

Besiege Jumpchain v2, by Tak.

Besiege is a game where you build siege engines, called *war machines* or just *machines*, to wage war, destroy forts, destroy monuments, and win battles! The world of Besiege is a small planet, with only four isles dotting its surface. Yet, it is very dense, with a gravitational acceleration more than three times greater than Earth's. It is home to four island nations, each unable to conquer their neighbors yet constantly trying, and each locked in deep cultural and technological isolation. You'll be spending 10 years in this world; that should be plenty of time to conquer the world, right? You have **1000cp (Choice Points)**.

Age & Gender

You may freely decide your age and gender at no point cost. This isn't the sort of world where either will matter.

Origin & Background

This planet, simply called 'the Planet', has only four isles on its surface. Your origin is where you're from as well as, naturally, where you'll start this jump. Your background is your role and place in your home nation. Choose one background and one origin.

 **Ipsilon** is aesthetically similar to Great Britain in shape and culture. Ruled over by Queen Wynnfrith, the people of Ipsilon represent themselves with a stylized, symmetrical lyre, usually on a blue background. Much of the island is taken up with woodlands, husbandry, and mines. They try to maintain peace with the other islands by trading food and goods with them, though with limited success. Their military technology is rather limited, with simple weapons, bombs, and cannons. Ipsilon is fortunate enough in that, the further North you go, the further you go from the closest shore, meaning that the South had had many more battles and that forts are quite easy to strategically place.

 **Tolbrynd** is a sullen duchy, stuck under perpetual rains. Ruled over by the eccentric, enigmatic, and conflict-averse Duke Aras, who fancies himself an inventor and scholar, as well as an affable and diplomatic negotiator, Tolbrynd is a rich though dreary land. In an attempt to scare off invaders, Tolbrynd has developed much in the ways of novel military technologies such as strapping bombs to trained rams or, in emulation of the isle's natural levitating rocks, balloon-elevated scouts and large wooden flying cannon platforms called 'Duke's Freighters'. Its constant rains make it well-suited to growing the local crops, which are its primary export.

 **Valfross** is a frigid land ruled over by the Withered King, a nameless figure who took over from the Consumed King, another nameless figure, who sacrificed themselves to kill a great dragon before their people could come to harm. Ultimately, that is the duty of all Valfrosian: to slay the dragon, even if it comes at the cost of one's own life. Living in such a cold and magical place, or perhaps just the unholy influence of the Wither King, has mutated the people here: every Valfrosian has six eyes, a mutation so 'normal' and commonplace that they assume six eyes to be the default, even on the animals and dragons they portray in art. Perhaps it is cultural, or perhaps supernatural, but the people of Valfross follow the Withered King (whom the public is forbidden from seeing) with great obedience and fervor.

 **Krolmar** is a desert 'empire' ruled over by Empress Namia, filled with pyramids and long-lost glories. This empire once ruled over the whole planet as one nation which is why, even now, the common people of all the isles can communicate intelligibly and even mostly share the same pool of names. Now, however, Krolmar is a rump state. They have powerful, hardened soldiers, and ancient technologies that harness the light of the sun into destructive beams, and yet are lacking in population and organized food production. (In game, they only have freighters because refugees from Tolbrynd brought them over.) Despite revanchist territorial ambitions, their sun lasers are only effective under Krolmar's oppressive sunlight, and their soldiers are ill-suited to fighting in colder environments, effectively preventing them from reclaiming any lands.

**The Offlanders** are a cultural group that have used wormholes to spread across the local cosmos, and are found in small populations on many planets otherwise lacking civilization. Most notably they live on a water planet even smaller than the Planet, called Autilis. The Offlanders are a marine people who favor the sea and their ships over any of those fancy 'flying devices' or that weird 'magic' thing. They have developed a decentralized economy built around rocky island settlements, mines on those very islands, and trading ships. Their hold over the environment is fruitful yet unsustainable. The woodlands and resources of the Planet would be truly invaluable to them, yet, for now, they have no way of staging interplanetary conquest. And it's always an option to be another world's Offlanders. Because of how disparate they are, Offlanders have no unifying government or leader, and their most influential leaders, like Drasckar, can claim dominion over so much as a planet. They've barely even colonized its water moon, Seafarers' Haven.

 Alternatively, if you are from **Elsewhere**, you do not have to be from any of those places. If you possess a nation or island gained from a previous jump, perhaps that nation will be inserted into this world as a fifth isle. Otherwise, you could appear out from the wormhole that usually leads to the wider multiverse (a good option for Drop-Ins), that dangerous vortex of multiversal energy that floats in the space where a moon used to be. The area around the wormhole has breathable air, structures, and fractured, floating medieval architecture around it, the ancient remnants of a long-gone people who traveled the multiverse. If you jump off and let gravity take you, you'll eventually fall at the Southern end of Ipsilon.

Origins

If you are a **Ruler**, then you hold a position of great authority within your starting location, and you may even be that isle's highest authority. Your political power will be great, but your responsibilities will be greater. If you aren't from Elsewhere, it is up to you to decide your relation to your isle's canonical ruler. Perhaps you replace them entirely, perhaps you rule together, or perhaps you outrank them as leader (or vice versa).

If you are a **Soldier**, you are one of many sent off to war… or maybe you're one of the lucky ones, and you get to defend your home. If you're especially lucky, you might not even have to die defending it.

If you are an **Engineer**, your job will be to design and create machines with your own ingenuity and scavenged bits of ancient technology. You'll be designing mostly *war* machines and boats, given the setting.

PERKS

Hardy in a Harsh World (100, free for Ipsilon, Tolbrynd, Valfross, Krolmar, and Offlander): This is a world that, despite its tiny size, pulls on its surroundings with overwhelming gravity. This is also a world where its inhabitants can be plucked from their homes, taken to orbiting satellites, and still manage to breathe and stand. With this perk, you will more quickly become accustomed to gravities and atmospheres different from what you're used to. If you'd be able to get used to such conditions normally, this perk can let it happen more quickly.

Queen's Marksman (100, free for Ipsilon): Natural winds will not push or buffet you. The effects of extreme winds, if you so wish, will be lessened on you. Perhaps more importantly, you can intuitively account for the effect of wind on your projectiles, even when the wind is rapidly changing.

Tolbrynd Constitution (100, free for Tolbrynd): Rain, no matter how constant or how heavy, isn't a problem for you. Being damp or cold will not make you any more likely to get sick, and they won't make any sicknesses worse. When rainwater is on you, you won't mind, and it won't get in the way at all. Lastly, rainwater will dry off from you rather quickly, even when cold.

Valfross Resilience (100, free for Valfross): The cold isn't as much of a bother anymore. While there are limits— the cold breath of a D&D white dragon, for example, will still hurt— you won't feel the cold as harshly. Cold on level with the coldest a normal planet can naturally provide will not result in sickness or frostbite. Optionally, your alt-form here has six eyes.

Krolmar Hardiness (100, free for Krolmar): You are well-accustomed to naturally hot environments, and the heat in general. While you won't be surviving a kiln any time soon, you'll be able to traverse conventional deserts without any issues. This heat resistance will also help against fire a bit, but temper your expectations. The heat will not dehydrate you faster.

Offlander Endurance (100, free for Offlanders): Autilis is a wet place, not like Tolybrynd with its constant rains but rather on account of all the oceans. The Offlanders are accustomed to such places: their culture emphasizes the ability to swim well and hold one's breath, and so you are skilled at both of those. More than that, you could spend hours and hours partially submerged underwater without concern for chafing or the usual skin damage from overexposure.

Political Acumen (100, free for Ruler): This perk provides you with some basic political skill and know-how, making it harder for you to embarrass yourself on the job. Nothing ground-breaking, and definitely nothing masterful.

War Machinist (100, free for Soldier): You know how to operate, 'ride', and control all sorts of siege engines, as well as any war machines that you've created or that you fully understand.

Skinpacks (100, free for Engineer): You have increased control over the aesthetics of your technology, machines, devices, and creations. While a nice cosmetic change certainly won't help you win any battles, a new coat of paint certainly won't hurt. Perhaps you could trick your enemies into thinking they're made of other things? A gelatinous or paper mache aircraft carrier might just confuse them into submission.

Sacred Flames of the Hidden Secret (200, free for Elsewhere): You have the supernatural ability to create and throw the mysterious blue flames of the hidden secret, which you yourself are immune to. These flames are the same as normal flames in most ways, except: first, obviously, they are blue. Secondly, they are sacred flames and are especially effective against anything vulnerable to the holy. Lastly, they are highly secretive and mysterious: unless someone has this perk, they will struggle to understand these flames, what they do, or what they mean. Just by being seen using them, you'll seem more mysterious yourself.

Your Banners (200, halved for Ruler): If you wish for it, any nations, groups, or teams that you are the leader or ruler of will be especially receptive to your influences in terms of aesthetics and presentation. While many nations might be resistant to the notion of changing their whole color scheme and motto to fit yours, you can now consider that resistance considerably suppressed.

For an additional **200 cp** (or **100 cp** if Ruler), it's more than just presentation. Now, your philosophies and ideals will more easily spread through nations and groups that you lead or rule.

Machine-Ending Blows (200, halved for Soldier): While your attacks themselves are not more damaging or more widely affecting, this perk will make your attacks (including ranged attacks) more damaging to siege engines, war machines, and machines of all kinds. This means that, with a few swings of a halberd or a few shots from a bow, you might cause serious structural damage to siege engines all by yourself, smashing cubic meters of wood with relative ease.

For an additional **200 cp** (or **100 cp** if Soldier), this effect is increased substantially, to the level of Krolmar soldiers: yes, the sheer damage is greater, but the main thing is that your attacks against machines will now exert a powerful pushing force: you can slash against a siege engine and, not only will the bit you hit fall apart, but the whole trebuchet might just go flying meters back!

Engineering Knowledge (200, halved for Engineer): Years of education and experience is overrated, anyway. You now have a great deal of knowledge about civil engineering (especially structural engineering), military engineering, and any other engineering directly pertaining to the design of siege engines or medieval-style vehicles. This doesn't include anything digital, no software engineering for you, but it would include the sort of engineering DaVinci would have done.

For an additional **200 cp** (or **100 cp** if Engineer), this knowledge becomes more refined and advanced. While you still won't be doing conventional software engineering, you can now use a deep knowledge of logic gates to confidently automate various processes.

Building Skill (200): Even if you're slotting in pieces of wood or ballast many times heavier than you are, you'll manage to build it just fine. Even if you're fitting temperamental explosives into the right areas, not only will construction go off without any accidental explosions, but there won't be any mistakes of any other kind. This perk increases your ability to build siege engines, war machines, and medieval machinery of all kinds with great skill, and a drastically reduced possibility of failure or mistake. Not only will logistical difficulties ever seem to get in the way, but they will happen faster than ever, too.

Space-Worthy (300): Those eggheads at the aeronautical agencies would tell you that it's pretty tough to make space-worthy vehicles. They are fools! All your machines— war machines and siege engines, yes, but also other mechanical creations and all sorts of tech— are able to ignore the intense pressures of space, and physics will ignore leaks and breaches on the smaller side to maintain the hermetic seal. This perk will partly help against the intense temperature of space, though not fully: as a general rule of thumb, if something isn't capable of surviving extreme heat (or if it can be set on fire), this perk won't prevent the extreme cold of space from rendering it useless. You can also make them 'sea-worthy', which is a whole lot easier to manage.

Since this perk isn't just for engineers, there's a bit more to it: these changes will affect *you* as well, not just your creations.

Under Their Noses (300): You are an expert in logistical stealth when it comes to moving about and hiding siege engines, war machines, weapons of mass destruction, that sort of thing, with ease. If, for example, you are trying to sneak a tank or mangonel over the ocean to invade an island, you won't be any more likely to be found or stopped just because you're bringing something big and obvious with you. Not only that but, for the purposes of moving siege engines into place, up to and including nearby the walls of a fort or city, your chances of success will not take into account the potentially ridiculous sizes of the engines. It's entirely possible that you could set up a bunch of catapults and super-weapons right outside a city and they wouldn't know until you started attacking.

Martyr Knights (600, halved for Ruler): The loyalty and fervor that you inspire in your followers (up to and including the citizens in nations you lead) is so great that, if they needed to, they would sacrifice their own lives and martyr themselves for your sake, or for the sake of the nation. This won't mean that they'll be dying for nothing, certainly not; but, when the time comes that they could help the whole by risking their own lives, wealths, or livelihoods, they will not hesitate.

Tick Damage (600, halved for Soldier): This perk lets you damage (and, with time and effort, eventually destroy, crack, or break) otherwise invincible objects and items, including invincible parts of otherwise totally vincible things. Something being ostensibly invincible makes it far more durable, even with this perk, so you'll have to work for it. This perk will only work on non-sentient objects and items, not creatures or anything living, and will also not work on anything that is invincible because of a jump's drawback, scenario, or premise (not during that jump, anyway).

Engineer's Foresight (600, halved for Engineer): When designing or building machines (whether war machines/siege engines or technological devices of other kinds), you will have an intuitive, predictive sense of how the machine is likely to perform in action. Using this foresight, you would be able to better design these machines to suit the sometimes hyper-specific scenarios they're going to face. This perk will work specifically on the machine you're designing or building, but not on its copies or equivalents. For example, if you're designing a new smartphone, you'll get a sense of how that one phone will be used and what problems people might try to solve with it, but that won't cover the whole model of phone, just that one specifically.

TECHNOLOGY

Technologies are just another type of perk, though just presented here separately. A 'technology' is any engineering technique that has no real-world equivalent and is only possible as a consequence of this world's wacky physics. Or, it is anything that is in the game but is hidden. If you have not purchased a technology here, it will not work for you if you try it (assuming you have the means to try). It also contains 'God Powers', bits of ancient technology so advanced that they might pass for magic… or, from a jumper's perspective, as 'cheating'.

Low-Friction Sledding (100): Certain specific elements of engineering have thin, extreme ends with remarkably low friction. (In game, these are the plow and half-pipe, but I'm sure you can find similar parts around.) If used in a machine where they meet the ground, with some alternate way of propelling the craft around, you'd be able to make a pretty decent sled! If done right, it could be a vehicle that moves around on flat surfaces with next-to-no friction, almost like a hovercraft (but without any actual hovering). Unfortunately, this only works on flat surfaces: put in some rough surfaces and, boom, you're not going anywhere.

God Power: 'Cannonballs Explode' (100): All of your cannonballs, bullets, and projectile weapons will explode on impact. The size and power of the explosion scale with the size of the projectile. This will also apply to projectiles fired from your creations and machines.

God Power: 'Burn Objects' (100): You can focus somewhere that you can see while focusing on the thought of flames to try to start a fire without apparent cause. If it's flammable, you can cause a small fire to start there, though there's no promise that it'll last long. This perk gives you no control over the fire once it's started.

Magic Camera (200): This isn't a literal, physical camera, no. Rather, this is the ability to place metaphysical 'cameras' on things you create, invisible to everyone except yourself. With your eyes closed, when you concentrate, you can displace your perception from your eyes to the 'camera' you placed, using the specific camera angle, distance, yaw, etc., that you were visualizing when you put it there. You can only look through one 'camera' at once.

Intangible Braces (200): You are able to use braces, metallic reinforcements that can connect or reinforce parts of your creations, in strange ways. Braces you've affected this way are of a set weight, regardless of their length (meaning that the shorter the brace is, the denser it is). Perhaps most importantly, once a brace has been installed, it is intangible to everything that it isn't attached to, allowing for mechanisms that aren't conventionally possible! It also means that, if the brace is knocked off, it will fall through the ground to the core of the world. Exercise caution.

God Power: 'Infinite Ammo' (200): So long as your cannon, flamethrower, gun, etc., is loaded, it can be fired indefinitely without needing to reload. This will apply to your own personal weapons, as well as to weapons that you installed on your creations and machines.

'Pins' of War (300): By touching something that isn't alive, animate, or sentient, and that you own, you can 'pin it'. It-- or at least the small area around where you pinned-- is now stuck in space and time, pinned in reality to stay as it is. While pinned, that small area will ignore some of the forces of physics like water off a duck's back. It will ignore gravity, it will ignore conventional forms of damage or force, it will ignore temperature changes, and it will ignore any attempts at pushing it anywhere: while the 'pin' is there, that small area will stick in place, incapable of being moved. Very useful for stationary machinery. There is no limit to how many 'pins' you can put in place. You can release your pins at will, removing this effect with just a thought, though if you want the pins back in you'll need to do that manually.

However, these pins have quite a few weaknesses: for a start, they only 'pin' a small area meaning, if it's part of a larger whole, the wider machine will still be subject to all those forces. Just because the pinned bit won't break won't mean the non-pinned bits attached to it won't.

God Power: 'Drag Objects' (400): This is a strange form of telekinesis wherein you can focus on a point, such as a part of a building or a person, and attempt to pull it in the direction you're focusing on. This applies a psychokinetic force on that point, potentially moving it. The telekinetic force applied will increase the greater the distance is between the point you chose and the point where you're trying to push it to. While this can result in some stupendous power, there are a few limitations: for one, it won't work if you can't see both the bit you're pulling and the bit you're pulling to. Also, there is no promise that the thing you're pulling will retain structural integrity: if you try to pull a building out of the ground, you'll probably only pull a chunk of the building out. Lastly, there is an upper limit to this power, so you won't even be able to try to move around moons or anything bigger.

God Power: 'Zero Gravity Mode' (400): You can choose to nullify all the gravity in your local area, including for yourself. This is something you have to concentrate on, so you might end up getting knocked out of this non-gravity state. OK, it's not quite zero gravity: if it were, everything would be flung by the rotation of the planet. Instead, it's Zero-g.

God Power: 'Make Machine Invincible' (400): All the parts of your machines and creations are individually responsible, and they cannot snap or break (though Tick Damage will work). However, it is still susceptible to plugs coming out of sockets, adhesive failure, and conventional engine or software issues. This invincibility will also falter against telefragging, advanced weaponry that breaks down elemental bonds, and any materials famed for harming otherwise invincible things or that are especially effective against machines or objects (like adamantine in D&D).

Ubering (600): Pieces of equipment tend to have sensible controls and reasonable numbers, with controls and values changeable within an altogether rather sane range. You can set your volume anywhere from 0 to 100, you can set a tap from decently cold to decently hot, that sort of thing. But, consider: what if you could push the 'controls' of your technology beyond their intended limitations, and somehow have it work anyway? Whether in constructing or just using something you've made, you can set machines and tools of all kinds far beyond their usual scope without having to worry about technical failure or the tool itself breaking (at least, not any more than usual). Still, this isn't to imply that Ubering is without problems: you could set up a cannon to fire many more times more forcefully, for example, but naturally such an intense force means that the cannon's accuracy would be drastically reduced. Some potential applications of this technology can be found in Notes.

Unfortunately, or perhaps fortunately, there are limits to Ubering. Very high limits, but still limits. Eventually, if you try to keep going higher and higher, you'll reach the point of *Overflow* which, for the purposes of this jump and your sanity, will make it violently explode.

ITEMS

Decent Cannons (100, free for Ipsilon): A dozen advanced cannons. They're light enough to be reliably 'aimed' by one person, they won't overheat enough to prevent further use, and they can be reloaded decently quickly. You'll still need people to man them, though.

Duke's Freighter (100, free for Tolbrynd): These large flying wooden freighters were originally designed to tough wind and storms to get valuable supplies up to settlements on mountains or flying islands. It stays in the air through a complex array of pulleys and motors that spin two propellers on either of its two sides. You'll need a few people inside to control it if you care at all for safety. It comes free with a few slow, fixed cannons built into its sides that convert these freighters into weapons of war, though you are free to remove them and make your own modifications. Without any weapons attached, as a pure freighter, it can carry impressive loads over equally impressive distances.

The Consumed Spear (100, free for Valfross): This is a vast, long, frozen spear designed long ago to kill dragons. An absurd *fourteen meters long* (46 feet), this intricate spear is tipped with an eternally-frozen magical icicle spearhead that radiates great cold. It'd be great in a fight, if not for its absurd length and weight. Perhaps you could find a way to fire it out of a giant ballista?

Eye of the Sun (100, free for Krolmar): This strange device, made out of brown clays and orange bronzes, has the power to store the radiant power of the sun and then concentrate and channel that light into condensed beams of solar heat. In other words, they're solar-powered and will get more out of sunnier days. Uniquely, these eyes are automated and can, based on rather rudimentary programming, be set up to aim and shoot at approaching enemies or perhaps just shoot upwards at certain times of day for a pretty lightshow.

Offlander Ship (100, free for Offlander): Now, sure, this vessel can't fly like the Duke's Freighter, but, even with its relatively limited capacity as a seafaring vessel, this ship is worthy of consideration. It's tough, big, and its cannons are more maneuverable, and so, even though it's still made of wood, it represents a substantial improvement over any other cultures' seaworthy ships. Beyond just having a ship, you can also take its design for yourself if you're ever creating a navy.

The Hidden Secret (100, free for Elsewhere): This is a piece of paper that says that there's a Hidden Secret. It doesn't tell you *what* the Hidden Secret is, or even how to find it. But, if you *search* for the Hidden Secret, whether by going on an expedition or just by searching for it in an online search engine, you'll find it! Its aesthetics will change depending on how you found it, but the Hidden Secret is a strange space that exists everywhere and nowhere, and everyone who arrives there can find everyone else who arrived there. It's a safe space, except for the crazed

occultists wielding sacred blue flames who'll attack you on sight. It's possible to calm them down, or maybe even befriend them, but that'd be a great challenge even with some good charisma perks. It is up to you who you tell about the Hidden Secret, but note that it is impossible to go there if you don't know about it.

The Hidden Secret is a dark space between spaces adorned with braziers of blue fire and many graves, none of which have any names etched onto them. This is a place of death, perhaps this world's afterlife, or perhaps just the transitory place that leads there. All around you will find everyday objects, symbols, instruments, and artifacts from the waking world (including from other jumps), except it's all in ruins and broken into pieces. The fire-flinging fanatics here (or perhaps they are the souls of the dead?) have had their memories and individuality burnt away by blue flame: regardless of where they came from, regardless of what symbols adorned their armor when they died, now all those symbols are covered in the same red cloth that they all wear… they look suspiciously like red hoodies.

If you leave (whether by teleporting out, by finding a door, or even by chanting 'there's no place like home'), you will be shunted out to wherever you were when you started your search.

Your Statue (100, free for Ruler): This statue portrays your current appearance in a way that is elegant, frightening, or in whichever way you would rather be portrayed. It shows you using either your best skill or accomplishing your greatest, most impressive feat. Other than temporary injuries or being dead, it will slowly update to suit how you currently are. Its size will also slowly change, growing taller to suit how many people you preside over (though you can set a limit for it).

Scout Balloon (100, free for Soldier): A hot air balloon that somehow makes do without the need for hot air. Big enough to comfortably fit one person, or uncomfortably three. It's effectively a metal cauldron with a big balloon attached: while you can *technically* use it to move around wherever you want, your control over it will be faulty and slow, and its direction will ultimately be subject to the whims of the wind. At least it's got an anvil.

Hovering Cubic Artifact (100, free for Engineer): A massive, carved artifact hewn by giants on one of the planet's satellites. It disregards notions of gravity and, while it can be pushed, it can never retain a velocity: the moment you're no longer acting on it, it'll slow right down and stop moving. I'm sure you can find a use for it, right?

Highland Cow Bomb (100): Once the Duke's 'prototypes', these cow bombs seem to have caught on, somehow. These are scruffy orange cows with fragile bombs strapped onto their backs. Awful, yes, but what makes it worse is that these cows have been trained to recognize and ram into your enemies, activating their bombs on impact. In other words: cow suicide bombers. You'll start off with a dozen of them, though you shouldn't expect the original twelve to last long. Be careful around this lot.

In future jumps, these ‘prototypes’ might not be highland cows at all, but will rather change to suit the setting. The bombs will also change, not only to suit the size of what they’re strapped onto but also to suit the setting and what kinds of bombs make sense there.

Monument (200): With a few notable exceptions, this world’s inhabitants do not wield magic. Magic exists, certainly, but it is channeled not through its people but through their creations. ‘Monuments’ can be statues, or standing stones, or monoliths, the form doesn’t matter all that much: what does matter is that these large, sturdy objects have been enchanted with potent magic. And, now, you’ve got one of your own. These monuments are mostly used by the common folk to affect the local weather but, in times of war, some can mindlessly use their magic against the invaders. A monument’s magic can generally only be directed to do one sort of thing: a few origin-specific magical effects are detailed in Notes.

Black Armor (300): This is a set of well-fitting ultra-thin custom plate armor, by default, though you can insert it into armor that you already have. This armor is an intense black and gets all its peculiar, physics-breaking properties as a consequence of somehow having zero mass. To put it short: on top of being weightless, this armor will very oddly not transfer any force, or have any forces transferred into it. Any blows against this armor will be effectively ignored. If you tried to shoot the armor with a cannonball or bullet, the projectile wouldn’t impart any force, but it would still ‘try’ to move in its direction, just not moving for as long as the armor’s in the way. You could then move or rotate out of the way, and the cannonball would continue its original path. As an unfortunate downside, tackling with the armor or hitting people with its gauntlets probably won’t work like you’re expecting.

Shattered Great Shard (300): This massive shattered shard of a quartz-like material naturally ignores the pull of gravity and, like the hovering cubic artifact, will rapidly decrease in velocity whenever not directly acted on. Unlike the artifact, though, the great shard can have quartz shards taken from it, and it will slowly heal the quartz back. You can use this quartz to power various anti-gravity technologies, such as by crushing the quartz into dust and using it to make anti-grav concrete. By blowing quartz dust into stone or rock, it will become a part of the stone’s makeup, meaning you can create floating islands like those found in Tolbrynd.

Glitch Engine Schematics (300): These are schematics written down on a bunch of blue paper (though, in future jumps, they might be on a blackboard, in a stack of white paper, on a USB, etc.) that detail ways to create ‘glitch engines’, engines that are able to abuse idiosyncrasies in the laws of physics to generate very fast rotation speeds without having to put in any energy yourself. Most notable are the ‘chaos engine’ and ‘lawful engine’: the lawful engine is highly efficient, highly powerful, and stable, a good pick all around. The chaos engine is generally worse off at everything… but, if you take off the safety harnesses, if you remove all the safety features, if you remove the ‘break in case of an emergency’ glass, and remove anything holding back the chaos engine’s sheer power, it will far exceed what the lawful engine is capable of… for an unpredictable length of time before it all explodes violently.

In future jumps, the ways physics is broken and the form its energy comes in will change to suit the setting. Perhaps in technologically simpler settings, it's a perpetual motion machine made of sticks, or in a futuristic setting, it might generate energy by breaking quantum rules instead of conventional ones. In a highly magical setting, the 'energy' generated might be distinctly magical in form.

Resources of a Rich Land (400, halved for Ruler): There's not much to it: this is a constant supply of wood, iron, gold, and coal, freely delivered in whatever form is convenient. It's enough to help sustain a war effort and, indeed, will scale with any wars or conflicts you're in to stay helpful. In times of peace, however, the supply will be pitiful. In future jumps, some of the resource types might be swapped out for setting-appropriate common materials, like steel.

The Enemy's Knowledge (400, halved for Soldier): At some point in your time here, if you're invading an enemy nation, you will come across a big book of knowledge written and owned by that nation. The book will contain that nation's various technological secrets, perhaps a few bits of magic unique to their culture, as well as a whole lot of relevant tactical and strategic information. A book like that would be instrumental in the war effort because it would tell you where all of their stuff is (or was, at the time you stole the book) and how well-defended each bit is (or was). The downside, though, is that the book won't be handed to you on a golden platter: it will be defended, perhaps by a fort, perhaps by a puzzle, that much depends on the culture. Not only that but the greater the advantage having the book would get you, the better defended it will be.

Unfortunately, the book itself isn't magical, it won't automatically update itself and, if destroyed, it won't naturally come back like items usually do. The bright side, though, is that this can happen *once every jump*, creating a new book of knowledge (or data crystal, or USB stick, whatever's appropriate) to be defended.

Besiege Equipment (400, halved for Engineer): That's right, this item covers all the 'blocks' and physical equipment from the game. The only things it doesn't cover are the pin block and camera block, neither of which physically exist, and the starting block. What this *does* get you is a whole bunch of weapons, measured blocks of wood and ballast, balloons and wings, armors and ropes, wheels, and cogs… with all that at your fingerprints, the potential of what you can put together is pretty absurd. Still, you're going to have to put it together yourself, this item just gets you all the raw parts. You'll never run out. Be careful with all the bombs and flaming balls… make sure they don't touch.

Starting Block (400): So named because it is the block where all the processes of its war machine originate. A ‘starting block’ is a green cube, a meter across in all dimensions, that seems to hold the same strange animating magic as the hovering cubic artifacts and lucent cubic monuments found on the moons and worshiped in secret under the Krolmar palace.

Any creation, technology, or war machine that has the starting block will be animated and work without needing any manpower or fuel, all activatable telepathically by you. If you design a cannon platform, you won’t need to design a system to selectively fire them all: no, you can install a starting block into it, and the cannons attached to it will fire based on your thoughts. You could install it into a car and make the wheels spin at your mind’s whim, without the need for petrol or the steering wheel.

The starting block, unfortunately, will not reload cannons or put more fuel into flamethrowers, that much you will still need to do manually. It seems that the starting block can’t perpetually stock or refuel weapons and immediately harmful things but, notably, *can* infinitely power and fuel things like vacuum or water guns, which just move things around. Did this block’s creators, perhaps the giants from the planet’s satellites, have pacifistic intentions when they made this?

The Satellites (400): These two satellites orbit around their home planet and, in future jumps, will orbit around the planet you start on there. They’re quite small, not even considered moons, and yet they hold great potential. These satellites are vast luminescent cubes, resembling the hovering cubic artifact but on a vastly different scale. Different parts of these satellites are home to different formations and areas, some of which incorporate elements (including buildings and actual, living people) that seem to have been abducted from the planet below. The most elaborate place here is ‘the Ancient Grounds’, which has structures and formations and bridges and traps and even a translucent, powerful phantom knight lying in wait. Unfortunately, most of the rest of it is rather empty.

This whole place seems to have been set up by an ancient civilization (perhaps the giants, given their swords and skeletons can be found there) to test out their starting block-powered contraptions. In that sense, it’s a perfect sandbox. Why not give it a whirl?

COMPANIONS

Companion Import (100+): For each 100cp you spend, you may import a companion into the world or create a new companion from this world. Each may freely choose an origin for themselves, and each gains 600cp to spend on perks and items (but no companions or drawbacks).

Queen Wynnfrith (100, requires Ipsilon): Wynnfrith, the Queen of Ipsilon, rules the least powerful of the four isles and, to suit, demands the least presence out of any of the four leaders. She may seem unassuming or harmless, with her blue dresses or her magical lyre, but what sets her apart is her sheer ruthlessness. She acts decisively, without sentiment, which has allowed Ipsilon to remain unconquered thus far.

Duke Aras (100, requires Tolbrynd): An eccentric gent, Aras is the Duke of Tolbrynd. While he is most well-known for his eccentricities and his famous appearance (some would say his monocle/mustache combo is more well-known than he is), Duke Aras is an especially clever, inventive man. Or, at least, he is quite crazy, and charismatic enough to get away with it. For now, his strange inventions are helping Tolbrynd especially… but, he is also quite insufferable. If fortunes turn against the duke, he might just end up being assassinated by his own.

The Withered King (100, requires Valfross): The Withered King (again, not the Consumed King), ruler of Valfross, demands absolute loyalty from his frozen legions, just as his father the Consumed King did. He is the most recent in a long line of magic-wielding kings, all of whom each had precisely one son who tended to show up to inherit only on the death of the king. Now that I think about it, they tend to have all the same features and tactics, too. Must be strong genes.

While all the rest of the Valfrosians have six eyes each, the Withered King has no eyes at all: according to some, it is the role of all kings to sacrifice their eyes so that their people may have more vision, more eyes… hence the insults to the other isle rulers, who must be selfish for their refusal to sacrifice, obviously. He is without name, for he has sacrificed it for the survival of his people. I tell you, these Valfrosians, they're really big on sacrifices. He wears full plate armor at all times, even at rest. His helm lacks any openings and no one has ever seen under it: he has no eyes and does not seem to eat, so its front lacks any holes. It is adorned only by his frozen crown.

Empress Namia (100, requires Krolmar): While other rulers might be ruthless, or 'eccentric', or definitely-not-a-lich, Namia, Empress of Krolmar, fits the rarest niche of being both competent and kind. Carrying with her all the prestige of her ancient empire, Namia is diplomatic and wise, and her policies regarding the construction of eyes of the sun have taken the place of much of

the army, saving many lives. She wears purple robes and a cultural white mask though, unlike the Withered King, she is often seen without it.

If she has any faults, it might just be her 'hobby' of trying to uncover and collect the ancient artifacts and cubes of ancient civilizations. If it were just that, it'd probably be fine… but some people whisper that her interest in these artifacts is of a more religious, even fanatical, bent. They even say that she has corrupted Krolmar's two main religious institutions, those of the horned monks and the candle-helmed ascetics, to worship these strange cubes as well. But, hey, at least she isn't evil about it. Probably.

Webley (100, free for Offlanders): Not a leader like any of those companion options above, Webley is instead respected by his people for his engineering genius and his initiative when it comes to the construction and maintenance of useful infrastructure or trapping dangerous monsters. He looks like the fusion of a stereotypical pirate and a steampunk mad engineer, and sounds like it, too. Ultimately, though, he is not 'eccentric' like Duke Aras, and humbly applies his skill set for the benefit of his family and local community. For this reason, Webley is one of few Offlanders who can be said to be widely respected. Now that his kids can take care of themselves, he's been contemplating retirement… but, as your companion, perhaps he can get in one last adventure.

The Phantom Warrior (100, free for Elsewhere): The Phantom Warrior is a physically powerful, almost invisible soldier living on a satellite built by giants from the moon… and, now, they can be your friend and companion. Bound by honor and strange rules, the Phantom Warrior has no name and cannot speak, but will go to great lengths to defend you. Perhaps you could try to find a way to communicate and figure out what their deal is?

The Queen's Fodder (400, halved for Ipsilon): 'The Queen's Fodder' is, surprisingly enough, the official name of this small company of soldiers: it's what they call themselves, and tacticians around the war table talk about 'The Queen's Fodder' entirely seriously, it's great. This army of followers is decently trained, though their equipment is rather limited and they're all too confined to standard human capabilities. But, hey, at least they're loyal. While you could try to empower them in various ways or provide them with better equipment, their numbers will never surpass 120.

If you're from a nation other than Ipsilon, their history will be altered to be from the same place as you. If you're from Elsewhere, they came with you from your last jump (though they aren't any better off as a result).

Argus the Giant (400, halved for Tolbrynd): By the time the game took place, the giants were extinct. We don't know much about the giants, but it seems that they were once a mighty and powerful culture that dwarfed all others. A long time ago, they built a mighty civilization on the moon and wielded great power… however, due to reasons unknown, something awful happened. The moon was destroyed, and in its place was left a wormhole leading to the local multiverse. Some giants escaped to Tolbrynd, and others tried to live in their artificial satellites

but, eventually, they all died out, leaving only skeletons and giant swords. The memory of the moon lives on through them: if you visit Argus' grave or go to the satellite sandboxes they created and look to where the wormhole should be, you can still see a frozen image of the moon in its place.

If you take this companion, though, one giant survived, and they're your friend. Argus! Not nearly as dead as his bones being strewn across an ancient battlefield would imply. He is very strong (as a consequence of his size), highly skilled in the (massive) sword, and as highly intelligent as any other giant. His vast, glowing sword is enchanted with both lightning and frost and, given that it's more than twenty meters long, it certainly packs a punch. While they are certainly humanoid, their appearance is also monstrous, with three vertical lines of a dark bone-like substance going down each of their mouths.

This isn't necessarily even Argus, that's just the only named giant we know about. Really, it could be any giant at all. They might be motivated by finding out what happened to the giants, uncovering their lost technologies, or even just enjoying their lives before giants as a people are rendered extinct.

Consuming Dragon (400, halved for Valfross): The humans and dragons of Valfross are both barely hanging in there, barely clinging to life on a hostile isle where each hates and seeks to kill the other. After a long effort to wipe out the dragons led by the one now called the Consumed King, all the dragons seemed to have been finally wiped out… but what the Valfrosians don't know is that a black, scaled dragon egg is hidden among the rocks and gold of the Ordyce Lode, and you've found it. Within your first day here, the egg will hatch, and it will be up to you to care for this young dragon, to protect it, to teach it to overcome its natural fears and hatreds and to care for it as it grows bigger and bigger over time. While none of the factions are exactly happy with having such a dangerous creature around, your faction will tolerate the dragon if they think you've got it under control. Valfrosians will interpret this as subjugating dragonkind, something they've made prophecies about and would be supportive of (especially if you end up riding it).

Dragons in this world follow the wyvern body type: they have two legs and two wings. Despite how the Valfrosians represent them, they only have two eyes. Valfrosian dragons are highly frost resistant and can breathe blasts of intense cold.

The Tree of Akhmora (400, halved for Krolmar): This magical tree can sap and steal the moisture in the ground from miles around, taking all that water for itself and forming an artificial oasis around it. It uses all this life energy to animate its thorny, whip-like roots and attack anything that would seek to steal away its delicious pink fruit, called by many the 'fruits of life'. More than twenty meters tall, it's quite the sight! If you bring it somewhere with more life, it will take in all the nearby water and life, growing larger and more animated as it slowly lowers the local ecosystem into desolation. If it gets animated enough, it'll even be able to move on its own power.

Normally it would periodically let one of the local colorful birds eat its fruits so that the bird would later poop out the seeds so a new tree would grow so that, if this tree died, its soul would travel to the seed and it would grow anew. However, because you've paid for this, you'll just get a new one if it's destroyed.

The Bastille Beast (400, halved for Offlanders): Behold the great and mighty Bastille Beast! While seemingly passive, perhaps even benign if a bit mischievous, this giant squid is capable of great destruction. You might be thinking, this squid sounds like it might just be a big animal, but no! It cannot be starved, its skin cannot be pierced, and no way has ever been found of slaying it— the best the Offlanders have managed was trapping it away, preventing it from whacking any boats into pieces. If it were intelligent, it might regard its immortality as a blessing or as a curse but, instead, it simply floats along.

DRAWBACKS

Drawbacks only apply for the duration of the jump. You cannot gain more than 200cp from drawbacks.

Canon Character Replacement (+0): You can take the place of one of the canon characters. It must be a character that makes sense, given the origin and background you have selected. If your selected age or gender does not coincide with theirs, their history in the world will be changed to suit.

Cut Short (+0): Provided you aren't in mortal danger at the time, you can elect to end the jump and make your choice at a moment's notice. However, there is a slight complication: many of these drawbacks take place over a long period, and it wouldn't exactly be fair to get all their points if you aren't going to stick around to suffer them, now would it? If you take this drawback, your drawback cp is inaccessible and unusable to you, but 100cp of it becomes accessible every year you stick around.

However Long It Takes (+0, requires the World Conquest Scenario): Instead of the standard 10 years, this jump will last until you have completed the scenario as fully as your ambitions will justify.

Monk Mentality (+100): Whenever you see a fire, you feel a powerful and deeply-reaching need in your very soul to be close to— nay, to be *burnt* by— the flames. Hopefully, you brought some fire resistance perks with you, or you might just end up severely burnt by the end of it.

Intense Gravity (+100): The force of gravity will double, making construction and moving about quite a bit more troublesome, especially for flying devices. What's more, the force of gravity won't be lessened or mitigated by anything so simple as being far away from the planet. Anti-gravity magic should still work, at least.

Sequential Conquering (+100): Whenever you or others of your nation or faction are conquering other isles, you'll need to first invade the extreme end of the isle furthest from its capital. Then you'll have to conquer your way through, always finishing sieges, stealing resources, burning farms, and destroying monuments before moving onwards, no matter how long it takes or how strategically silly it might be. This way, sieging their capital city will always be the last bit of the process.

Thinking Inside the Box (+200): No, this drawback doesn't reduce your creativity… not directly, anyway. Whenever you're building things, there's an invisible box around wherever you start your work. *Everything* you build for it must fit in that box, limiting the size of your creation. The size of this box will change to suit the type of creation you're working on: if you're doing

circuity, for example, the size will be a lot smaller than if you're building a bridge. In terms of vehicles and war machines, you can generally expect a box like that in the game: eighteen meters wide and long, and ten meters wide. If you aren't building something in physical space, the box might not limit something else: for example, if you're making something digital, the 'box' might limit the hardware space you're working with. Maybe the challenge will make you all the more imaginative? Let's hope so.

Especially Sharp Sword of Damocles (+300, requires Ruler): It seems like your people don't like you all that much. Not only are you unpopular with the general populace, but your advisors and generals think lowly of you, and might even consider selling you out to the other nations. If things are going well, if you're 'winning', you'll probably be fine… but, the worse your position looks, the worse you're losing, or the worse the economy is going, the worse you risk betrayal and assassination.

The Short Straw (+300, requires Soldier): You always have the worst luck when it comes to what armies you are assigned to, and what those armies are ordered to do (or what happens to them on the way). Perhaps you'll be the frontline of an army of fodder, or perhaps you'll be sent to deliver a bribe and peace terms, without any weapons, to an enemy who will aggressively and violently refuse them.

Disembodied Core (+300, requires Engineer): Oh, I'm sorry, did you think that you were a person? No, you're a starting core, and you can't be transformed or alt-formed or disguised out of it for the whole of this jump. This also means that you aren't a person, and can't do any of those usual person things like speaking or having arms. You won't even be able to move under your own power.

Instead, your faction will seek to use you as the base of a war machine so that you would be used to defend their home isle and defeat enemies abroad. The good news is that, as a starting block, you'll have control of the creation you're made the core of… the bad news is that you'll have no way of affecting what sort of machine you end up powering. When working on you, engineers have the same building perks as you and have access to any of your items that give more building parts or more technological options. In this state, you might have quite a bit of trouble using any other items or most other perks.

If you don't have the Starting Block item, you will gain access to it only for this jump.

SCENARIO

This scenario is optional. You are free to not attempt it and move on.

World Conquest

If you have the Elsewhere origin, you can only take this scenario if you have some way to import an area, nation, or city into this jump (as described under the Elsewhere description).

If you take this scenario, you'll notice some immediate changes. For one, you are in more danger than before: by electing to take this scenario's challenge on, you will die and your chain will fail if your capital city is sacked. Secondly, none of the other nations will ever trade or make alliances or non-aggression pacts with you, nor will they go to war with each other: with this scenario, all national conflicts will be between your nation and others.

Don't think you can get away with just staying inside the whole time and waiting out your ten years in peace. One by one, the other isles in this world will send their fleets, armies, and war machines at you, fully intending to conquer your isle for themselves and put you to death. First will be Ipsilon, then Tolbrynd, then Valfross, then Krolmar, then Autilis, then some multiversal travelers from Elsewhere. Of course, unless you're from Elsewhere, you can't be invaded by your own isle, so that 'invasion' will be a civil war, a rebellion starting from within the isle itself (though at the opposite end from the capital). The travelers from Elsewhere will not arrive with conventional fleets or armies, but will instead attempt to invade you with intricate, individually powerful war machines that make use of many of the items, perks, and technologies found in this document.

If you survive this onslaught and manage to fight off their troops quickly enough to get it done within the decade, your **scenario reward** is your home isle. Since each force won't start invading until after the last one is done, being slow about it might not be wise. You get to take it with you into future jumps, either by retroactively inserting it into future settings' histories and lore or by having it 'drop in' as it is now. If your origin was Elsewhere and you already had something like this, congrats, you've got *two* of them… or, sure, it can just double in size and population instead.

But there's more to it. So far, all of this scenario has been defensive in nature: you've been besieged, but you haven't done any besieging yourself. There's a reason for that: all the other isles have alliances with each other. The moment you attempt to invade one of the enemy isles (i.e., not the rebellion, not those from Elsewhere, but the actual other islands), all the others will jump in: not only will they all try to invade you at once, collaborating with each other to do it, but they will also assist each other to slow down and push back your invasion attempts.

At the end of the jump, if you earned the main scenario reward, every isle that you've successfully conquered and are still holding is also **gained** and can be imported into future jumps in much the same way. Also, if you didn't just kill them, you can buy the leaders of conquered nations even though you don't meet their prerequisites.

If you did that for *all the isles* and also put down the rebellion, you even **gain the option** of importing the whole planet: it's a small, dense planet, though it won't have its satellites unless you bought them as items. Again, it could be changed to suit every jump, or just 'drop in': if it does change to suit, it might be a plane of reality instead of a planet in a fantasy setting, for example.

But that's not all. If you can find a way to leave the planet's atmosphere and attack the wormhole that the Elsewhere invaders are coming from, you might just earn the final reward. By entering the wormhole, you can face off against these multiversal defenders… though, if you hadn't earned the scenario reward above, you won't be able to access it. Unlike when they were invading you, these ones will have no reservations about abusing this reality's physics to defeat you and banish you from their swirling home. Black armor, glitch engines, torque nonsense, ignoring recoil, force neutralization systems, even ubering: they'll use it all. In other words, they'll be using downright unfair techniques that break physics like a twig. Six sentient starting blocks rule this realm, and you'll need to defeat all of them to conquer the wormhole. These six living war machines each embody, possess, and abuse one of the game's six 'God Powers'. Indeed, their 'bodies' and fighting styles are designed around making the most out of them! If you defeat all six of these 'gods', you **gain a stipend of 300 cp** that can only be spent on Technology starting with 'God Power'.

CHOICES

At the end of your stay, you will have three options. You must choose one of the following:

- **Go Home.** Your chain ends and the drawbacks go away. You return to your home setting with all of your perks and items and all that, and your companions can follow you there if they wish.
- **Stay Here.** The chain still ends, all the same as above, but you stay here in this world instead.
- **Move On.** The chain continues. You lose all the drawbacks you picked up here and move on to greener pastures.

NOTES

Ubering

Some examples of what you could get away with Ubering include:

- You could set your rocket's propulsion to be in the negative, making it go backwards! In cases like this, the rocket won't appear to be propelling anything at all. (Historically, this sort of particle-less propulsion engine is called a nive.)
- You could turn your oven into a freezer by setting its temperature to below freezing.
- You could create a cannon or gun with a truly ridiculous power… though, without investing in recoil suppression, you might end up destroying a lot more than what you aimed at.
- You could give a ballast (or some other weight-variable mechanism) a mass of nothing, or even a negative mass. Naturally, this screws with physics.

Monument

If you're from Ipsilon, the Monument might be fashioned into a culturally relevant symbol, like the Lyre monument. This monument has a controllable effect over local weather, especially in terms of wind, and can selectively heighten or dull these winds. Its winds are ordered, always going in the one direction: it wouldn't be able to manage anything like a tornado. If anyone got too close to a monument like this, they'd be blown by an intense wind in one, constant direction.

If you're from Tolbrynd, the Monument might look like it's made from barely-touched stone and can manipulate the extreme, whirling winds. Unlike the monuments of Ipsilon, which tend to have directed but predictable winds, the winds of Tolbrynd are choppy, chaotic, and all over the place. You can set it up so that the monuments can redirect dangerous cyclones, tornadoes, or hurricanes away from towns or farmlands and towards the monument itself, both protecting the lands around the monument from dangerous winds while having those dangerous winds protect the monument itself.

If you're from Valfross, the Monumental might be a floating intricate metal cube emanating green light, like the Relict Frost, that makes sure that the intense colds of winter stick around for the whole year. If anyone gets too close to a Monument like this and they lack some intense resilience to the cold, they'll flash-freeze to ridiculously low temperatures and start floating, without the force of gravity to keep them grounded.

If you're from Krolmar, the Monument might be an obelisk placed in the middle of a city or settlement. Its magic will help ward off snakes, make it less likely that a fire breaks out, less

likely that an invading army will find the town, and less likely that disease or scarabs will ruin the crops, that sort of thing.

If you're from Elsewhere, the Monument might have no effect on the wider area, but still shoot lasers at nearby flammable things to set them on fire. Burning lasers, they're cool.

Some valid monument effects that could be taken by anyone include: attracting or repelling a type of local animal, making crops in the area grow faster or stronger, clearing the local water of disease and impurities, and redirecting where the rain falls.

If you have your own magic but didn't select any of the above monument effects, you should be able to, with some time and effort, put some of your own magic into the monument. Once you've put some of your magic in, the monument will be able to affect the local area and/or protect itself, in ways that are appropriate for how your magic works. If your magic is too generalized or vague to give the monument something to do, you can try to direct its efforts by imprinting a spell you know onto it. Once it's gotten started, you won't ever need to recharge it with your magic. Regardless of what magic or spell you give it, its effects and potency will be in line with the other possible monuments.

Changelog

From v1 to v2, updates 15 months apart:

- Updated the presentation a bit.
- Added a drawback limit.
- The Phantom Warrior companion is now free for the Elsewhere background.
- The Splintered Sea DLC!
    - A few descriptions have been changed, given that boats are a big thing now.
    - The Offlander background is here, with all the perks, items, and companions for it.
    - The ‘Space-Worthy’ perk can also help with seaworthiness now.