build safeguards into organizational structures, how to play underlings off each other, how to make yourself indispensable and so visibly powerful that eventually none will even think to question your authority. Once you are at the top, you know how to make sure you stay there, that no force within that chain of power could hope to pull you back down. Just beware those who don't respect or follow your rule.

Holdout: This one is simple, you possess the capability to fire projectiles from your physical body at your discretion with no drain to your personal stamina. This is functionally a projectile superpower, though its "category" can be whatever you choose upon taking this perk both for the "source" and generally how the projectile itself works. The projectile attack should be mostly useless for things besides "shoot at thing", and shouldn't be stronger than something along the lines of a heavy machine gun, an anti-materiel sniper, or a grenade launcher, but within those limitations you may design it yourself-whether that be laser eyes, chain lightning blasts, or just spontaneously firing bullets from your fingers. This perk may be purchased multiple times.

200 CP Perks

Plan D: It rarely hurts to plan ahead, but it is very difficult to plan effectively for every contingency-trying is often one of the few ways planning ahead makes things worse. But your capabilities as a contingency planner are phenomenal, bordering on supernatural. While you can't plan for problems you're unaware can happen or don't know the details of, you are nearly perfect at planning for what you have access to. How much to allocate for the problem in question, when contingencies are a waste and prevention is the only option, and when the problem is too distant or less dire than it appears-making it better to simply ignore for the time being. It's not possible to stop every disaster in its tracks-but you'll do it often enough to make some people wonder if you knew they were going to happen ahead of time.

Catlike Tread: Sneaking around is rarely the remit of the leader of a grand civilization, but it can have its uses-particularly when trying to escape enemies. You are a master of stealth, a

veritable ninja one may say. You know disguises and quiet movement, you know how to move quickly through cover, how to stick to the shadows, and how to go unnoticed in a crowd. More than that, you seem to have a form of mild luck when sneaking around. If a board creaks, it doesn't creak loudly, if a glint of your eyes catches in the guard's flashlight it doesn't catch their attention. Just don't sneak into your enemies' bases yourself, you have spies for that.

Observe Weakness: Rebuff your enemies where they are strong, strike where they are weak. You have a particular eye for noticing weakness. Not just in enemies you are fighting, but in structures, organizations, complex systems, viewpoints, and more. By skill or by talent your eye is drawn towards where you would best unravel the strength of others, and you know how to investigate further to uncover all the nuances of those weak points. It is up to you to use that information as you will, but for a leader such as yourself it will never be useless whether you use it to defeat your enemies or to identify and reinforce your own weaknesses.

Actuator: It can be difficult to find effective servants, and tiresome to replace them. Why not build your own? This perk gives you near savant levels of skill with robotic design and construction (or the equivalent your people have if they have something similar but different instead), with a particular focus on programming to ensure that your artificial servants actually do what you want them to without the risk of going rogue on their own or getting too confused to perform their tasks effectively. Good help is just a workshop project away.

Prescient Mind: One of the unfortunate problems of leading a great civilization is that you are required to have a strong vision for the future-and not every pitfall on the path to the future you see is clear from the present. This perk gives you an unusual form of danger sense-not for the present but for when a decision you are making that seems sound now has distant, dire, and currently unseeable consequences. This requires some degree of due diligence, it will not warn you of dangers you could reasonably intuit or learn of yourself before enacting the decision, but you should be keeping your eye out for any dangers this power doesn't cover anyways, shouldn't you?

Vehicular Slaughter: Have you ever wanted to be a car? If you purchase this you gain a "vehicular altform" slot with which you can, once per jump, absorb an unoccupied vehicle the size of a large modern tank or smaller that you own in order to take it as an altform. In this vehicular form you retain all abilities the vehicle normally has and may operate yourself as if you had a full crew-whether you'll need refueling or not depends on how much you need to eat and drink in non-vehicular altforms. You may transform into your vehicular altforms and back with a five second transformation sequence even if you don't otherwise have the ability to swap between altforms at will. This perk may be purchased multiple times, every purchase beyond the first is discounted and adds another slot.

Preservation: Parting is such sweet sorrow, but you need not let "goodbye" last forever. This ability very simply allows you to pull the mind (and soul and so on if required to maintain a full and proper imprint of them) from a person who has either given their permission or been totally subdued and place it within a small generated object such as a memory chip or crystal, or within

an appropriate receptacle you have on hand. The object the power generates will functionally place them in total stasis until they are placed within a new physical form or otherwise transplanted into something that will revive-but this power doesn't handle the transplanting, you'll need to build the donor bodies yourself. This power also has to be used on someone who's still alive, once they're all the way dead it's too late.

Kinda Quirky: Your people are in an age of heroes, an age of great powers both political and physical. Why should you be left behind? Upon taking this, you may select a "utility superpower" for yourself, something like sticking to walls, extending your arms like rubber, or being able to greatly heat up things you touch. The available variety is nearly limitless, and its source may also be as you choose, but it should be just a single power and shouldn't be stronger than a single mundane person could approximate with an advanced utility equipment set of some kind. This perk may be purchased multiple times.

400 CP Perks

Paperwork Wizard: As an organization gets larger, the leader becomes able to do less and less of the work themselves. Eventually, even just the work of leading and management itself becomes too great for one person-and few organizations grow as large as an empire does. Fortunately you have a trick up your sleeve-you can perform paperwork, advisory requests, and decision-making at a monstrously superhuman rate. You are effectively able to do the work of an entire skyscraper office building all on your own in any given amount of time-more if it's work that doesn't require time to contemplate the sheets you're filling in. Of course this doesn't help with things like leading an army, diplomatic efforts, and anything else that requires direct interaction with your subordinates to get done, but you'd be surprised how much more effective you can be when you can do over a thousand times as much paperwork as should be possible.

Ghostly Presence: Stealth skills are one thing, how about stealth powers? If you take this perk you may obtain a singular power revolving around stealth. Invisibility, active camouflage, the ability to mask yourself in the minds of others, being able to phase through objects without detection... You may choose what exactly the power is, and how exactly it works, but whatever the exact nature of the power it should have minimal combat use besides how it allows you to move unobstructed better, and will be entirely limited to yourself and what you're wearing/carrying. This perk may be purchased multiple times.

Move It Move It: Running around at the speed of sound? Upon taking this perk you receive a mobility enhancing power of your devising similarly to the other power-choice perks in this document. The power shouldn't be more powerful/advantageous than around the level of flight on par with a fighter jet, but will come with secondary powers limited to making sure you can use the power without hurting yourself. This perk may be purchased multiple times.

Killing Machine: Your body has been subtly but powerfully augmented for combat. While you look mostly the same as you did before, you are massively more dangerous in a fight in just about every way. You're stronger, you're faster, you have heightened reflexes and senses tuned

for special awareness. Every part of your body is honed for dealing damage-nails hardened to use as claws, stomach acid able to be distilled and spit as a weapons grade chemical, teeth that can puncture metal, and more from your head to your toes. You will never be helpless against those who would harm you.

Machine Lord: Magic and machines don't usually mix, but this is more a matter of convention than requirement. This perk makes you a powerful technomancer-one who accesses and utilizes technology through magic. You can perhaps think of this as magical hacking-using supernatural energy to use machines in ways you're not supposed to be able to, whether that be by accessing a terminal that should lock you out or by magically "enhancing" an assembly line's mobility to move it somewhere it normally can't reach. Your power is relatively limited-you're only a regular mage in strength unless you have particular magical power outside this perk-but it's much better than having to build golems yourself and it has a variety of tricks it may be applied to.

Living Nuke: Some powers are greater than others. Not all of them in constructive ways. You possess an ability that is, effectively, a personally held rechargeable WMD. The ability is roughly yours to design in aesthetic, source, and exact effects, but has one use and one use only-to inflict massive indiscriminate damage on a city sized area around you. Perhaps you do just explode like a nuclear bomb, or maybe you remove all heat from the affected area freezing the whole space solid. Whatever it is, you and anything on your person are unaffected by the blast itself, though you will be greatly exhausted and unable to use it again for a week. Keep in mind that while you are immune to your power itself you are not shielded from its aftereffects on ground zero once the attack subsides, so have an extraction plan.

600 CP Perks

Seeing Ahead: Everyone wants to know what the future holds, especially those who must lead their subjects through troubled times. With this perk you become a powerful diviner, able to part the mists of the future to see what is to come straight from the source so to speak. By default this will come as an oracular power that allows you to invoke visions of the future-showing major events related to the issue you are focusing on but not letting you choose precisely what or when you see. If your people possess foresight methods of their own however, this perk will take a form appropriate to how those work.

Three Steps Ahead: Regular precognition is quite useful to a ruler, but the limits on specificity and speed make it nearly useless for more immediate concerns. This perk gives you short term but much more accurate precognition-you will be aware of everything you would notice within the next thirty seconds under your current course of action, allowing you to trace and counter enemies' actions before they even begin. Like the perk just above, this general awareness will be replaced by something equivalent but more thematically appropriate if your people have their own forms of precognition.

A Super Friend: The greatest of empowered individuals are godlike in their own right-with abilities that are both devastating and versatile. Choose an ability that allows for continuous building-scale manipulation of the world around you, such as major earth bending, gravity manipulation, or energy projection. Like the other power perks in this jump you will get to choose exact details, but notably this power will also come with a moderate improvement to mobility (not speed, for instance if you can use gravity manipulation to fly it will still cap out at the speed of your normal top sprint), and can be used to actively improve your durability in a fight (such as by surrounding yourself with an energy field). Both of these pull on this power however-they are not passive gains.

Shut It Down: It may behoove you, as ruler, to display your absolute authority over others. This power, which you may activate at will for only minor concentration, disables all personal powers you don't give exception to within a 10 foot radius around you. Mighty wizards' magic falters, psionics and divine blessings sputter out, all shall know with certainty that your authority is utterly impeachable within your domain. Just be careful that when someone is trying to kill you that you don't try to block something that's not supernal power with this-or that they don't just kill you from eleven feet away instead.

Gather In The Sun: Great power is all fine and good, but even a ruler such as yourself cannot be expected to do everything on your own, there just isn't enough time in the day! This perk allows you to, with just a touch, grant a superpower (per the Friendly Neighborhood feature's parameters) to another person who does not already possess one. You don't get to choose what they receive, but it will always be something they find advantageous and be glad to have, and it won't ever be a power level that you would find excessive. You unfortunately do not have the ability to rescind these powers-exercise your judgement as an experienced leader in these matters as all others.

Doomsday Is Canceled: For all a ruler's power, there are some disasters that just can't be averted. Grand catastrophes of fire, steel, magic, or whenever knows what else. At least, most rulers can't stop them-you are not most rulers and by your degree the apocalypse may be canceled or at least delayed. Once per day you may intercept a major catastrophe inbound for a place or organization you hold major sway over. It must be a single event/problem, and you must be aware of it to stop it, and you can only target a single thing (an earthquake and volcano caused by the same tectonic shift can't both be canceled in one go for instance). It should also be noted that you are only removing the catastrophe itself-if the source of the disaster is separate from the disaster itself it will not be removed, so an enemy who is capable of inflicting these disasters in rapid succession may well just do it again a second time now that the perk is on cooldown.

Items:

You have a 800 CP stipend to spend in this section only. Imported Companions get 400 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

Summon Airstrike instead being a crystal that summons the equivalent of a powerful ritual-blast to the targeted space. 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:

iBrick: Did you miss having a working personal device? This is a phone, tablet, PDA, or other rough equivalent of "personal computation device" in a styling appropriate to the aesthetics of your people's devices. In addition to never needing external power, it allows you to connect to the local communications network of any polity you're part of or in. This might be an Internet or phone connection where relevant, but it might also be the ability to send and receive from a psychic network, or post messages to a messenger relay system if that's what's in place instead. Sending times will not be better than normal besides it removing the need to be in a specific place to use communications if such is needed. If you wish, taking this may ensure your people will develop some kind of personal information storage device similar to how PDAs may be used.

Carded: This item is a small card, passport, or other such object that easily fits in a pocket and holds basic information about yourself. Notably, whenever you show it to someone with the intent of proving who you are, this will show the information and confirmation needed to confirm you are who you are-and will always reveal the ruse of someone else who tries to use it to impersonate you somehow. This object will never reveal actual unknown information a mundane version wouldn't-just verify your identity-so it's not particularly useful for getting into places you aren't supposed to be. Taking this ensures your people will develop effective portable identification methods.

Gamer Cave: Everyone needs some rest and relaxation, and great leaders are no different! This item is a large doorframe which, when affixed to a wall inside a building, opens up into a series of recreation rooms dedicated to the various forms of entertainment and relaxation your people have developed. Other rooms may be manually added at your discretion of course, and all rooms come with the full range of various supplies that you could possibly acquire commercially for those various recreational activities-picking up every movie that comes into the market should it have a movie theater for example. If you desire, taking this ensures that your people will develop an extensive recreational culture and variety of methods for entertainment, at home and with others.

Directionally Challenged: Even as a grand ruler, you still need to know where you're going. This is a large book-an atlas, with a small compartment in the cover for uploading its contents to any

data storage devices you might have. Inside this atlas is a large variety of maps, as all atlases have, but with the special property that it automatically updates to reflect the information provided by cartographic resources you could refer to on relatively short notice if you went looking for it. As the ruler of a mighty civilization, it's quite likely the number and fidelity of maps within this atlas will be quite extensive indeed.

Seeing Stars: Many sapient species, perhaps even most, eventually develop a fascination with the sky and stars. How could they not? The majesty and scale of it all is awe inspiring. And so, observatories are built, like this one. This is a massive observatory complex, capable of detailedly and continuously mapping the heavens beyond your people's reach. While it is certain that this information might eventually be useful, it is very unlikely to be so until your people have more direct ways to interact with it, but the observatory will still be here, with the best space examining equipment available, scanning the distant stars beyond your people's reach no matter how great they grow. If you so desire, taking this guarantees that your people will develop a cultural fascination with the cosmos and what lies beyond the current bounds of their realm.

Robo-Maid: Good help can be hard to find. But if you don't want to train them, or build them, you can buy them. This item is a collection of domestic and service automata designed to fulfill a variety of roles. Only some are humanoid (or whatever design matches with the form you use), many if not most are in more specialized forms to better suit their job, but together they serve as effective and efficient (though certainly not imaginative) servants and housekeepers. The automata are immune to hijacking or subversion, and several of the automata are capable of repairing or rebuilding others of the group in case of damage or destruction-needing only the materials to do so.

Autonomous Retinue: Great rulers must be protected, requiring bodyguards and support staff to ensure they do not come to harm. This item provides a small squadron of non-humanoid combat automata in a few forms. They are generally smaller than an actual bodyguard and less individually powerful, but they're nimble and well equipped to keep an eye on the full area around you and provide fire support from oblique angles. They are not particularly intelligent, but take commands quickly and will follow all of your orders. In the case that any should be destroyed, all lost units will be replaced within a week of destruction.

Tazed: Not every fight needs to end in death. Especially as a ruler, it may behoove you to deal with threats non lethally from time to time. This is a set of nonlethal combat equipment, the best that can be arranged for a single person by your people's capabilities. This includes light body armor (only that which could easily be disguised as or under civilian clothing), and a small variety of weapons that might be selectable. Perhaps stunguns and shock batons, perhaps paralytic darts, perhaps a form of entrapping energy projector that keeps the target from moving. All of which rendered small and easily concealable of course, better to maintain your image in public with. If you so desire, taking this guarantees that your people will develop a variety of ways to safely capture and contain hostile targets, such as one might do with the weapons provided here.

200 CP Items:

Doctor Visit: Standardized modern medicine is such a wonderful thing, right? And as the ruler of the civilization you should have the best medicine there is. This item is a single hospital complex containing all the most advanced and effective treatment options that your people have to offer, with provided "NPC" staff as skilled at their jobs as possible. The structure is fully self sufficient, and will never run out of supplies-though its capacity can't really be artificially increased beyond that of a regular hospital.

Fallout Boys: A fortress is all well and good, but sometimes you need something that's designed to survive a proper cataclysm. A doomsday bunker, if you will. This property (not necessarily a bunker) is a large military-ish compound that is heavily protected in some way, such as being buried beneath a mountain range or placed in deep ocean waters. The structure has everything needed to be self sufficient indefinitely, and is quite defensible-though certainly not impossible to overrun with a strong enough siege. The location is top secret, only you and those you share that knowledge with will know where it is-though an enemy that knows it exists might be able to find it through a mass-scale search. If you desire, taking this ensures that your people will build plentiful combat and disaster shelters as a cultural standard for keeping the population safe.

Containment Protocols: Sometimes there are people who are incredibly difficult to imprison but who can or should not be outright killed. For those kinds of individuals, you have this. This is a somewhat remote ultra-max security prison, set up with every mundane containment method possible and a large array of more esoteric ones. You have everything short of a fiat backed guarantee that anyone interred here will be unable to escape without help, and with proper precautions you can make sure that that help can't happen either. You may choose to guarantee your people have a full organized incarceration and penal system if you take this item.

Wear A Helmet: You ever wanted to go dangerously fast without worrying about the consequences? This is a small personal vehicle, such as a motorcycle or speedboat, that is able to move at much greater speeds than it normally should, with equally boosted acceleration capacity. Notably, it also comes with the fiat backed benefit of instantly reducing momentum to low-damage velocities on impact with anything. You might spin out a bit, or have a bit of road rash after hitting the ground, but neither you, this vehicle, or what you hit will be seriously damaged or sent flying. If you desire, taking this guarantees that your people will develop light personal vehicles suitable for general use.

Danger Zone: Sometimes a leader wants to take to the skies in combat themselves. Or perhaps just want a quick ride that can defend itself. This is a high speed, heavily armed and armored, top of the line personal aircraft of the best make your people could possibly achieve. It never runs out of fuel or ammo, and can support a small handful of people in the passenger seats. It may not be the most luxurious ride, but if you need to get somewhere quickly while making life difficult for anyone who messes with you this will serve you well. If you so desire, taking this can guarantee that your people develop military strikecraft of some capacity.

Enemy Crabs: The skill and ability of a spy is useful, but in the great game of nations the most important part of a piece is its position on the board. The greatest spy in the world is little use sitting in prison, and an otherwise mediocre agent at the head of an enemy nation is a truly priceless asset. This is a sealed envelope that may be opened, once per jump, while mentally focusing on a target organization. Inside the envelope you will discover details of a hidden and perfectly loyal sleeper cell placed within that organization that you may use to engage in subterfuge or sabotage at your discretion. You don't get to choose what you receive, if you're extremely unlucky when opening it might just be an array of mooks and ground level workers-still useful but not game changing without clever work. If you get extremely *lucky* however, you may find the very pillars of the organization waiting on your command. More usually however, it will be a scattered assortment from middle management to specialist workers.

400 CP Items:

Summon Airstrike: This item is a simple point remote with a single button, a slider, a selection knob, and a notice bar. Pointing this remote at something within your line of sight and pressing the button will call down a heavy weapon strike (air or artillery support) down on top of it roughly 60 seconds later, with the remote having to charge for another 9 minutes after that. The slider may be used to alter the intensity of the attack (up to about as much as your people can generally leverage in a single such strike), and the knob can be used to specify different kinds (in case you want to coat the area in napalm instead of just blowing it up). The remote will only work for you and people you authorize to use it.

Megasteroids: This is a sturdy box of about a hundred syringes or pills filled with a peculiar substance that grants whoever ingests it a particular superpower that falls under either the perk Kinda Quirky or the perk Holdout-provided they haven't received one from this item before. You will select which superpowers can be granted upon purchasing this item, and what percentage of the box's contents give which ones. If you really wanted to you could come up with a hundred different powers, one dose for each, but the box only refills once a month and you can't change the ratio after purchase. Upon taking this, and if your people benefit from Friendly Neighborhood, you may guarantee that your people develop some method of testing for superpowers and even granting ones to people who don't have them (though the difficulty of the latter will be set by the proportion you've acquired in the race builder).

Plague Inc: This item is a top of the line, ultra secure, incredibly advanced, and potentially very dangerous biolab. All sorts of biological experiments can be conducted here, from medical research, to genetic engineering, to bioweapon development. It is fully self supplying (in terms of general equipment and supplies at least, more exotic stuff might need to be sourced normally) and the regular maintenance and security staff seem to inexplicably turn up a day or two after any "mishaps" that prematurely terminate them are cleaned up, annoyed but otherwise okay. Finally, the lab is guaranteed to not have any of its projects escape into the outside world unintentionally-it might totally ruin the lab itself to the point you have to wait for the end of the

jump to get it back but you won't accidentally start an unstoppable superplague. Or, at least it won't get out unless you knowingly do something to let it out.

Area 52: In large scale warfare the right military technology can make all the difference. This is a large, hidden, military research compound for the development and refinement of weapons and equipment. It is self supplying, and the maintenance and security staff are NPCs that are fully trustworthy and discrete. In addition to being just about the best military research institute your people could put together, it has the useful guarantee that enemies will never be able to steal information on progress, or constructed prototypes, as long as their use and creation is still contained with the compound here-once you send them out for manufacture (or if you have to collab with other sites for progress) the guarantee stops, but as long as in-house development is still in progress your foes will remain in the dark.

Floating Fortress: A proper flagship is one that isn't just a behemoth in combat, but one that can act as a true base of operations. Aircraft carriers, mighty dreadnoughts, invasion-scale airships... this item gives you one of those; a miracle of engineering and expert construction, equipped to host and field smaller military units and hold its own in heavy combat alike. Taking this thing down is likely to take entire battle groups by most peer militaries. And it's all yours. It of course never needs refueling, and never runs out of ammunition or parts for maintenance. If you desire, taking this means that your people will develop competent (for them at least) flagship construction and combat usage doctrines.

Cookie Farm: This item is a decently large building full of information storage systems, and communication nodes for bringing in and sending out information to be held within this data archive. Think something like a data storage center, except using whatever methods would be appropriate for your people. This building has unusually clear and effective communication access to far reaching parts of your civilization, constantly acquiring data, processing that information, sending important tidbits on to you and your advisors, and holding on to the rest in case it should become pertinent later. You may also set up "branches", which will stay in contact with the main building to act as backups so that even if the main one is destroyed, no information will be lost-with the guarantee that transfer and duplication between different branches will never suffer from data corruption or loss. In future jumps the property will switch its communication methods to whatever is most appropriate for the present jump-internet being the most common. If you so desire, taking this will guarantee that your people develop their own equivalent to the internet.

600 CP Items:

Big Red Button: The nuclear option. This item provides you with a small device possessing a digital map representation, and a large, shiny button. Upon selecting a location, and pressing the button, the targeted location will be hit with three to five full power thermonuclear city-killer warheads. Unless your people have WMDs of their own that are different in type but similar in power, in which case the target location will be hit by those instead. The remote can only be used once a year, but has the advantage over normal WMDs of not being interceptable or easy

to anticipate. Try not to be standing in the blast radius, WMDs are well known for having friendly fire enabled.

Titanium Man: Regular armor isn't good enough for a ruler such as you, is it? This is a beautiful set of nearly miraculous power armor of incredible power and strength. The armor has powered flight, numerous top of the line weapon systems, greatly boosts all of your physical attributes, and is durable enough to shrug off direct hits from artillery strikes or survive (with heavy damage) being in the immediate blast radius of WMDs. It's not perfect though-it's built for combat, and so will be very clunky for delicate work or civilian use, and its battery only lasts for so long. Unless your people possess or develop particular technologies that can sustain the intense energy hunger of something like this for the auto upgrade benefit, the fiat-backed baseline battery will only last about 18 hours of usage before needing 6 more hours to charge-during which it provides no real benefit and will only slow you down. If you take this you may choose to guarantee that your people develop some kind of power armor of their own.

Greenwasher: This item is a large and complicated machine that is, basically, a small scale terraforming machine. Set this device up in an area, and over the course of a few months it will transform the region (the range is adjustable, and at lower settings it will take less time to operate) around it back to a stable and pristine natural environment. This will involve decay and reclamation of most structures, but the machine is not exactly subtle about what it does so should some of those structures be inhabited you may find people coming to shut it down.

Sunshine And Rainbows: This item is a moderate sized machine that, when supplied with some basic raw materials like iron, copper, and glass (though the exact composition may vary), manufactures small to moderate sized renewable energy generators. These may be wind or sunlight harvesters, mana crystal condensers, or anything else that provides energy in a form your people regularly make use of (though ambient harvesters that can charge electrical batteries are always an option for the machine) perpetually, with no requirements to extract power or resources from the environment around them. Free renewable energy... Well, free after the generators are made at least. Upon taking this, you may guarantee that your own people develop their own forms of fully renewable or at least indefinitely-suppliable energy generation.

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 you know what you'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) 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. At least there's more ways to get around the problem nowadays.

(+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) Celebrity: As the long running returning ruler of your people, it is only natural that people would become quite attached to you. This can have downsides. With this drawback, your people have become a bit *overly* attached to you, and a degree of parasocial relationships will be a bit of a thing theme during your time here. Nothing truly awful, but it may result in overly familiar greetings, failure to remember your differences and the relative eccentricities you might have, and other forms of general awkwardness. Heavy lies the head...

(+100 CP, requires Celebrity) Papparazi: This goes a bit beyond just general awkwardness. Your people are hungry for just about everything you do. This means that you will set trends among your people... But also that the media and gossips are constantly monitoring what you're doing and passing it on, greatly diminishing the privacy you have and putting your personal flaws on display far more often than anyone should have to put up with. Sure you can have your guards remove snooping journalists, but what about leaked rumors to journals, what about when you're in public? You can't stop it entirely.

(+100 CP, requires Papparazi) Fanatics: Oh boy. Now, normally as supreme leader of the entire civilization you wouldn't have to worry so much about "stalkers", due to things like having a security detail and the authority to make them do whatever you want. The problem is that once enough people become that obsessed it's not *you* who's in danger. The most ardent of your followers will get far too fanatic, hunting down whatever they see as defiance of your perfect rule... Even to the point of sometimes targeting your favored servants for "not doing well enough". Keeping a lid on your most mindlessly fanatic followers is going to be a veritable game of whack-a-mole, but at least it usually seems to come out as "personally aggravating and confounding" instead of "active security threat to the nation".

(+200 CP) Overstimulated: You wanna know a problem about modern living that most people don't notice? It's so *noisy and bright*. You now get to deal with major sensory overstimulation issues, and as the world gets ever more complex and advanced, it's extremely likely that there will be no way to totally avoid the consequences of this while carrying out your duties. Fortunately it's not going to be *really* harmful, just distracting and extremely uncomfortable. You should probably try to stay away from the battlefront though, this isn't great for combat awareness.

(+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, requires Jinxed) Cursed*: This goes beyond just regular inconvenience, the breakdowns have escalated to the point where you need to have backup plans for just about every piece of advanced equipment you use. Vehicles fail catastrohpically, weapons suddenly discharge... Fortunately, this is mitigated to the default by using "older" stuff, and with your own fiat backed equipment, but your options have been seriously narrowed unless you're willing to risk injury and personal setbacks just to have the cutting edge stuff.

(+200 CP) Sensitivity: The world is changing, so much. Pollution is a very possible 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.

> *(+200 CP, requires Sensitivity) Ennui*: There was a connection you had, possibly without realizing it, to the natural world you arrived within. And as it's shifted and changed, this connection has become a liability. You will actively weaken and waste outside of natural conditions, and engineered natural-like conditions won't cut it unless it's a return to actual conditions instead of newly created ones. It won't *kill* you to have active pollution,

or spend extended time in artificial environs, but your mind will be hazy just as much as your body will be weakened, and you can't lead effectively when your mind is permanently clouded. You will likely be stuck directing things from a remote location to keep your head clear, and it may be a good idea to ensure your people don't go too nuts with long term climate alterations too.

(+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.

With your selections finished once again, you find yourself sinking down towards the lands you rule as well. You descend from the heavens down to the capital city, things blurring together until suddenly you stand in an unoccupied but well kept office. Your office in fact, there's even a plaque with your name on it. It seems they predicted your arrival this time. Of course, you don't have to announce yourself, you could always just sneak out and while away the decade in anonymity...

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.

Yet you are so close... The very world itself lies within your people's-and *your*-grasp. Surely giving up now would be foolish?

The issue at hand is both simple in concept and greatly complex in detail. The world has been descending into greater and greater tensions, no matter what is done to cool the climate it seems that the metaphorical and literal warhorns will soon be calling, and the entire world will be drawn up in a single catastrophic conflict. Perhaps it will just be a conventional one, or perhaps it will be a war of culture and propaganda, or perhaps something yet more bizarre... Or maybe all that and more.

Whatever the case is, the victor will be The Victor. Unless the entire world is reduced to rubble in the fighting so that there's nothing left to claim, whoever comes out on top will be positioned to decide the fate of the world.

Thus is your mission. You will lead your people through the looming world war, and you must lead them to victory. You may of course forge alliances, but until you find yourself at the peak,

betrayals both expected and inexplicable will prevent a true settling of the matter until your victory is singular-allies may perhaps remain but by the end your people will have either fallen entirely or risen beyond the reach of their remaining peers.

That is not to say that extermination and conquest is the only route by any means. Just because the fell atmosphere is preventing a multi-axis alliance from settling grievances as friendly peers does not mean that their people must be destroyed. Nonviolent annexation is always an option, so would dismantling all foes such that your power remains unrivaled, perhaps even assembling a grand alliance would prove sufficient if your people wield the means to direct its might at those who would challenge them for dominance.

All that matters is that in order to emerge victorious, and put this conflict to rest, your people must become the unchallenged masters of their world.

Of course, if achieving that does so much damage that your people totally collapse (or are incapable of maintaining their dominance) after you leave then you will not be able to return for future jumps in the series, so perhaps avoid mutual annihilation if you can.

Scenario Reward: *World Conquest*
It's only fair that if you conquer the world, you get to keep it, yes? You receive a copy of the world your people conquered, minus their presence and with their territory reverted to wilderness (or with everything still there, just abandoned, if that's your preference) anywhere in its history you choose from just before your people's exit from the garden up to when you left this jump. You may choose whether people besides your own are copied over, or likewise have their territory replaced with wilderness or ruins. And large powers such as titans and unaffiliated gods too may be copied or absent at your discretion.

By default this reward will be added as a warehouse extension, but should you not have a warehouse it will be a personal pocket dimension that works similarly-accessed through opening a door sized portal on any flat surface.

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

War can be fractious, or it can be uniting. It is coming for your people either way, but in the future perhaps you can celebrate how your people pulled through rather than the hardships they suffered to survive it.

To complete this bonus objective, you must have your people build grand monuments. They must not serve a technological, industrial, or military purpose, but they may be places for community or recreation. And importantly, building them must not impoverish the surrounding areas (further than they already were at least), these monuments are to serve as a testament to your people's strength and tenacity that even amidst such a grand war they still had time to build great and beautiful things.

The exact number is not so important, but one for every central major city (not *every* city, just the ones big enough to be regional centers) should be enough, and while they should be grandiose and visible they do not need to be opulent. Your people will look back on their victory and know that not only were they victorious, but they did not have to sacrifice their pride to claim it.

Bonus Reward: *Symbol Of Peace*
This item is a large monument that symbolizes the values of the organization it is tied to, imprinting awe, loyalty, and a desire to do better on those who see it (even in imagery). Though generally it only has a meaningful effect on those predisposed to like the group in some way. Regular exposure is more effective, while longer and more intense exposure does little: having a picture of the thing in an office building where everyone sees it on the way in every day will have a much greater effect than just seeing it once or twice, while trying to brainwash someone by making them focus on it for days on end will have barely if any more effect than seeing it on a postcard a few times. This is not mind control or forceful mental manipulation-but would make a good anchor point and amplifier for it should you be so inclined. When entering into a new jump you may choose to import the symbol of peace as a new structure fit for its purpose, focused on an organization that exists from the beginning of the jump. Or you may hold onto it and assign its power to an in-jump monument later, focused on an associated organization.

Bonus Objective 2

Many worlds hold a particular dream, a dream that few worlds ever achieve, of unity, of cohesion. Of a united world government, free of factitious infighting and political maneuvering that only harms the whole.

Perhaps, with the fate of this world soon to be decided, you could make that dream a reality.

Simply put, you need to assemble a functioning world government. This does not need to be accomplished while the war is still being waged, you will be allowed to stay for the postwar recovery and consolidation period should you take on this bonus objective. And it must not just be an empty diplomatic gesture like the League Of Nations-it must have staying power and be

respected enough that the constituents will follow its edicts, though given what your position will be by the end of the main scenario neither of those will be difficult to put into place.

The hard part is that you must make it a *unified* government, one that serves to bring together the various factions and groups of the world under an effectively united banner. Whether only your people are left in the world, or other civilizations still exist that will be cooperating in this manner, by the end the world government must be established in such a way that no notable faction of the world's politics, even *minor* notable factions, would willingly break away were the threat of force removed from the equation.

Military might won't be enough here, though protection from danger will help. It will take economic and diplomatic maneuvering, and perhaps more than a touch of propaganda and espionage. It may be resentful participation, but it must at least be better than the alternatives. Succeed at this, and your people as well as their allies will move forward as a unified front-with the ability to face future challenges as a single cohesive front, and the ability to quell infighting in the face of greater dangers or objectives.

Bonus Reward: *All For One*
Even as the best of leaders, you cannot micromanage every last detail of the organizations you run. Beyond a certain point you must trust that your underlings know what they're doing and can do their jobs effectively... But the guarantee that they can work together to do so is always nice. This perk passively but greatly improves the internal unity of any organization you control, making them better at coordinating amongst themselves, settling disputes and errors in effective and efficient ways, and subtly guiding various subgroups and departments into courses of action that will improve the performance of others around them as well. You'll still want to have competent agents, but this ensures that they will work together as a much more effective whole no matter the conditions.

Bonus Objective 3

The larger your empire grows, the less control you truly have over it. Micromanaging becomes more and more of a problem the more "micro" there is to manage, and you have long, long passed the time when you could see to every single detail of the realm you preside over.

But perhaps you could at least learn the principles your civilization runs by.

In order to complete this objective you must *learn*. Travel your empire, meet with officials, specialists, and managers. You are not required to become the foremost expert on *everything*, but you *do* have to become acquainted with all the pieces that make your empire work. The paperwork, the bureaucracies, the workers and the systems of power, the everyday activities that keep the trains running on time, and the forgotten thankless tasks that keep society working nonetheless.

You will discover your capacity for leadership growing as you learn. As you practice the skills and learn the deeper details of your own nation, your ability to act as a leader will gradually expand and-should you succeed in this comprehensive undertaking-will bloom into something greater at the end of the jump, an understanding that persists and returns to form on its own as you return in the future jumps as well.

Bonus Reward: *One For All*
And of course, beyond that... It's a big omniverse, there are *some* leaders who are capable of juggling entire massive organizations at once, and you get to be one of them now. Your ability as a leader, including nuanced comprehension, analytical ability, mental compartmentalization, and to a lesser degree cognitive speed and broad charisma, all scale upwards based on how many people you're the leader of. The larger and more advanced the organizations you are running the more you will be capable of handling and organizing at once. Of course, while you *could* use that to micromanage your domains, it might be more effective to just put that increased capacity into being better at upper level leadership. Just a suggestion.

Special Reward: *All Together Now*
The greater an organization's unity, the greater its capacity to meet its purpose. The concept of synergy-whereby the whole is greater than the sum of its parts-is why grand organizations exist and are so useful in the first place. And since you've accomplished all three bonus objectives, you have harnessed that in ways that themselves synergize with each other.

Your increased leadership capabilities have begun to creep down the command structure to those who work under you-every level on the ladder receives subtle improvements to their abilities to lead and manage those under them, growing greater the higher they rise-and on top of that the organizations' natural (unnatural) coordination and efficiency has begun to include a push to ensure that those best suited for positions of leadership end up where they need to be. Every piece has its place, and as your organizations shift to accommodate its own size and inner workings, its workers find themselves in the places they need to be.

Beyond that, those groups that you lead becoming paragons of their purpose has such an effect that you no longer need to place down monuments to imprint that unity and loyalty upon others-the organization acts as a symbol unto itself and regularly working with the group will cause others to be influenced in a similar way. Simply being a member or employee will likely be enough to count as regular, constant, and repeated exposure. Such a shining beacon of efficiency will draw people in of course, all these effects together will naturally make recruitment much easier, though this is more of a knock on consequence than a direct effect of the reward itself. You will be the greatest leader you can be, but so too will those you lead be some of the greatest followers you could ask for.

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.

You still cannot Stay Here, though the fate of your people's world has been decided there are many worlds and challenges beyond it that your people must yet face in this reality.

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:

v1.0.1: added a piece of text that's been missing to the bonus objectives' combo reward.
v1.0: jumpdoc created and edited.

Special thanks to Shaylatio for helping me bounce ideas around and name some of the selections!
Thanks also to paradoxdragonpaci for helping with editing!
And thanks to the folks of the r/jumpchain discord in general, who were supportive and helpful when health issues made forward progress difficult.

For those using SoaR during a longer chain but hoping to keep the power level somewhat reasonable, now is probably a good time to take A New Home, as this jump is a natural stopping point and the power scaling is only going to continue upwards from here.

The consequences of poor Advanced Organization ratings can be mitigated (but not totally removed) by actively filing down and homogenizing your empire. This has many other bad effects, and is very unlikely to be worth it unless you designed your people around that plan.

A note on Advanced Administration: the benefit from diversity/increased challenges is minute for each case, it will not scale quickly and it scales sublinearly. But they stack, oh they will stack, and it will make a very very big difference when taken all together.

Cultural Charisma is separate from but complementary to Diplomacy from jump 2. Diplomacy handles how good your people at interacting with and influencing others at an individual scale, while Cultural Charisma marks the general effect and impression your people's society and culture has as a whole separate from obvious influencing factors. If you were to max out both, convincing other empires to peacefully annex under yours through sheer cultural appeal and diplomatic maneuvering is not only entirely possible but potentially even easier than "more traditional" methods.

Be aware: All Roads Lead is merely an extremely powerful effect, not an absolute one, and as with the lower levels of cultural charisma it is a modifier: a race with good reason to hate you may still go for your people's heads on pikes if sufficiently agitated, just like someone who has been continually abused may attack even the most charismatic individuals to defend themselves. Also, some threats can't be charisma'd away. Rogue servitor constructs, bestial monsters, or truly omnicidal hordes may all present situations where Cultural Charisma and diplomatic power can't be brought to bear, just as how conventional military strength may be useless in the face of masterful intrigue or natural disasters.

Developmental Cohesion has notable overlap with Logistics and Industry in the previous jump-consider them to be synergistic, you could do a lot to mitigate the normal difficulties of standard Cohesion through bending your industrial base towards pulling up the general quality of life but even then some areas would get left behind. With both of them at maximum, all areas of your people's civilization will be operating with the full benefits of industrialization without putting so much extra stress on the supply chain, leaving that processing capacity free for other things (and likely greatly increasing that processing capacity too, since any settlement with the proper local resources and sufficient population will be able to handle some of their own industrial work when they might otherwise have been dependent on imports from the major cities.)

Also to note: Developmental Cohesion doesn't stop conditions from degrading due to deliberately enforced problems like sieges or if you for some reason decide to restrict access to certain technologies and living benefits. The decentralizing effect of the higher levels can certainly help with mitigating the harm of hostile action, but it won't fiat-repair the electrical grid of cities that are being bombed out too hard to repair it themselves.

Acquiring both upgrades of the various features causes them to synergize and work with each other in an appropriate manner. For instance getting both of Pop N' Swap's upgrades may result in effective capacity to rearrange buildings and structures in place on the fly, or even making buildings functionally interchangeable with vehicles.

More Than Meets the eye has limits. A primary one is listed in the feature, another is that "in the category" must be adhered to unless they get seriously ridiculous breakthroughs in later jumps. No purse that unfolds into a car or megalaser that shrinks down into a penlight.

Internal Security and its upgrades have obvious natural synergy with previous espionage features, as always overlap means "even better at this than if you only had the most powerful/focused of the two on its own". Impartisan in particular is a direct counterpart to Imperial March's bonus effect: Imperial March makes it easier to stop partisan activity, Impartisan makes it easier to prevent entirely.

The benefits of Better, Faster, Stronger and Overdesigned will be included in the altform you receive from these jumps.

With Electric Sheep, please remember that your base species will by default remain a/the core people in your civilization, and attempting to swap them out entirely will count as a fail condition. As the series starts to get into parts with features that actively incentivize diversifying your population though, now seems a good time to remind you that you are fiat guaranteed not to have them fall past that threshold without deliberate effort to cheese it on your part so you don't need to worry about taking features that encourage other peoples to join yours.

As always, King Of Battle is not absolute. In the face of overwhelming power or significantly more capable opponents your people may still lose control of contested facets of conflict. It's a relatively "shallow" power but it can be applied to almost every form of extended conflict with another faction, resulting in a very broadly applicable feature.

War Has Changed is kinda gimmicky in function-turning niche warfare tricks into full avenues of advantage and battlefield control. For an example, stealth capabilities are normally supplemental to other features that a unit can do, making it harder to hit them while they hit enemies. Your people may instead figure out how to make stealth actions and ability to deal covert ops damage to enemy forces a central piece of combat flow similar to artillery or armor support-greatly benefiting your forces through your control of the combat facet and requiring enemies to account for it in similar ways they might the presence of air support. Of course, even such avenues that an enemy can't engage in can still be dealt with, to continue the example above Stealth superiority can be counteracted through more effective scanner technology just like Air superiority can be stopped through plentiful anti aircraft fire.

You're The Bomb is not enough for full scale nuclear proliferation like IRL has; that requires Gone MAD. This should go without saying, but be careful with Gone MAD to not ruin territory you're trying to conquer by over-nuking it. Also be careful about how enemy factions might react to a neighbor that erases enemy cities without warning.

Also, what constitutes a strategic weapon will naturally shift as the series continues. A city leveling nuclear weapon is enough to count here, but for a major interstellar empire a strategic weapon might look more like "blow up a planet" or even "erase a solar system". Last age's superweapons might merely be this age's heavy saturation bombing.

Friendly Neighborhood and its upgrades are basically comic book style "lots of different kinds of superpowers". You don't get to choose what kind, if you really want to have a chooseable selection you can grab Overdesigned instead and put up with the lower variety. Receiving secondary superpowers will be the norm but most likely not totally guaranteed. If you've taken the species alt form, randomly roll on a "superpowers list" site of your choice until you roll one that seems interesting and falls within the expected power levels your people have access to.

In terms of proportions, Friendly Neighborhood can be anywhere from about one in every million people to one in every few thousand, while When Everyone's Super gives you free reign to set it as high as you like. If superpowers happen through a serum or some sort of government controllable or on command method, just Friendly Neighborhood will leave the method difficult or dangerous in some way to maintain a low minority ratio while When Everyone's Super will basically allow giving superpowers to anyone you want.

In terms of potential power, Friendly Neighborhood is your "average" superhero, like spiderman or old school batman. Street level effectively, though there will be outliers downwards and even a few just above that. Of Men And Steel moves the limit upwards but stretches the gradient a bit-the strongest supers will be basically living superweapons (green lantern or MCU hulk) but will also be pretty rare, with the average power level lying somewhere around or possibly just barely above Friendly Neighborhood's cap. Taking both Of Men And Steel and When Everyone's Super will give you the power proportions of Of Men And Steel with the total numbers of When Everyone's Super.

Interdependence and its upgrade have natural mitigation from the Logistics choice in jump 5. Day to day supply collapse may be prevented by max level Logistics, but if you take Interdependence with it then an isolated area may find themselves largely unable to supply the goods for full replacements of things like machinery and construction projects, and House Of Cards may see widespread collapse of industrial capacity when triggered.

Robot Riot is primarily aimed at civilizations that have things like robots or magic constructs to do the work, but can be taken by any. If manual work is done by autonomous magic weaves or

assembly lines they might regularly go haywire and begin causing massive destruction in the area through flinging volatile scrap assemblages in different directions. If you do work the old fashioned way, the working class revolts and violently shuts things down on the regular. Again, this can't be stopped through treating servitors well, but treating them poorly is very likely to make things worse.

Power Corrupts *can* affect you if you take the altform. Altform downsides are no more fiat backed than the weaknesses of being human are though, so anything you have that can mitigate that kind of problem will do so just fine.

Day Z's zombie infection vector will notably only work on your people. Trying to re-engineer it to be usable on enemies will be difficult enough that you might as well do it from scratch if you want zombie virus weapons.

System Monitor is not: precog, scrying, omniscience, elevated power over complex systems, or so on. It's only a 100 CP perk, and as such while it's a very useful and rare skill, it's still just a skill and you'll need to make good use of your resources to get your money's worth out of it.

Between The Cracks and Spring Cleaning synergize well, if you're particularly interested in keeping that stuff handled it might be a good idea to take both.

Spring Cleaning does not give you the skills to prevent corruption on its own, just to effectively clean it out once you start addressing it.

Several perks give you the ability to design your own superpower with significant leeway on the parameters. Fanwank responsibly, don't give yourself more for the value of perk than you would give someone else.

Vehicular Slaughter: vehicular altform slots are overridden without returning the vehicle in the slot when a new one is selected. Absorbing a vehicle counts as it being lost or destroyed for fiat backed vehicles. "Unoccupied" means that nothing is in it, and that includes commanding AIs: so you'll have to take out or destroy commanding AIs to use the perk on it. If a vehicle is intended to be operated via the pilot/crew's senses (such as a car's driver looking through the windshield) you will retain those specific senses in an appropriate manner.

Killing Machine's durability boost is minor enough that it will be mostly overridden by the other available perks that grant durability improvements. Taking this and SoaR 1's Prime Specimen together will cause them to stack-turning you into peak whatever your species is and then honing that amped baseline into a horrifically dangerous murder machine.

A Super Friend stacks with both Move It Move It and the Juggernaut perk in SoaR 5. The movement aid ability will increase your mobile agility (though not speed further) when used in tandem with Move It Move It's power, and if you have Juggernaut the durability increase will bring you up to the resilience of a sturdy building like a bunker or fortress instead of to just under Juggernaut's level. Remember that these are active, while you're not using and focusing on maintaining A Super Friend's benefits it doesn't improve your durability or mobility at all.

Shut It Down targets things like superpowers and personal magic. Things it does not prevent include-technology, enchanted gear not dependent on a specific person to sustain it, biology (even exotic biology), "powers" that are innate to the target's very being. Some dragons might be near totally neutralized by it, while others might lose nearly nothing-this perk's efficacy is very related to how something works instead of just what something does. But being able to shut down a god or titan that tries to get in melee range is useful regardless.

Enemy Crabs is a bit unusual, so a few clarifications. The larger and more powerful an organization is the more lucky you have to be to get a controlling interest. If you try and target a limited secret shadow council that controls the world you're likely to only get their assistants, or a single member of lower standing-a planet scale nation might get you a wide array of lackeys in varying positions but most likely nothing above mayoral equivalents. But if you target, say, an annoying home owners association you may discover you have controlling interest in everything it votes on right away. Enemy Crabs does benefit from luck perks and powers but at a greatly reduced rate, and likewise for misfortune drawbacks-mundane versions are unlikely to shift it meaningfully and even cosmic nearly reality warping grade ones can't guarantee the best or worst outcomes.

Cookie Farm can be used as a high quality server hosting building-but its most powerful use is likely as a large scale data harvesting setup.

The second bonus objective can't be completed if you utterly homogenized your people to the point that they are incapable of disagreeing with one another. There needs to be the capacity for differentiation and opposing needs in order for proper unification. If the only thing that allows them to work together is your presence, that doesn't count as completing the objective, as you will not be around between jumps of the series to act as that linchpin.

Yes, taking A New Home after you've beaten the scenario *will* give you two copies of your people's world to do with as you wish.

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 ***Death-Touched*** are determined by the number of other red drawbacks you've taken before, up to the currently possible 5 previous selections. They are:
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.
Destructive in Story of a Ruler: Fires of War.

The following "features" can be acquired for free if you qualify for them as listed below.

Genocide: The easiest way to make sure an enemy never troubles you again is to make absolutely certain none of them survive to harbor a grudge. Your people are terrifyingly good at scraping an enemy civilization down to its last dregs, hounding those who hide or flee until only the meagerest remnants remain, so scattered and broken that there is simply not enough left to ever rise from the ashes again. True extinction inflicted through merciless warfare.

Death March: Not caring about the deaths of others around you makes one thing exceptionally easy: combat morale. Your people take no hit to their combat readiness even in the face of the most ruinous casualty ratios. They might be frightened off by overwhelming displays of force that brook no illusion of being able to fight back, or other methods of destroying an army's morale, but casualties alone will never do it. Even if an army is slaughtered to the last soldier, that last soldier will bring down as many enemies with them as possible.

Pillagers: As the mantra goes: "Pillage, then burn". Normally the ravages of warfare mean that by the time looting can actually begin, most items of value have already been lost or destroyed. Your people make it stretch though, having learned an efficiency to killing that leaves the victim's stuff intact more frequently than otherwise. Wreckage gives better salvage, civilians don't hide their valuables as well... There's still only so much you can take from bombed out rubble, but you can bet that your people will bring home every last bauble there is left to take.

If you've taken *one red drawback* before now, Death-Touched is worth 800 CP instead of 600.
If you've taken *two red drawbacks* previously, Death-Touched becomes worth 1000 CP.
If you've taken *three red drawbacks* before, Death-Touched is worth 1200 and allows you to take the Genocide bonus feature.

If you've taken *four red drawbacks*, Death-Touched grants 1400 CP and gives you access to the Death March and Genocide bonus features.
If you've taken all *five red drawbacks* before now, taking Death-Touched grants 1600 CP and gives access to all three bonus features: Pillagers, Genocide, and Death March. If you **DON'T** take Death-Touched at this point, your people suffer from the Lost Generations flaw, without granting you the points.