

Goddess Anubis
v1.01
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Welcome to Ancient Egypt, although it's a bit different then you remember. First is that the Inhabitants of this realm are a mix of Humans and Egyptian Beast-kin (Anthropomorphic animals), second is that this realm that encompasses the lower Nile river Valley is under the guardianship of a Jackal beast-kin goddess named Anubis.

Unlike modern interpretations of gods and goddesses, their role is to facilitate harmony between men, spirits and nature. Listening to the seasons to predict the weather and harvest yields, soothing the rumbling fury of the earth, advising the pharaoh on policies and negotiating to broker deals between all three.

In a year's time, she will notice that the interaction with the population takes on a more dominating, lustful and carnal tone along with the clothing she wears becoming more and more Indecent. You will be staying here for 5 years and here is 1000 cp to spend as you like, you receive a single 50% discount on the first purchase per price tier for both items and perks.

Origin:

There are no backgrounds here. You may choose to have a generic background, drop-in with no history or have a background related to your purchases from this doc. For example if

you have purchased ‘Ancient Egypt Empire’ you can choose to have been raised from birth to be the pharaoh, taken over when the previous one died or have been summoned to fulfil the role as a drop in or isekai option. Age, gender, sex and location are entirely up to you, just pick something reasonable.

Perks:

Blessing of the Goddess (Free)
You, like everybody else in this realm, are blessed. You will find the grittiness of the world lessen, things like tripping over will just scratch you instead of leaving you a bloody mess from road rash, drinking untreated river water is perfectly fine as long as it hasn't been contaminated, getting ill is very unlikely unless it's something serious but if you survive you will eventually get rid of even the most stubborn of diseases, sex is Incredibly unlikely to result in pregnancy unless its wanted and along with a lot of little boons that remove the tiny annoyances of life.

Educated (Free)
You can speak, read and write the Egyptian language and all Coptic dialects including Hieroglyphic, Demotic and Hieratic scripts, which it the locally used language and writing systems along experience with the various uses measurement systems of the Cubit (Length), Deben (Weight) and Heqat (Volume) and the ability to mentally convert them between metric and imperial equivalents. While it may not seem like much, these skills are in demand and could easily get a job as a scribe as only one to two percent of the population are literate.

Beast-Kin (100 cp / 50 cp)
You now have a Beast-Kin or Human alt form. Beast-Kin takes the form of an anthropomorphic animal with each species having minor biological specialties and shortcomings with human beings below average in everything but Intelligence, stamina, sociability and ‘reproduction’. For your Beast-Kin form you may pick any animal species that lives in Egypt and is small house cat size or bigger, you can also personalise your new alt forms to your liking including the gender, markings, colouring, ethnicity and breed. All species of Beast-Kins and humans can produce offspring together although the chance is uncommon and the child will most likely be born as the parent species with the least population, although with traits from both parents. For each additional undiscounted 50 cp, you gain another alt form of your choice.

Flame of a Mortal (100 cp)
Compared to a god, a mortal existence is short but bright. Now you have a certain spark about you, dullness, ennui, boredom and despair will ever so slowly burn away in your presence over time and make the lives around you just a little bit better. This has an added benefit of slowly attracting those who wish to end the lacklustre existence they are enduring, by being a bright ember in a grey cold world.

Solder Training (100 cp)
In times of uncertainty, the strength of arms is a security. You now have considerable skill with a large array of ancient Egyptian weapons, shields and armors. From the humble sharpened stick and sling to the khopesh and composite bow, you have the skill, training and

strength to use them effectively in combat Including stick fighting and Egyptian unarmed combat styles. This also gives you expertise with an array of combat strategies, doctrines, logistics, animal riding, driving chariots and the physique of a seasoned warrior.

How could they resist (200 cp)
By giving someone a look you can convey any choosen or even all of your emotions to the target at full force, this will cause the target to empathise and feel the emotions themself. If the emotions you convey are about the target themself the effect will be felt more keenly, meaning a lustful gaze will cause the target to become quite flushed in the face and nether regions. You also have some decent skill with seduction and with bedroom activity.

Luck Encounters (200 cp)
Ever wanted to meet someone but finding them in something like a city is like finding a needle in a haystack? Now you have a sixth sense for knowing when there's someone in the local area that you want to meet, unfortunately this won't tell you who or where they are. Additionally once a year you can force an encounter with someone of your choosing, you can choose the general scenario and location but can't control their reactions to the situation and it can take time form the meeting to happen and can outright fail if the encounter is too unlikely or impossible to happen.

Still a Goddess (200 cp)
What does it matter if you organised an orgy with over a dozen participants, two horses and a snake? Now your private life and professional life are separate, as if everybody has a cognitive distance between the two. So long as you keep your lives separate you won't suffer any negatives from a devious lifestyle like being fired, refused for promotion, ‘asked’ to step down from your position or have people calling for your resignation, of course this does not stop them from firing you if you miss work after being arrested and refused bail for mass public indecency. This even works as the head of a state, as long your activities are not connected to the state you will not get a negative reputation due to your actions in your personal time. Just be sure to not let your personal and professional blend together.

Precious Skin and Bone (400 cp)
Like Anubis you too have the body of a god/goddess, that is to say that you have ‘skin’ of gold and ‘bones’ of silver, this gives you some minor abilities and a major ability. You can manifest Ancient Egyptian symbols and iconography or general colourisation out of gold pigment on your skin, scales or fur, your skin and bones counting as gold and silver respectively whenever it would be beneficial and you will heal perfectly from any damage although it will take a while. But the major ability would be your divine body as it will mean that you can’t be killed from purely mundane means. Crushed by a mounting, drowned in the deep sea or stabbed in the heart are all survivable for you, but if there's even a hit of magic, supernatural power or reality bending technology directly involved this protection stops. Using magic to bury you alive deep in sand won’t kill you but using the same magic to scour your flesh off with sand will (if you would have died without this perk of course). This of course gives you protection against starvation and ageing as they are mundane problems.

Priestly Rituals (400 cp)
Rituals and ceremonies that are performed by the priests, priestesses and goddesses are a core and Important part of daily life for the average citizen, now you too have the ability,

training and experience to perform such magicks. This magic system consists of rituals, symbolism and sympathetic components, by ritually acting out what you want to happen with totems, effigy and symbols will nudge it into happening. For example, guiding an expecting mother to craft a clay figurine of a pregnant woman will Improve the chance of a safe childbirth and by washing their or the figurine's breasts with milk will have a chance of inducing or improving lactation or by burning straw dolls in the shape of locusts will deplete the size a locusts swarm. The effect of the rituals can be amplified by using many participants, divinity, catalyses, sacrifices, specialised structures and supernatural powers to the point of changing the weather, Improving the lands fertility or blessing the Inhabitants with good health if you have over a hundred trained priest working in harmony and the entire temple dedicated to the specific magick or performed solo by a powerful god or goddess with high quality and expensive reagents. Just note that misunderstanding the situation and performing a ritual in an attempt to fix it can actually make it worse and that it takes time for rituals to come into effect, this is why gods and goddesses are culturally and socially important.

Minor Godhood (400 cp)
Like Anubis you too have the ability of a god/goddess, this does not make you all powerful but it does give you a nice boon. An important ability for the roll of guardian deity is the ability to commune with nature and spirits, this lets you hear the building anger of the earth before an earthquake, the maddening chittering of a upcoming plague of locus, the whispering of a building sandstorm and everything else that could be called a natural disaster including forecasting the weather and the health of a biome. The spiritual part lets you talk to the recently dead, feel the unconscious hearts of the people and see the aura of things and people that's been involved with a large amount of deaths. This starts out untrained and can only sense the most dire of warnings, with about a thousand years of experience you have mastered listening to even the small whispers of Inconveniences or ignore the most destructive calamities, although do note that just because you can commune with an disaster does not mean you'll be able to stop it.

<u>Companions:</u>

Recruit Anyone (Free)
Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50 cp Each)
Import or create a companion. They receive an origin, freebies, discounts and 300 cp to spend wherever they like. You may save it for an earmarked companion, although if you don't use it before the jump ends it will be wasted. Additionally you may transfer cp to a companion at the rate of 1 cp given to 2 cp received

Goddess Anubis (Conditionally Free)
While it's rude to ask a lady's age, she has been around for a while. In fact she has personally tutored generations of pharaohs in rulership and priests or priestess in the rituals and ceremonies needed to perform magicks. Hidden within her heart she has a devious and submissive nature, despite this she still loves, cares and possesses a duty towards the people that rely on her guidance, enough that she suppresses her nature. If you asked her to

join you on your jumpchain adventures she would decline. To take her as a companion you must either purchase the ‘Ancient Egypt Empire’ item, that way she can continue providing guidance and give them the added protection of the fiat backing or you can completely and utterly sexually dominate her and release her suppressed inner nature to the world to see and descend into degeneracy (or do both if you feel like it). She possesses all of the freebies and the perks ‘Beast-Kin Form (Jackal)’, ‘Still a goddess’, ‘Precious Skin and Bone’, 'Priestly Rituals’ and ‘Minor Godhood’, although her ‘Clothes’ item will include her Iconic jewellery and one of her outfits will be quite scandalous.

Items:
All items here respawn after a month with all upgrades and modifications if lost, stolen, damaged, destroyed, used up or sold. You may freely Import similar items.

Clothes (Free)
Unless you want to emulate a certain goddess, you are going to need some clothes. You receive 2 sets of clothing consisting of a linen tunic and loin cloth, leather belt with bronze belt buckle, woollen cloak and a pair of wool socks and woven papyrus sandals. You can choose the style, cut and have it fitted to one of your alt-forms for each garment and change it when they respawn.

Soldier Armament (100 cp)
Unlike in modern times, if you are a guard or soldier you will have to provide your own equipment or run about unarmed. You receive a set of equipment consisting of a long leather tunic protected with bronze scales, bronze helmet with thick linen padded, khopesh, wooden shield, composite bow and quiver of 24 arrows.

Box of Deben (100 cp / 50 cp)
While most trading is done mostly with commodity goods, the value of the items being traded is measured in deben’s of rare metals. To cut out the bartering you will receive a wooden crate monthly containing 100 copper, 10 silver and 1 gold small bars with the weight of a Deben each (91 grams) along with a 10th of sack (7.5 litres) of grain for if you need small change. For each additional undiscounted 50 cp, you can double the amount of metal bars you receive monthly.

Mirror That Reflect All (200 cp)
This huge wall size mirror is perfectly supernaturally reflective, capable of reflecting all wavelengths of light perfectly, Ignoring mirages and illusions and would even let vampires (whatever those are) see their reflection. This extends to more than just light and also can reflect physical force, magic and other supernatural forces directed at it.

Noble’s Villa (200 cp)
A gleaming limestone compound consistent with the main two storey building with tall ceilings, guest house, numerous buildings for storage, servants quarters, stable and even an indoor swimming pool, outside there are trees, bushes, a garden and even another swimming pool outdoors. The villa is fully decorated with carvings, art, curtains and furniture and stocked with a month's supplies of needed consumables like candles, dung cakes, food, water and even a stipend to pay the servants with. Servants do not come with this villa, but it will attract trustworthy and capable staff from the local area for you to hire.

Ancient Egypt Empire (500 cp, Can not be discounted)
Oh, my apologies I didn't realise you are the Pharaoh. You are now the ruler of the lower Nile river valley, this consists of the Nile Delta, the freshwater lake Moeris, the part of the Nile river and floodplain connecting the two and the surrounding desert environs including where the suez canal would be built, around a total of 60,000 Km^2 in area plus 12 nautical miles offshore of territorial waters of your two coastlines.

Your new empire possesses a population of around 3 million, consisting of about a third of human and the rest are egyptian beast-kins additionally by performing a yearly ritual by either yourself, the goddess Anubis or a large group of priest will give all Inhabitants a non-fiat backed version of perk ‘Blessing of the Goddess’. The empire is very stable and will only grow in population if they can self-sufficiently support comfortably and will not change much culturally and technologically unless directed or as required to maintain long-term stability, in fact it is so stable that if you leave for thousands of years, while faces and buildings may have changed, it will mostly be nearly identical from your last visit (assuming no mass use of non-renewables resources).

Post jump this empire will exist in a pocket dimension that has a connection to and acts like your warehouse and possesses its own key for direct access or if you lack a warehouse. At the start of a jump you can choose to import your empire into the setting at a location of your choice, either by having it Inserted with a history, replacing the jumps equivalent of Egypt or drop-in with no history in addition, you can adjust your origin to explain why you are the pharaoh. You can also choose to import selected parts of your empire or just dimensional gateways to your empire if you have a system that can provide transportation between dimensions. If you have or obtain another fiat backed empire, land, Infrastructure or group of followers, you may freely import and combine them into this item, Additionally you can expand your empire by having the land and population fully integrated and under your control (i.e: No separatists or rebel movements and the local government compliant).

<u>Drawbacks:</u>

Merged World Toggle (Free)
As this setting is light in content and lore, you may pick another jump to merge the settings together. The cp from the two jumps is keeped separate and the jump stay length of the jump docs are combined.

Longer Stay (+100 cp)
You’ll spend 10 more years here, you may purchase this up to 3 times for a 35 year stay.

Companion Lockout (+200 cp)
All companions are sealed away and cannot be imported, any companions gained during this jump will not respawn until after the end of the jump.

Item Lockout (+200 cp)
All Items from before this jump are sealed away, leaving just an empty Warehouse.

Power Lockout (+200 cp)

All powers and perks from before this jump are sealed away, reducing you to just your body mod.

Notes:

There is very little lore on anubis that I can find, so this jump takes place in a world that is a very low fantasy version of mythological ancient Egypt but with all of the distasteful parts of history removed. like slavery/corvée, lack of rights, ‘Medicine’ of the era and squalid living conditions.

Note that Egypt's history is long and complicated so this is just ‘general’ ancient Egypt that is not set in any particular time.

Corvée is a system of labour taxes, where workers are drafted into labour they had no choice about. They were barely paid if at all, beaten, died frequently of illness, injury, and wounds and if deserted in desperation they were hunted down and became permanent corvée labour. People dance around a subject saying that it's not slavery, but it is just under a different name.

This Jump only covers the lower Nile ‘realm’ which is to say location, for the rest of the planet assume it's similar setup but reskinned to match the local mythos.

The title artwork was cropped and edited by me to fit in better.

‘Blessing of the goddess’ pretty much gives you a slice-of-life anime body and cures any STD’s and removes contagious diseases with enough time.

Hieratic script is an abridged form of Hieroglyphics.

Incomplete List of Egyptian Beast-kin:
Dolphin, Camel, Cat, Cobra, Cow, Crocodile, Falcon, Hawk, Goat, Hippopotamus, Jackal, Lion

Measurements:
1 Cubit = 7 Palms = 28 Digits = 52.3 to 52.5 Centimetres
1 Heqat = 10 Hinu = 1/20th khar = 4.7 Litres = 1.03 Gallons
1 Deben = 10 Qedet = 91 Grams = 3.2 Ounces
1 Setat = 100 Ta = 10,000 Square Cubits = 2,756.5 Square Metres = 0.68 Acres

Changelog:
V1 - Initial release
V1.01 - Fixed spelling, removed Restriction from ‘Merged World Toggle’, Added stick fighting and unarmed to ‘Solder Training’, Specified that discount is on first purchase & that companions get discounts, added 50cp options to ‘Beast-Kin’ & ‘Box of Deben’ To use up leftover cp, added cp transfer options to companions, ‘Beast-Kin’ can pick a human alt-form and customise them, Increase the population to stop inbreeding + added flexibility & adjust origin & expand empire to ‘ancient Egyptian Empire’, set limit to ‘Longer Stay’, more lore on Anubis, ‘Clothes’ now can fit alt-forms, added more things to boost ‘Priestly Rituals’.