Imperator: Rome

Version 1.0

This is a world that ought to be familiar to you, if you have any knowledge of your home planet's history. The year is what would in modern times be referred to as 304 BCE. For the citizens of Rome it is the year 450 AUC, four and a half centuries since the legendary foundation of the city. But to the east legendary history is all too recent, the death of Alexander III of Macedon a scant 20 years ago shattering the largest empire the world had seen into various successor states. And for those in the Indian subcontinent, the empire of Chandragupta Maurya is set to become of a legendary status itself. You will become a leader of men in this ancient world and stay until 27 BCE. Perhaps you will forge a legend of your own in the centuries to come? It is a time rife with opportunity, but danger is plentiful as well, so take **1000 CP** before you enter the age of Rome.

Origins:

Personal details like gender and age may be freely decided, in addition to the society you reign over; you have a free choice of anything from the most remote Arabian tribe to the titular republic of Rome itself. Because your personal origin is a leader, you instead get to choose a form of government. If your origin doesn't reflect the government of the society you chose, it will have recently shifted to that form of government.

Monarchy: Whether they call you king or emperor matters not, nor does it matter if the source of your legitimacy is the perceived blessing of the gods or pure military might. You are the absolute ruler of your society, reigning for life and only granting your crown to your blood-related heir if you were to pass from this world. While you essentially enjoy free reign, your subjects will also see you as the sole person to blame should anything go wrong, and a position of lifelong rulership is one that many would like to take for themselves...

Republic: A man need not be of royal blood to rule in this world. There are many republics, be they true democratic institutions or merchant republics where only the wealthy reign. Maybe you garnered the adoration of the common folk or maybe you bought your way into power, you are at the head of a republic, free to direct its future but also subject to the politics that come with it. If you don't happen to become a dictator and suspend those pesky elections, that is.

Tribe: Often considered to be barbarians, the tribal peoples of this age are nonetheless a force to be reckoned with. You were chosen from among the clan chieftains of your society to rule your tribe and the clans, or families, that it consists of. Unlike in a republic, the tribal chief reigns for life, but in the event of their passing one of the clan chieftains will be selected as a new leader. Though you are the leader of the tribe, power is decentralized and the other clans have a significant say in the government, meaning you will have to keep them satisfied to avoid conflict.

Perks:

Perks are discounted to their associated origins. Discounted 100 CP perks are free.

Of Great Skill (200 or 400): A ruler is only as great as his capabilities, and while you might have the capability for greatness, to be sure of it is not a bad thing. For **200 CP**, with one discount for all origins, you may choose to become skilled in one of the categories of rulership: Martial, Finesse, Charisma, or Zeal. Martial will see you become an excellent fighter and commander, finesse will allow you to traverse the intricacies of politics and governing with great success, charisma will make you an eloquent and persuasive speaker, and zeal will ensure that you inspire the necessary faith in both the gods and your own rule in your subjects. For an undiscounted **400 CP**, however, your skill in one of these fields will reach the pinnacle of human ability. Win every duel you participate in and outplay the age's finest strategists on the battlefield, manage your realm with such finesse that even the poorest can thrive, embarrass the entire senate of Rome with your conversational wit and convince those firmly opposed to your ideals of your cause's worth, or inspire the zeal to fight to the death for the glory of the gods in a band of heretical cowards. Only the genuinely superhuman would be able to outperform you in your chosen field.

Monarchy

Make Friends (100): As a monarch you are the prime target for any court intrigue, and as such it's best to keep your friends close and your enemies closer. But for you potential enemies could quickly become friends, as you seem to inspire loyalty in your subjects simply by being amicable towards them. The more of your personal time you choose to spend with your subjects, the more they will see you as a friend and worthy ruler regardless of their initial thoughts on your reign, would-be plotters instead considering to defend your position as the monarch for the good of the people more and more with every favor done and good time spent together.

Embracing Influence (200): While certain societies have been more successful than others when it comes to the waging of warfare, one would be a fool to think that one's own people are the only ones with a military tradition of any worth. The greatest generals knew well to adopt foreign equipment and strategies advantageous to them, and you yourself will find that integrating the best parts of the traditions of other societies will go much more smoothly than it normally would. One battle is enough to gain a good enough grasp of a tactic to use it effectively yourself, and one intact example of a type of equipment would be enough to have your own realm produce it if your resources are sufficient. Should your specialty lie elsewhere, this skill can be applied there too, such as administration or architecture.

Great Tutor Aristotle (400): The fate of a kingdom rests not only the shoulders of the monarch, but on their heir as well. As Alexander's early demise demonstrated, even the realms of the greatest men can fall apart in an instant after their death. The problem, then, is to ensure that the realm's future is in good hands, which is rarely able to be ensured when a person's capabilities can be determined by their birth alone. You can at least rest soundly knowing that this won't pose a problem to you, because with enough time and effort you can impart all you know onto others regardless of their personal talent. Those truly lacking in talent will take many years, even decades, to reach your level of skill, but they will never hit their limit before they match you.

Diadochus (600): The diadochi are the rulers who lord over the remnants of Alexander's empire, but in proper history none of these self-proclaimed successors ever managed to recapture the lands and glory of the legendary conqueror. Should you try your hand at rebuilding his empire or creating a new one, you may find yourself more successful than Seleucus or Ptolemy, because success seems to pile up for you. Initially this won't make a difference, but as you succeed at a certain task, it will become more likely that you'll succeed at future endeavors in that area too. Should you follow the path of conquest, events will conspire to make battles slightly more likely to be won by you if you've recently won another, and if you continue to win your chance of losing will eventually become so slight that even unthinkable odds can be overcome, though only if you manage such a streak.

Republic

Free Hands (100): While not the rule, there are enough examples of corruption within republican governments to call them more than exceptions, to the detriment of these societies. But if you intend to indulge in the same unsavory practices, you'll find that you can somehow make corruption work. Rather than poisoning the whole system, when you engage in bribery or similar activities you're gaining ease of governance in exchange for a slight dip in performance. The problem of a rebellious general can be solved simply by throwing enough money his way to keep him satisfied, as long as you're fine with his personal army being a little less effective, and skimming some denarii off the top of the funds for public works will only result in said public works being of somewhat lesser quality than they otherwise would have been. And there are only positive results when dealing with individuals who are already heavily corrupt, as you can bribe them to be *less* corrupt if the sum is large enough.

Chaotic Consul (200): Even when not fraught with corruption, a society can be struck with any number of crises. From a dangerous political divide edging on open rebellion to the instability of many unsuccessful rulers reigning in quick succession, to be a leader in such times is a challenging prospect. And perhaps you enjoy a challenge, then, because your capability to lead your people in times of disarray is nothing to scoff at. When the stability of the government is at an all-time low, when every neighboring civilization is out for your blood, and when your soldiers are so exhausted by constant warring that they would rather turn on their commanders is when you are at your best. You can go beyond your normal limits, working yourself to the bone if need be to keep your society in one piece, and with you at the helm the escalation of those issues happens at a much slower pace than they otherwise would, leaving you with enough time to hopefully amend them.

Model Citizens (400): This age, despite the appearance of many vast empires, is still divided between many different peoples, countless different cultures and beliefs clashing with one another even long after actual military conquest. This poses a problem for expansionist governments, as they are forced to constantly expend time and resources to suppress separatism, but you have ways of leveraging the concept of citizenship to make this process less arduous. By offering conquered peoples citizenship, especially when this citizenship offers many benefits over the status of non-citizens, you can much more easily integrate them into your society. Even a fiercely independent people would eventually assimilate and fully adopt the dominant culture if your realm and its citizens are powerful and prosperous enough.

Optimal (600): Aristocracy is not exclusive to hereditary governments, with a prime example being the great aristocratic families of the Roman republic. You yourself are now the head of one such affluent family, possessing no formal power but having plenty of influence in the realm even if you aren't the acting head of state. Besides the obvious wealth and the plutocratic power that comes with it, your family has a good reputation among the common folk and upper classes alike, meaning you're a popular candidate for high-ranking elected positions as long as you at least attempt to keep up the image your family has cultivated over the generations, and you also enjoy many preexisting contacts in the aforementioned upper classes, up to and including religious authorities and influential military leaders. It wouldn't be hard to reign continuously with the full support of the people if you were to put all of these benefits to proper use. In future jumps, you can choose to be the head of a similar family in a nation of your choosing, keeping the same benefits even if the form of government is a one-man dictatorship or completely democratic.

Tribe

Barbarians Rise Up (100): Though you you may end up facing the disciplined armies of the so-called civilized peoples, your own kind has a great advantage in knowing the lay of the land and being adept at moving quickly and unseen through it. You yourself are particularly skilled at this, making sure that entire armies of men can move with great swiftness from one place to another while maintaining adequate supplies and without being spotted by the enemy. Even marching through the enemy's own territory could have you standing in front of the gates of their capital without warning if there is any rough terrain to conceal your men in. It will always be more effective the first time, however.

Spoiled by the Spoils (200): Woe to those who keep their riches anywhere near your realm, for you will be robbing them of all of it at the first possible opportunity. If you decide to go along with it at least, considering your proficiency in getting the most ill-gotten profit out of any kind of situation. Maybe you've been blessed, or you just have nose for it, because when you intend to fund your realm through raids for gold, slaves, or anything else of worth you will be guaranteed to find all that you need if it happens to be there, even if it were perfectly hidden from sight, and perhaps even a little more than there should be. This effect extends to anyone under your command, and though it mainly applies to things like sieges or raids you might find it useful in squeezing some extra tax out of your people too.

Auspicious Haruspicy (400): The will of the gods should always be considered, and the people of this time place great importance on good fortune in their endeavors. So much so that many societies have developed official authorities for determining if such an endeavor will be successful, and a perceived ill omen can have realms lose faith in their leader or have armies hopelessly shamble to the battlefield awaiting their supposed foretold doom. You no longer need to fear your reign being hampered in this manner, because when others seek a sign to determine some future related to you, luck will have it that they always see the sign most advantageous to you. When you go to war, the priesthood will find that the omens are good, and should you be deposed no man looking for a good omen will find one.

Federation (600): None in the known world are as independent as the countless tribes that inhabit its less developed regions, the borders of their territories also being the borders of their people, for they do not mingle with one another as the residents of civilized powers do. There is one notable exception to this trend however, that being a federated tribe. Federated tribes are the result of the clans of several societies coming together for a variety of reasons, not the least of which being the appearance of foreign invaders who pose a threat to the region's way of living. Like the ones who initiate such mergings, you're very good at convincing other leaders and their people of the economic or military benefits of permanently joining together under a single banner, especially when faced with a common enemy or a general lack of prosperity, and know just how to negotiate it in such a way that you end up with the most influence out of all involved parties.

Items:

You get a discount on one item of every price tier (100, 200, 400, 600). Discounted 100 CP items are free. You can import any similar items you already own to gain the properties of the ones you purchase.

Portait DLC (100): It can't be denied that there's a certain style to the clothing of this era, from the white togas of the Roman citizens to the cloaks and linothoraxes of the Greek autocrats. You won't have to choose with this, receiving an aesthetically consistent closet attached to your warehouse or other property containing any and all period-accurate clothing you could ever want. They're guaranteed to look good, evoking just the image you're looking for, and any tears or stains in the fabric will go away by themselves. You need to get your money's worth, after all.

Wages +10% (100): While it's no national treasury, you receive a modest sum of money every month, equivalent to the wages of a high-ranking official from a major power of this time. It'll automatically convert to whatever currency is in use in your current location, and it's enough for one person to live a fairly lavish life, though don't expect to be funding any armies with it.

Trade Goods (200): It can be said that trade is the lifeblood of a society, and there is certainly a lot of blood coursing through your nation's veins. Even if the area that you rule over would normally have little in the way of valuable resources, your realm is now guaranteed to possess of a great enough excess of basic goods like wood and grain to trade them away, along with an assortment of more luxurious items like precious metals and gemstones. In future jumps, these goods can either be placed in the nation you start in or be present in one of your properties.

The Jumperic Games (200): Do you enjoy sports? Both your own people and others most certainly do, which means it's rather fortunate that your realm is seen as the traditional organizer of a highly popular festival in the region, similar to the ancient Olympic Games. Once every four years, neighboring realms will send their greatest athletes to compete in these games, bringing you popularity, profit, and influence alike. These games are also the perfect place for politicking, as you'll find the attending officials more open to talks of alliances or other matters of state. Maybe it's something in the wine?

A Mighty Fort (400): This fort is large and imposing, a marvelous feat of military engineering. Its walls are tall and its pantry seemingly perpetually stocked unless it happens to be enduring a siege, which tend to last prohibitively long even when the enemy has a severe numerical advantage. It is therefore easily defended and a great strategic asset, additionally not requiring any maintenance even if it were left unattended for centuries. You can place this fort anywhere within your realm, or attach it to one of your other properties in future jumps.

A Great Port (400): Like the plutocratic societies of the world will tell you, money is power, and nothing ensures a steady income for the treasury like a popular trading port. This port in particular is the largest of the realm, the central hub of the regional trade network and a source of wealth like no other. Besides its more mundane advantages, any income from the flow of trade will be multiplied, imports and exports alike, ensuring that it will make your realm very rich. This does make it an attractive target for raiders though, so be sure to defend it; that's on you. If your realm is landlocked, you can choose to gain a similarly prosperous trading city instead. You can place this port or city anywhere within your realm, or attach it to one of your other properties in future jumps.

Personal Army (600): Whether by coin, charisma, or something else, you've secured the personal loyalty of an entire army of several thousand experienced soldiers. They could be nominally aligned with your own nation, but if you were to be deposed or otherwise not in control they would gladly show where their true loyalties lie by marching against their own people. Alternatively, they could be mercenaries who were paid such an exorbitant sum in advance that their allegiance is permanent, even braving the possibility of certain death for the mere chance of one day making use of all that gold. The composition of this army is up to you, anything from heavy spearmen to swift horse archers, or a more varied force. In future jumps you'll gain a new local army of similar size and strength procured through the same means, though you can choose to forego this in exchange for having alterations during previous jumps remain. If you choose not to, then all soldiers in the army will be restored to life between jumps.

Greatest of Wonders (600): Somewhere in your territory resides a great and possibly ancient building, some wonder of ages past or a monument to the glory of modern times. Beautiful and imposing to behold, it provides a strange, useful effect besides its impressive appearance, in the form of seriously boosting your realm's performance in one area. Perhaps you possess an early form of military academy, ensuring your commanders receive professional training to make them of the highest order, or a grand temple to the gods, increasing the fervor of the people and making heathens within your borders more likely to convert. You could also choose a massive, opulent palace to have your people and neighbors see you in a more favorable light, or let philosophy and the arts (but more importantly, technological progress) flourish with an ancient university. These examples are only that, as the bonus can be of any kind, within reason of course. You can place this wonder anywhere within your realm, or attach it to one of your other properties in future jumps.

Companions:

Import / Custom (100): With this option you may import an existing companion or create a new one from scratch. Imported and custom companions gain an origin and 600 CP to spend on perks and items, but do not gain a realm of their own.

~~**Canon Character**~~ **Historical Figure (100):** Have you found a true friend or loyal subject here, or do you maybe just have a strange obsession with a certain historical figure? With every purchase of this you may bring one person from this world along on your chain, but actually convincing them is still up to you.

Drawbacks:

Gamed Mechanics (+0): A century is already quite a long time, and you'll be staying several. This may pose a problem for you if you're of a more mortal persuasion, but by choosing this you can either halt your aging beyond your physical prime or inhabit the body of your heir after death. Both of these option apply to this jump alone.

Romulus to Romulus (+0): Do you want to experience an even earlier time in human history, or find 27 BCE too early a time to end this tale? By selecting this option, you start your stay as early as the alleged foundation of the city of Rome in 753 BCE, and extend it up to the date of the fall of the western empire in the year 476.
… But I wanted to do a megacampaign (+0): Alright, fine. If you want to go even further and continue your journey in the presence of crusaders and feudal kings, you can instead extend your stay up to the year 769, transferring the state of the world over to the Crusader Kings jump.

The Remen Empire (+0): Perhaps this is not your first time mucking up the timeline of your own earth's history. If you've previously spent time in a jump that takes place in the real-world history of earth before the year 304 BCE, you can have the changes you made in those jumps be reflected in the state of the world here.

Unsuitable Suitor (100): Is it your face? Your reputation? There must be something truly wrong with one of them to make the idea of marrying you so unappealing to everyone. Even when serious political boons are involved in such a marriage, the family of the one you wish to marry will first request (or rather, demand) a completely ridiculous amount of money to accept. Worse yet, rumors will spread, and you'll soon be seen as ineffective and weak if you go without a marriage partner for too long.

Unpopular Populares (100): Never mind, they're not much of a fan of you to begin with. You've slighted the people of your realm in some way. It may have been accidental, but it was severe enough for the dislike to last, and it will only get worse the longer you don't address the issue. Maybe you tore down a particularly unflattering statue they built of their own volition, or are of a different faith from them and insulted one of their gods by accident. At first it will start at mere dislike, but it will eventually spead from the common folk to the upper classes, and you can expect the assassinations to begin within a year. Hopefully you're good at settling conflicts peacefully, and hopefully quickly too.

Migrants Hordes (200): Barbarians have risen up! Get ready to hear that a lot, because it's like they're being produced on the anachronistic assembly line with how much they keep cropping up. No matter how many times you defeat them, no matter how much territory you control or carefully guarded it is, armies of thousands of barbarians will appear as if they were mushrooms springing up from the ground to kill your people, raze your cities, and generally be a nuisance while you're busy doing more important things. They're pushovers when faced with equivalent numbers of professional soldiers, but the threat is neverending and these constant unfortunate accidents will surely serve as a talking point among your political opponents too.

Tide of Corruption (200): Maybe your officials have fallen on hard times, or maybe this has been the way of things since the beginning, but the vast majority of your subjects, and indeed the system as a whole, is incredibly corrupt. Practices like bribery and pocketing state funds are are not only common but expected, having been interwoven with proper governance like clothing woven with both the finest silk and coarsest pig-hide. While not crippling to begin with, it could possibly reach that level if this continues, and you'll find that this attitude of acceptance towards corrupt behavior will make it hard to even begin ridding your realm of it.

Not So Tyrannical (400): It is a beautiful thing, to know that your people hold the ideals of the realm close to their heart. But they're being a little too extreme about the whole disdain for tyrants. You see, essentially any change you make to the government will be seen as infringing on some right of theirs, whether you want to create a law to curb state corruption or switch from a levy system to a professional army, forcing you to essentially remain stagnant or face significant backlash every step of the way. It is possible to make major changes, but it would have to be over very long periods of time.

Highly Exhaustible (400): You were sure that you weren't leading a nation of pacifists, but it certainly seems like that the moment you rally the troops and go to war. Your soldiers are unusually sensitive to the rigors of warfare, being struck with physical and mental exhaustion much quicker, meaning all of your conflicts will have to be as quick and decisive as possible if you don't want to deal with the side effects of having all of your soldiers being tired, hungry, and very upset with how you run things. Miraculously enough, they're plenty fit and well-fed if they do decide to turn against you. Almost like they were just pretending, the cowards.

Mauryan Syndrome (600): Maybe your empire is grand, maybe your abilities are excellent, but for some reason every government official of an important enough status to meet you face to face is less trustworthy than a hungry wolf. Their loyalty lies with themselves alone, no matter the advantages of staying on your good side, and they'll gladly declare open rebellion against you the moment they smell blood in the water. Even those with proper moral integrity will perform a 180-degree turn into power-grabbing misers, leaving you without any useful direct subjects. Your only source of relief in this situation is that you'll have a grace period after every major revolt, but it'll only be half a year at most before trouble starts brewing all over again.

Alexander Reborn (600): Or perhaps some other great conqueror of an even more ancient history, but it's certain that this is no ordinary man who has taken his place as your neighbor. Unfortunately for you, a very skilled and exceptionally lucky leader has conquered the vast majority of your realm's neighboring peoples and united them under a powerful empire, and it's only a matter of time before this aspiring king of kings turns his gaze towards your lands. His army is large and capable, his stratagems are genius and his capability for snatching victory from the jaws of defeat is exceptional, and you best prepare to put everything you have on the line to stop him from claiming all the world – as well as your life. They seem to have some kind of personal grudge too, you see.

Now that your stay here is over, you can reflect on your actions and decide what you want to do next:

Go Home: This time is far too backwards for you. You decide to end your chain and return to your first world with all you've gained so far on your chain.

Stay Here: Then again, your own earth isn't too unfitting of a place to retire. You end your chain and decide to remain in this world.

Move On: This was only a taste of what awaits in the rest of the multiverse, and you're not ready to end your journey yet. You continue your chain and move on to your next jump.

Notes:

Diadochus: The effect of this perk works best if you gradually work up to it, since the added chance of success is based on how big your previous success was. If you won a one-on-one duel, the added chance of success of winning against twenty men on your own is essentially nonexistent.

Auspicious Haruspicy: Omens are only affected if there is no actual supernatural force at play. Diviners with true magical powers will still have their powers work as they should, for example.