Alexander Romance (Pseudo-Callisthenes) Jump

Version 1.0.1



In our opinion, Alexander the king of the Macedonians was the best and most noble of men, for he did everything in his own way, finding that his foresight always worked in harness with his virtues. When he made war against a people, the time he spent in his campaigns was not sufficient for those who wished to research the affairs of the cities. We are going now to speak of the deeds of Alexander, of the virtues of his body and his spirit, of his good fortune in action and his bravery… Thus begins the Stoneman translation of the Greek Alexander Romance of Pseudo-Callisthenes.

It is the story of Alexander the Great, king of the Macedonians, who through his conquests reshaped the ancient world, as retold by the people living in the world he shaped more than half a millennia afterwards. It is a fantastic series of tales, with Egyptian sorcerers, godly appearances, massive kingdoms of solely warrior women, lands shrouded in darkness, and more. Sometimes called the best seller of Late Antiquity, it moved from Greek to diverge into versions from Europe to Mongolia, an evolving text and tale stretching across the world Alexander once conquered and beyond and being retold and expanded upon for a thousand years. Now you will be adding a time traveler from a possible future into the mix. One more otherworldly fantasy in this fantastic retelling of history.

Alexander the Great lived thirty-two years. He made war for 12 years and was victorious in them all, and he ruled as king for 10 of those years till his death in the year of the world 5176 in the last year of the 113th Olympiad. At least in this world. Historically he made war for 15 years and ruled for 13. You will be arriving, by default on the day Alexander the Great became king and staying until a few months after his death. Whether you follow Alexander's march, oppose the king, or simply set off to see if Providence will let you enter the Land of the Blessed, you'll need something for your time here, so take these:

+1000 Campaign Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Fable: You have come into this world from outside of the edges of the map. You have no connections or history in this world, no memories of it, and no past here. You are, if it wasn't clear, a drop-in.

Conqueror: Your role is war and violence. You may not be a conqueror to rival Alexander the Great, but you are a warrior with the training of an experienced and veteran soldier, and possibly as a commander of men.

King: Or maybe just aristocrat or bureaucrat. You are a part of the administration of your homeland. You may only be a scribe or bureaucrat, but you may possess the divine blessing of a true ruler. You will not, in truth, land directly in command of a major land, but you could be a minor king under the king of kings in Persia, or king of a lesser Greek city-state; not Athens, Thebes, or Sparta but one of the ones people forget.

Magician: You are a ~~fleeing Egyptian pharaoh~~ magician. Whether you are truly trained in the arts of magic or astrology or merely a charlatan who pretends to possess the power to read oracles and dreams, you are shrouded in the trappings of mysticism and know how to use them for your own advantage.

Philosopher: You have stepped away from worldly affairs to devote yourself to the love of wisdom and quest for knowledge. Whether your philosophy deals with ethics, politics, geometry, zoology, botany, nature, metaphysics, Aristotle's new invention of logic, or like Aristotle himself all of the above and then some, you are a lover of wisdom with a well-rounded education.

Location:

You will arrive in one of the lands which formed Alexander's empire appropriate to your origin. That is to say Macedon, Greece, Egypt, Persia (and the various lands that make it up), or India (at least the north-western part).

Age and Gender:

As a drop-in your age is the same as the end of the last jump. Otherwise your age is something appropriate for your origin here. As a drop-in your gender is unchanged from the end of the last jump, but because this is Greece at the dawn of the Hellenistic age you can become male for free. Otherwise your gender can be chosen freely.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Horseman (50 CP): You are a master horseman and charioteer. While this won't give you the weapon and combat skills of a cavalryman, you would be one of the best riders in even Alexander's cavalry or among the Scythians. If you have **On the Frontline** you will have the weapon and combat skills of not just a cavalryman, but one of the very best cavalrymen whether in Alexander's forces, the Scythians, or among the Amazons.

Kingly Stature (50 CP): You are tall. You don't have to be as tall as King Porus of India – at over 8 ft tall – if you don't want to be, but you could be similarly tall. This comes with none of the problems that would normally be associated with gigantism. If you're not human you can be comparatively tall for whatever you are.

You can choose, at the start of a jump, which, if any, alt-forms you possess to apply this perk to.

Classical Aesthetic (100 CP): At the start of each jump you may 're-skin' any of your Items gained directly from a jump document in the style of Classical or Hellenistic Greece. Alternatively you may revert any Items you re-skinned in this way. This won't cause any major changes in function and capabilities, though a house might have a somewhat different floorplan and doors and windows but will be generally equivalent, and can be done on objects that would have had no Greek equivalent to merely put them in the aesthetic style as much as their function allows (such as a classical styled spaceship). A jumper may even use this perk on Items their companions gained directly from a jump document with that companion's permission.

Alternatively if you want you could select another aesthetic from this period and a land that Alexander ruled over or visited in the Romance such as Persia, Egypt, India, various lands that made up the Persian Empire, Rome, or China (he visited it in the Syriac version). This selection is made when you purchase this perk, though you may purchase it multiple times (with additional purchases discounted to 50 CP) for additional aesthetics.

Near Human (100 CP/200 CP/300 CP): You may be one of the various types of people encountered by Alexander during the Romance. This includes dog-headed men, six-armed men, two-headed men, man-horses which were resistant to arrows (though the warbows of the time were far weaker than say an English one), man-eating furred

beastmen with bestial strength, and the phytoi, 36 foot tall giants with saw-like hands and forearms. This last will cost you 200 CP instead because of the sheer size and power of being such a giant, as will any other more vague option approximating or surpassing this power.

This cannot be used to become a siren, or any form of god. However for an additional 100 CP you can create a wholly new type of 'man' for Alexander to encounter in the form of yourself. You are free to customize it in the general level of power and ability of the likes of the man-horses or 6 armed men for a total of 200 CP or something closer to the phytoi in power for a total of 300 CP. You are also free to incorporate elements of your other alt-forms into it. Powers directly derived from these existing alt-forms does not factor into the power of this form for its pricing or limits, though if you change their scale you can expect to change the scale of various abilities as well; that is to say you could, for 200 CP make a dog-headed kryptonian alt-form even though kryptonians are far stronger than phytoi.

Whatever option you choose, this species becomes an alt-form post-jump.

God-like Beauty (200 CP): You're beautiful enough to be compared to the gods, or Alexander's mom by even her son. Additionally, you'll find this beauty easy to maintain: you look as if you had used some subtle and tasteful make up without any; while your hair is not naturally styled it will be easily styled and take on desired shapes with much less effort and retain them more easily; and while you can lose your figure if you do nothing but sit in a cave and eat you will find it easier to maintain than it should be. This beauty is also hard for time to tarnish, meaning you will age gracefully and remain beautiful even into your sunset years.

Fable Perks

March Around the World (100 CP): If you're following Alexander and his army you're going to be marching a lot. Thankfully you seem to be an excellent walker. You could walk from dawn till dusk, and repeat the task the next day, and the next day, and the next day, and on and on and on. This isn't merely a matter of not becoming exhausted but that you don't get blisters, and your feet and leg muscles do not grow sore from walking; at least if you're not walking on something that directly hurts your feet more than normal ground. Walking won't tear or damage your leg muscles even if you do it without stopping for a decade on end. You also walk faster than you did before.

This all applies only to walking, not to flying, swimming, or most notably running.

Knowledge of an Old Man (200 CP): Or maybe what you have is more of an instinct? One way or another you have a way of understanding how to pass through supernatural regions. You might not instantly know all of the hazards and dangers in your way, but when you encounter supernatural terrain or impediments to your travel, you have a great ability to figure out ways to pass through them; you'll recognize how to use weighted crates to bridge a river of sand or how to use a mare's instinct to return to its foal to backtrack days or weeks through absolute darkness.

Surrounded by Omens (400 CP): Signs and omens of your greatness seem to spread out and populate throughout the world. People will see strange events that serve as omens of your coming, in ways that will connect them to you – such as moments before you arrive – or have oddly vivid and well-remembered dreams foretelling you. These omens and dreams can sometimes be cryptic, and there's no guarantee people will believe in them, but some of these omens will be outright supernatural which may help people in skeptical ages believe them.

These omens aren't just for others. You yourself may encounter them. This does not give you any special ability to read or understand these omens, and dreams, but they will reveal to you elements of your personal destiny and fate.

Beyond the World's Edge (600 CP): Alexander, in pushing beyond the mapped and known places of the world, moved time and time again into fantastic realms closer to the gods than man was meant to venture. Now you can as well.

Should you set forth on a quest for the bizarre and fantastic and go to those places poorly known to mortals, or better yet wholly unmapped and unrecorded by them you are able to push into a supernatural world where you can find things strange and fantastic. They will

be related to the local universe, but they will be as odd and fantastic for it as the strange kinds of ‘people’ Alexander met, the treasures he found, and the lands he explored. These strange lands are not guaranteed to benefit you, but there can be fantastic things to lay claim to in these strange lands.

These fantastic lands seem to be another layer of reality and an alternate dimension which do not exist until you enter them. If you are not seeking fabulous adventures, you will not enter this layer when exploring beyond the map, and unless they are following your (relatively fresh) trail of entering this land even those who are following your stories will not be able to simply march into them but only the mundane reality that should be there.

Conqueror Perks

On the Frontline (100 CP): You possess the combat skills and abilities of an expert soldier and warrior of this day. You're at least the equal to an experienced veteran, and probably one of the best men in any army you find yourself in. This gives you the physical fitness and strength fit for one of the best soldiers in the world as well.

For an additional **50 CP** (not free to Conquerors) this expertise is not limited to the armed combat of battlefield soldiers, but has extended to the great combat sports of the Hellenistic world. That is to say you are one of the foremost wrestlers, boxers, and pankrators in the world.

Father of the Army (200 CP): Philip's construction and reforms of the army, and their importance to building the foundation for Alexander's greatness, is not particularly referenced in the Romance. Still, even the greatest conqueror cannot reach the far edge of the world with a poor army.

You are someone who knows how to build and maintain armies. You know how many resources they need, how to build up their discipline and training, how to maintain their morale, and generally how to keep them well-honed and functional. It might take you some time to adapt to new military technology and paradigms, or cultures and societies but you are quick to adapt to these things and seem to have a mind which naturally recognizes the needs of armies. You might not instantly recognize that some new piece of technology should be integrated into the army, but you'll not be left unable to adapt from maintaining an army of burly spearmen in a society where personal honor is the highest good to an army of jets and missiles in a society where violence and force are condemned. It needs to be stated, this will not give you mechanical engineering skills, just a good mind for how many engineers you'd need.

Victory Itself (400 CP): You could divide a group of your peers into two forces to fight against each other, observe them, see which side is hopelessly outmatched, and then with your advice alone turn the tides of the battle. You are a genius of battlefield tactics, one who on the field of battle might match Alexander himself. We don't get many numbers for his foes, but he won all of his battles even when going up against a much greater empire in its heartland, and when heavily over extended. You're a similar tactician and military mind, one who could go down in history as a strong contender for the greatest of all time, and you will find that you adapt well to new technology and means of war.

World Conquering Cleverness (600 CP): However it is not Alexander's battlefield tactics which conquered the world. As the Romance made clear it was his brilliant mind and cleverness which allowed him to understand how to act especially in regards to other people. He had a great grasp for when heavy, some might say excessive, use of force was needed to make an example, when mercy could be shown, and when he needed to demonstrate his superior power over the old rulership and thus his superior divine favor.

Like Alexander you have an excellent instinct for human nature and behavior. You might not be able to put into words why doing something will make people respond in a certain way, but you can grasp it. This gives you an excellent mind and grasp of PR and how to sway and influence the masses, as well as a keen observer of individuals able to judge their competence – or at least if they are likely misjudging their own – loyalty and how they will act. You may not know tactics well enough to win on a battlefield, but you know people well enough to win in a clash of behavior and personalities and understand how to get people to do what you want them to do.

Of course, Alexander understood how to act in general, not just with people. Like Alexander you will find that you are clear thinking in a crisis and excel at out of the box thinking and creative solutions to immediate problems.

King Perks

My Own Messenger (100 CP): If people haven't seen you in person or studied your face in detail you can easily disguise yourself as not yourself even if you had something like the looks of a god save for the distinct asymmetry of your eyes, and are the head general of an army invading their kingdom. This is without wearing a mask even.

In general you will find that it is easier for you to conceal your identity and who you are, and that people have more difficulty putting it together when you do.

Patchwork of People (200 CP): The Persian Empire was far from a homogenous place. Not only did the geography vary from its Indian provinces to the shores of the Mediterranean, but so too did its people and their cultures. If you would rule an empire as great, or greater, then like the kings of kings you will need to manage to make these various people and cultures work as one.

Like the greatest kings of Persia, and Alexander himself, you possess the ability to handle and become accepted by a multitude of cultures and people. You excel at managing the differences between various states, cultures, and people within a larger state or empire and greasing the wheels with which they interact to keep them smooth without forcefully integrating them into one culture or losing completely what makes them culturally unique.

You also find it easy to get people from other cultures to accept you. Partially this is because you are good at recognizing what parts of a culture must be respected and what taboos cannot be performed; you know not to murder the divine bull and that when ruling Egypt you must be seen performing the religious duties of pharaoh at least once. Partially this is that people are simply a touch more accepting of your practices and behavior which go outside of the cultural and social norms. This will even extend to physical traits that go outside of the cultural, social, or physiological norms – in case you have horns or something like that – though people will still notice, they're just less inclined to hold it against you. This is a statistical effect; individuals still can take offense just fewer are likely to.

King Chosen by the Gods (400 CP): Darius may not be the equal to Alexander, but he was still a king chosen by the gods. You may or may be the equal to Alexander, but like him, Darius, and other great kings, you possess a deep and powerful charisma and presence. This gives those in your presence a feeling of your importance, influence, and even what might be best termed your divine (or natural for the more atheistic) right to

rule. You just seem to have a natural right to rule which helps others entrust themselves to you and makes it feel that much more natural to follow and obey you.

This forceful charisma is increased with the proper trappings of a king, and displays of royal force. When on his throne fully bedecked in royal garments, jewelry, and his diadem, and surrounded by his soldiers and troops, Darius had enough force of majesty to give even wilful Alexander – confident in his right to rule and promised the destiny of victory by the infallible oracles of the gods and by the gods themselves – fear in opposing such an obviously rightful king.

Conversely it can be concealed and reduced by putting on the trappings and airs of lowly ranks. Dress as a beggar, or a mere messenger – such that one might send to an enemy liable to kill or hold them as hostage if they were of high status – and you may conceal and hide this charisma completely.

Force of Destiny (600 CP): You are destined for greatness. What form your greatness will take will vary from world to world, based on the world and your nature. It is not necessarily identical to your goals, but as it is based on your nature it is influenced by your goals. When working towards this destiny you will find that luck is on your side, serendipitous events help lead you towards it, flashes of insight and sudden wisdom guide your actions, and death and things that will stop you from reaching this destiny seem to be averted to the side. Even seemingly miraculous events happen around you to aid you on your path to destiny; frozen rivers thaw immediately behind your horse as you flea cliffs.This destiny is the work of a perk and not the Fates so it is not truly undefiable; it is a weight on the scales but if you make dumb choices or throw yourself against forces too far beyond yourself you can still fail to achieve this greatness.

Thankfully as it's just the product of a perk and not the Fates, this destiny stops at the greatness of it, and doesn't continue to your death like Alexander's. Still once you've reached your greatness this perk's benefits will end. If you turn away from this destiny, you will find events trying to steer you back to it, but the further you turn from its path the weaker the steering will be as well as the weaker the protection and blessings from this perk will be.

Magician Perks

Deception (100 CP): Whether it's tricking someone into believing that you are the god Ammon, or shrouding the actions of your magic behind mummery to stop figures from recognizing the part that is actually important and works your will on the world, you are skilled in deception and lying. You can tell them convincingly, think up lies, and understand the basics of sleight of hand.

Rightful Rule (200 CP): Those things that are yours resists usurpers. This is most effective in those things that can traditionally act on their own – such as a country through its people – and less effective with mere inanimate objects, but even they seem to be difficult for thieves and usurpers to use. With objects these can be minor things: your throne is more uncomfortable for an usurping king, and your gun more likely to jam. With things that have the capacity to act you can expect greater signs of loyalty: your horse will actively throw and defy thieves, your people will rebel and revolt against the usurping king, and your wilful sword will restrain its magical powers in their hand. In the case of non-aware things this just requires them to be legally yours, but in the case of sapient things this is a reinforcement of loyalty and behavior which requires them to recognize you as legitimate in your mastery to begin with. That is to say your slave won't necessarily disobey a new owner if they didn't accept you as their owner, and if your kingdom rebelled against you this won't help.

These same things will also naturally recognize your rightful heirs or even just those you have bequeathed them on. For truly unaware and inanimate things this just means they aren't prone to problems, but for those things normally able to feel loyalty they will find some portion of their loyalty to you transferred to your heir even if they are unaware that they are your heir.

Astrologer (400 CP): You are a fully trained and experienced astrologer and interpreter of dreams and omens. You know how to cast a proper horoscope, and can actually use them to predict the fate of yourself and others; though the precise time of their birth and the actual locations of the major constellations and heavenly bodies at that time is important. This does mean that someone born at 6:57 AM on March 20th in 380 BC will have something very different from someone born at 6:57 AM on March in 2380 AD, and that even longitude and time zone can matter. It can also make it hard to determine on different worlds and under different stars. You know how to identify and determine the influences of foreign planets and constellations, but it can still be hard to follow the ways things change when you're moving between different sets of stars. These horoscopes are also not as precise or certain as the oracles and prophecies of the gods, but you can cast

them at your will and are not at the whims of higher beings in your discerning of the future and fortune.

That said, you are an interpreter of divine signs. You know how to interpret dreams and omens of the future, and have excellent insight into the true meanings of such signs. This will apply in future worlds even if the prophetic dreams or omens come from other sources than the so-called gods of this world. And this can also apply to non-prophetic dreams if you want to interpret what kinds of subconscious forces are causing them.

Egyptian Magic (600 CP): Like Nectanebo II you are an expert in the arts of magic and sorcery. We see him, from a ritual site, creating wax models with which to sink invading fleets from afar, send dreams and visions (sometimes with wax models, sometimes with the help of birds), and turn into animals, though this does not seem to be the outright limits of his capabilities but he does not show much more. However they cannot defy the will of the gods or Fate; he could not sink the Persian fleet for the gods willed otherwise, avoid his death at Alexander's hands, and while you might stop an army from afar with this, don't expect better combat speed spells than turning into an eagle or snake. Expect most magic to require ritualistic preparation.

Philosopher Perks

Learned (100 CP): You have received a fine education for the period, perhaps from Aristotle himself or maybe one of his rivals at the Academy or from Plato if you are old enough. Though you've certainly expanded your knowledge outside of these sources as well. You may not be trained in various professions, but you have a good grounding in natural philosophy, mathematics, political theories, and other forms of what would in future years be known as academic fields and academic learning of this age. You're familiar with the major pre-Socratic philosophers (even ones lost to history by the modern era), understand math and geometry (at least as well as it was understood in the years shortly before Euclid), are familiar with the great works of epic poets such as Homer, Hesiod, and many lost figures, and generally have a particularly thorough example of what Aristotle would call a well-rounded education and which would come to be known as a liberal arts education.

This knowledge will not automatically update in future jumps, but it will be refreshed in case you've forgotten parts of it.

Peripetitac Teacher (200 CP): You are an excellent teacher, skilled in educating others and passing your knowledge on to students. You especially excel at the use of the Socratic method to force students to consider and think deeply about subjects and more generally in teaching your students how to think critically for themselves and not rely merely on rote learning and dogma. If you simply want to indoctrinate your students, your knowledge of how to teach people to think for themselves could be weaponized to specifically avoid teaching them to do so.

Dogged Indifference (400 CP): Whether you believe in the Aristotelian Golden Mean or Cynical self sufficiency, you would find it easy to live as one of the naked philosophers of India. You possess a great ability to separate your needs such as basic food and shelter, from unnecessary luxuries that you might want such as power, authority, fine wine, rich food, and a comfortable home. You can still enjoy unnecessary luxuries, this perk will not force you into an ascetic lifestyle, but you won't confuse this for a need and you will find it easy to deny these desires for those things you consider of higher priority; whether this is virtue, independence, or even just the maximization of pleasure long term. Simply put you are immune to the temptation of pleasure where it conflicts with your goals or ideals.

You are also resistant to discomfort. You could live in a barrel – or barrel sized earthen ware jar – with nothing more than a sack to wear and eat scraps or lentils and do so without the discomfort of your life distracting you or pulling you away from your higher,

mental contemplations or whatever you are trying to do. There is a level where the cold, heat, painful ground you're walking on, or the like will become distracting but that is roughly the same point where you actually need to do something about it because it is becoming dangerous.

Friend of Wisdom (600 CP): And friends take care of each other. You seem to have been blessed by wisdom, as you possess great academic genius; even if you may have been passed over by the Academy as its leader after its founder. You have the sort of mind that excels at fields of academic study, pure reason, and intellectual contemplation. You are not necessarily the quickest at thinking on your feet, or brilliant in interpersonal relations, but you are the sort of mind that could move philosophy forward, probe the depths of mathematics, begin the first steps towards a scientific method, or invent logic. You naturally excel in any field of academic knowledge and skill, and possess a raw intellect to go down in history as one of the great minds along with the likes of Einstein, Newton, and Aristotle. Like those great minds you are also particularly good at not merely learning information but at pushing the limits of a field and building further the giant which future generations will see further horizons. You're not guaranteed to always be completely – or even generally – right, but you are at least good at generally getting closer to the truth, or at least a better working model, than the generations before you and extending the vision of human minds.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Illuminated Manuscripts (50 CP): This is a hand-written manuscript on highest quality vellum with vivid, high medieval illustrations. It tells a romanticized version of the stories of your original life in your original world. Additional manuscripts tell, similarly romanticized and inaccurate, versions of your time in each jump you have completed. You will gain a new manuscript on the completion of each future jump (including this one). These manuscripts are not always limited to one per jump; you might find in some you get multiple from different cultures and of increasing divergence from fact.

Magic Lantern (50 CP): This is a beautiful lantern crafted from precious metal and decorated with gemstones. It is not lit by oil or any form of fire. Instead there is a stone within it which glows with a bright, clear light. The lantern includes shutters to cut off its light, but the stone itself will glow eternally.

Amazonian Guard (300 CP): This is a group of 500 armed amazons, along with 100 of their thoroughbred horses. They have been given to you as an honor guard, presumably by their queen. They are larger than other women (at least on average) and considered remarkable for their strength and beauty, and are skilled and fierce warriors especially from horseback making this a small but elite force of warriors.

Any that have children with natives of a jump will be left behind at the end of it, and you'll receive replacements for them and any who died at the start of each new jump.

If you also purchased **Veteran Core** you may choose to make your entire army amazons instead of gaining this unit of 500. If you purchased **Veteran Core**, **Anondria**, and **Forest of Philosophers** you can instead merge them to gain a whole nation of 270,000 amazons all of whom are armed soldiers, in a country wholly surrounded by a river that would be considered impassable with the technology of the time except at one place and approximately the size of modern India, productive enough that they need only devote a small portion of each individuals' time to farming to supply themselves. It will not be

truly to the level that the **Forest of Philosophers** would have been, but it will regulate its climate and habitability in the same way as the forest would have. It will not possess the destiny for greatness and wealth of **Anondria**, though it will have a lesser version once again in that it tends to avert random disaster. This kingdom will insert into settings somewhere appropriate, though you may choose to have it remain instead in a sort of temporal stasis and non-existence if you do not desire it in a jump. This kingdom will retain modifications, including to its population (though the amazons' traits tend to breed true in their female descendants), whether good or bad, though you may, at the start of any jump, choose to reset it to its original state.

Fable Items

Diving Jar (100 CP): This is a giant glass jar surrounded by a metal cage and attached to a massive (mile+ long) chain. It has a sealed 'top' or really bottom, which can be opened from within, but has a smaller plug inside of it that can be removed to allow for reaching a hand out through it. This smaller hole does not allow for gas exchange, and can be opened underwater or in a vacuum without pressure in the jar changing or gasses or liquid passing through, though a living being can still push themselves through (Even if made of gasses or liquid) and pull things through.

Sky Chariot (200 CP): This is a hammock-like cloth attached to 2 giant white birds with 10 ft wingspans yoked together. Alexander had to guide his aloft with food held in front of them on a spear, but yours comes with reins so you can guide them more easily. They can fly faster than most cavalry horses of the time, and carry a man aloft even up to great heights where the cold could be fatal to an exposed – but clothed – individual.

Not an Island (400 CP): One could be forgiven for mistaking this for one though. This is a giant sea creature with great tusks. We get no more description than that so you can choose whether it is more whale or turtle like. Either way this great beast when it rises towards the surface to breathe could serve as an island between 1 and 3 square miles in area (2.22 to 7.77 square km). It needs no food to eat or water to drink – though it likely can't survive without the buoyancy provided by being within water – and can go months, potentially years, between breaths. This great beast seems to share a connection with you as it seems very reluctant to submerge when you do not desire it – requiring grave danger to make it consider it – and naturally seems to swim in the direction you desire. It will also submerge when you do desire it. Strange that.

Water from the Spring of Immortality (600 CP): This is a small container holding water from the spring of immortality. This water is capable of granting immortality, and it even resurrected dead fish placed in it. This immortality does not grant regeneration or improved healing, but it does make the imbiber ageless, removes their need for subsistence, and makes it to where they cannot die even if reduced to a head or gutted.

Your flask has enough to have its effect on 2 human imbibers. It will refill at the start of each jump, though unfortunately the process of entering a new jump will strip its effects from you and anyone who travels with you. Though if you choose the flask will only refill to half full and keep its effects upon you should you have drunk it.

Conqueror Items

Arms (100 CP): You possess a full assortment of military gear such as might be carried by a soldier in one of the armies of the time. The Romance doesn't exactly detail them, and the exact varieties in use in the Persian armies is even harder to say, so you have some flexibility to fill it in as long as it's plausible for your position. If you choose a cavalry position, or something that rides an elephant, you won't get the horse (or elephant) or any other beast, but you will get the saddle, and related gear.

Your weaponry will always be strong and sturdy enough for you to effectively use it as a weapon no matter how strong you become.

War Chests (200 CP): This set of four or five chests are full of large amounts of gold. It's a lot of gold, enough to hire a small army of mercenaries for a season. Spent gold will be replaced at the start of each jump.

Man Eating Horse (400 CP): This is a wild, and savage horse known as a man-killer and even a man-eater. It is strong and powerful, being stronger than the mythical Pegasus among horses (though lacking that legend's wings), and faster than all horses alive save for Bucephalus. It is also a highly intelligent horse. It doesn't have human intelligence, but one might sometimes suspect it might; it's smart enough to try and take revenge against someone it knows wronged you.

Though such a horse would be left behind by a jumper sooner than later. As such it will grow with you becoming tough enough to survive in battles at your level like a normal horse could survive in those at a normal human level – which horses do die in at times – and fast enough to always be faster than you are (though not necessarily able to match your endurance).

Veteran Core (600 CP): This is an army to rival Philip II's forces which Alexander inherited. That is to say 20,000 men, 8,000 armoured horsemen, 15,000 foot soldiers, 5,000 Thracians, and 30,000 Amphictyons, Lacedaemonians, Corinthians and Thessalonians a total of 70,000 men, and in addition, 6,950 bowmen.

As it may be a little problematic to have such a force follow you into settings, you will find that they do not have to arrive with you. Instead you may summon them causing them to arrive over the course of a week. They come with supplies as would be expected of such a force prepared for a campaign season – which means they will still likely have to forage and live to some extent off the land – and any more than that you will have to supply yourself. You can dismiss them causing them to disappear over the course of a

week as well, though once dismissed you must wait 4 months to call them again. While they are dismissed they will recover their supplies over the course of a year (so half of them in half a year), though if they did not lose all of their supplies of a certain type it will recover more quickly. Similarly while dismissed they will recover 20% of the forces of each type each year; though these are recruits fresh from training without any special upgrades or training you have given them.

King Items

Bedecked in Jewels (100 CP): These are clothes fit for a king, even a king of kings. We are talking about fine, royal purple clothing, a diadem, and inordinate amounts of jewelry. On another it might come off as trying too hard, but somehow when you wear it it just seems to reinforce your status as someone of importance and power.

Poison (200 CP): This is a poison like that used to kill Alexander the Great. Too deadly to keep in bronze, clay, or glass, it is stored in a jar of lead kept in another jar of iron. It is ferocious and violent enough to be used as suicide for an extremely quick death when fearing torture or capture, though Alexander managed to linger even with two doses. Of course Alexander was a demigod likened to the heroes of old, and did get the second dose while vomiting out the first, so you can rest assured it will kill ordinary mortal men, and even demigods such as the heroes of the heroic age which ended with the Trojan War would need fear it, though there's no guarantee it could affect the likes of Herakles even with the full jar.

This jar will refill over time.

Great Palace (400 CP): This is a large and expansive palace complex, fit to be the heart of a great empire. It is a place of magnificence and splendor, with great buildings fit to hold great numbers or house a bureaucracy, treasure chambers fit to hold and store tribute from the Mediterranean to the Indus River, entire buildings made of gold, and various glories and wonders of architecture and engineering.

Simply put this is a palace complex that could become legend for its grandeur. And it is now yours. It comes with a minimal staff of followers to serve as caretakers, though if you're going to use it as the administrative capital of an empire you'll need to bring on more staff.

Anondria (600 CP): This city seems to have been built to be a shining jewel of the world. Its population is small – merely 10 to 30 thousand – but it is built to hold more than ten times that. Its location is good, however, being rich land with rivers and natural ports, and its territory extends a total of roughly 700 square miles (roughly 1800 square kilometers). The city is well-built and well-designed, but more than anything else it seems to be blessed with fortune that attracts wealth, trade, and investment to it. It's not impossible for something terrible to happen to this city, but the city is unusually fortunate among cities, and is a magnet for wealth and economic growth.

In future jumps this city-state will insert into settings somewhere appropriate, though you may choose to have it remain instead in a sort of temporal stasis and non-existence if you do not desire it in a jump. This city-state will retain modifications, including to its population, whether good or bad, though you may, at the start of any jump, choose to reset it to its original state.

Magician Items

Wax (100 CP): This is a box of wax. It is easy to mold and shape this wax into various models such as creating model wax ships or small figures of individuals.

This box will refill over time if you use or lose the wax; making the wax into something counts as using it.

Book of the Stars (200 CP): This book traces the locations of all the planets, the sun, and the moon, and the constellations in the sky at any time. Just turn to the right page and it will tell you where things were at the time you seek. It will be able to identify any star that you can see, at least if it has a name that you'd recognize, and includes the information needed to use it as navigation (either nautical or interstellar) or astrology.

It will update for new settings and new heavens.

Godly Guise (400 CP): This consists of a fleece of the softest sheep's wool with horns still attached and shining like gold, an ebony scepter, a white robe, and a cloak like snakeskin, or possibly another similarly 'godly' outfit. When you wear this outfit, it lends you an aura of godly nature filling those who observe you with the sensation that they are in the presence of a higher, spiritual being. This will not necessarily compel them to fall to their knees and worship, but it will fill them with a feeling as if they were in the presence of a true god. It will not, however, affect spirits and gods.

Godly Oracle (600 CP): This is a temple dedicated to a god such as Apollo or Ammon. Inside of this temple there is an oracle. They may be a follower who serves as their priest(ess), a place through which the god speaks, or something like a talking bird or tree. Whatever the nature of this oracle, they are capable of making accurate prophecies and providing accurate knowledge. They may decline to give answers, give partial ones, or give cryptic ones, and even give ones with conditionals (if A then B), but they will be accurate. They will, however, only answer so many questions over a span of time with the bigger and more important the questions asked the fewer questions they will answer and the more likely they are to give partial or cryptic answers. Doing proper honor to the god of the temple can get you more questions, though dishonoring them or disrespecting them will reduce the number of questions they will answer. If you don't want to honor the god, well wait instead.

You may choose whether this temple is a warehouse add-on, or inserts into a jump (and even change it each jump). If it inserts into a jump, others may consult the oracle. As long as they are not doing so for you their questions do not count against yours (the god will

know if you are manipulating them to get information from it), nor are they guaranteed any questions or answers.

Philosopher Items

Future Treatises (100 CP): This is several, blank papyrus scrolls of the highest quality. By holding one of these scrolls and willing it you can cause text to form on the scroll in fine and clear hand-writing, at the level of a professional scribe or your own handwriting whichever is better. You need simply think about what you want written on the scroll and it will write itself. Good for writing down your lecture notes.

You will regularly gain replacements for filled out or lost scrolls.

Barrel (200 CP): Or jar. This is a pithos, or a large piece of earthenware designed for storage similar to the one which Diogenes of Sinope was known to live in. Unlike the ascetic arch-cynic, your barrel seems to be something of a cheat. It has a false bottom. It should be no more than maybe an inch above the real bottom, however it conceals the entrance into a pocket dimension in which there is a well-furnished and comfortable, if small home. It doesn't have electricity or running water, but it does have a well which refills over time.

Forest of Philosophers (400 CP): This is a rather paradisical forest. It's a little over 100 square miles (260 square kilometers) and naturally grows fruits and plants capable of fully sustaining human nutrition for at least as many as 100 individuals. These fruits and plants grow year round, allowing it to sustain a whole tribe in easy contentment where meeting one's needs for food is as simple as plucking it off of a tree. There are plentiful good, clean springs to ensure that obtaining water is equally simple. Finally the climate and weather is gentle enough that individuals could live here naked in its plentiful caves or in simple huts in perfect comfort all year round, and somehow is absent of animals, plants, and organisms that are dangerous to humans.

The forest can exist as a warehouse add-on or insert into settings somewhere appropriate. In the latter case you will find that its perfect climate and lack of dangerous organisms is able to be overcome though it will take extremes; insert it into the arctic and it will cool down a touch too much, and a death world might manage to insert some invasive species. It will retain modifications, but not carry animals or any form of population more intelligent or self-aware than normal plant-life.

Lyceum (600 CP): Or at least a copy of it. This is a center of teaching and learning to rival Aristotle's own school in Athens. Originally a sanctuary of Apollo and a gymnasium it is something like a college campus containing temples, gymnasiums, areas for physical training and exercise, covered walking paths, buildings for teaching and lecturing, a library, and even the first zoo and botanical garden of the classical world though those would be added after you arrive here.

But it is not the physical structures which matter most here. It comes with a few teachers and professors to help instruct students, all of whom have the **Learned** perk and are skilled and experienced teachers and count as followers. Even more important is the way that students who study here learn at a significantly accelerated rate and even seem to become more intelligent in general and naturally gifted and talented as they study here. There are diminishing returns, but an average individual who studied here could eventually become a genius before hitting a soft cap, and someone who was already a genius could go further, though possibly not as far as the gap between average and a genius would be. This applies to talents as well as general intelligence, at least if they are studying something focused around it; if you'd rather teach art than philosophy you could produce highly talented and skilled artists.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character other than Aristotle or Alexander the Great. That is to say any figure specified by name as appearing in it.

> Aristotle, as one of the most influential minds in history is 100 CP.
>
> Alexander the Great as the sage-king, tactical mastermind, all around genius beloved by Providence, and a man so blessed with excellence he shifted from a great man of history to the protagonist of an era… he's 300 CP. You can take Olympias with you as a companion for free if you recruit Alexander; it sort of hit him hard when he was told he'd die without getting to hug her again. Alexander has the entirety of the Conqueror and King perk lines as well as Surrounded by Omens.

A member of one of the weird humanoids encountered is 100 CP. You cannot purchase gods this way.

Historical Figure (100 CP each): You want a historical figure who didn't show up in the Romance? Sure thing so long as they were alive during Alexander the Great's lifetime even if they died during your time here (or even if you arrived after they died).

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Another Romance (Toggle): There are many versions of the Alexander Romance. In the Greek alone there are three major recensions and each of these have some further variants. Then there's the Armenian, Syriac, Persian, Arabic, Turkish, Mongol, and many more and many of these have differences from the Greek. Then there are other versions of the legends of Alexander the Great to the point that Alexander Romance is sometimes considered a genre onto itself. If you'd like to visit a specific version of the Romance, or another work in the 'genre' feel free.

History is More Interesting (Toggle): The Romance leaves out some rather interesting and fantastic things from Alexander's own life. Tyre wasn't just a strongly walled city, it was an island before he got there. Roxanna wasn't Darius III's daughter, but the daughter of a Bactrian ruler. If you'd prefer to visit real history you can; though some of the fantastic powers available here may be inappropriate then.

Start at the Beginning (Toggle): The story does not begin with Philip II's death. It begins with the last pharaoh, Nectanebo II, fleeing Egypt to Macedon before the conception of Alexander the Great. You can move your start back to Alexander's start as a military commander, his birth, or Nectanebo's flight from Egypt. You will still be staying till the same date you would have left normally.

Wars of the Diadochoi (Toggle): Alexander's death only began things. His successors would fight in wars for the next two decades. If you want you can extend your stay by 1 or more years up to as late as 299 BC.

Arrogance of Arrogance (+100 CP): You might not see yourself as the divinely chosen king of kings and son of Zeus, but you do have an overweening arrogance in how you see yourself and approach others. If you're a doctor, magician, random soldier, or even a general you might accept that a king is socially above you, but you will be absolutely convinced you are the greatest doctor/magician/soldier/general now or ever, and you will see people as, in general, worse than you. Your arrogance might be accepted if you have enough skill, power, or resources to make it worthwhile, but don't expect it to make you many friends; humility might not be a virtue here, but hubris is still a vice.

Bandit (+100 CP): Your ambitions are low. You have them. Enough ambitions and desires to cause troubles. But you might try and peel off a few Persian territories in response to a weakening of the empire due to civil war – or Alexander's invasion – but try and conquer the whole? Never. You will keep your ambitions at the level to disrupt the local powers, but not the whole local system. And you will try and act on these ambitions.

De-Mythologized Appearance (+100 CP): Early descriptions and representations of Alexander the Great don't exactly agree with those after his conquest of Persia. Short, sort of ugly, looking rather like Philip II, though they do agree his eye colors were mismatched. Well now you're the same. Ok, you're not necessarily short or rather like Philip II, but you've been stripped of all the allure of your beauty as a Jumper and are certainly more ugly than beautiful; you're not necessarily hideous but you are clearly below average.

Denied by Providence (+100 CP): The gods turned Alexander back when he tried to reach into the realms of the gods whether by flying to the heavens or marching into the Land of the Blessed. Now they have denied you your access to the realms of the gods as well by stripping you of your outside perks and powers and reducing you to nothing more than your bodymod. Also they will appear and force you back if you try and enter heaven, the after life, or any divine realm (temples are fine).

More Than 22,000 Miles (+100 CP): In history Alexander's armies marched 22,000 miles across the world. The Romance adds a few extra fantastic lands to this march. Well you're going to find yourself marching a similar distance. You've been instilled with a great need to travel – whether that's just following Alexander as a soldier or your own travels – and somehow while you might can ride a horse into battle, sail on a ship to reach an island, and ascend into the heavens pulled by birds, you will travel primarily on foot and if you can walk somewhere you'll walk it unless there's strong external pressure not to.

Short (+100 CP): In his fight with Porus, Alexander is described as under 5 ft tall. Which stands out compared to his appearance elsewhere in the story and might be shorter than historically. Now you're under 5 ft tall as a full grown adult, and proportionately shorter as a child. You will find that this decreases your strength and power appropriately, in addition to reducing your stride, reach, and your general presence. And if you'd be larger than a human, you're still this short with a correspondingly increased reduction in strength and power.

Cynic (+200 CP): You act like a feral dog. When you are hungry you eat. When you are aroused you take care of it alone or with help. When you need to piss you take a piss. You will bark and growl at people. You can talk. You can be one of the wisest men in Athens. But you try to eat raw meat, gnaw on bones, bark and indulge in your passing natural urges and have a tendency to act like a feral dog. And people will notice this and react appropriately despite your perks that would otherwise prevent them from doing so.

Naked Jumper (+200 CP): You will arrive in this jump completely naked and without any possessions. This includes all of your items, even those purchased in this jump, and your warehouse key and warehouse as well as followers, pets, non-imported companions from other worlds, and the like. You own and possess nothing. You'll get your possessions back – including items purchased in this jump – at the end of the jump when this drawback lifts. This drawback also applies to any imported companions.

Strange Personage (+200 CP): You're not human. You are locked in an overtly and obviously non-human but humanoid alt-form, similar to the various kinds of men Alexander met when travelling beyond the edge of the map. This can be an existing alt-form, one of the ones purchased with **Near Human**, or you will be given the form of a dog-headed man with no other benefits until the end of the jump, but it will be a form which could not be mistaken for a normal human. And people will recognize and react to you appropriately.

True Story (+200 CP): The Romance has many fantastic elements and elements of a travelogue. Now you'll be encountering even more of them and at far more exaggerated levels. Nothing this drawback generates will be able to be copied, or taken with you post jump, but you will be forced into places and encounters even more fantastic than the Land of Darkness and the monstrous armies of Gog and Magog beyond the Caspians. And these things will include dangers. Expect to have to face off against dragons, sorcerers, beings from mythology, and even absurdities like spiders that spin great webs between heavenly bodies for the purposes of war and beasts so vast as to make the whale-island that Alexander found in the Romance seem miniscule for they could swallow all of Greece whole and contain kingdoms within to match Persia itself. You have now entered a world of mystery and fantasy, and because this is a drawback expect much of these supernatural elements to be actively hostile to you, and most if not all to present a challenge you must overcome.

Against Alexander (+300 CP): You have been placed into a position where you must stand against Alexander the Great and oppose his conquest. If the land you have been assigned is conquered you will fail the jump. Unfortunately its ruling caste and

administrators (outside of yourself) seem to be incompetent, and you can expect the lords, generals, and bureaucrats of the land to be short-sighted, cowardly, corrupt, and treacherous. Making things worse Alexander has been given the Fate and destiny of conquering the world, including your land. Not only does this mean he has immense plot armor, but the gods already grant him miracles – in one Greek recension including omnipotent God Himself moving mountains because Alexander asked him to – and they will not like to see some otherworldly agent using out of context powers to stop him and you can expect miracles and supernatural aid to rain down upon him as you escalate things with your own supernatural or otherworldly powers. And don't try to take the early start toggle and prevent his birth or kill him in his minority; he needs to begin his conquests or else his destiny will just shift to another who is somehow even greater. Thankfully you only need to stop him from conquering your land until you leave the jump, and while truly stopping him might be impossible when the aid of Fate and the gods is behind him, delaying definitely is.

Breached Walls (+300 CP): In the γ recension of the Greek text Alexander the Great, with the aid of almighty God, built a great wall in the Caspian mountains to keep out a massive, monstrous horde of cannibalistic barbarians. This would become a feature of apocalyptic literature in the near east over the course of the next millennium; an army of monsters ready to pour forth into the world when the wall of Alexander broke. Well they have gotten ready to pour forth a whole lot earlier. Alexander's war with Persia will have to be delayed because an apocalyptic army of monster-men have poured forth from the north and are killing their way through mankind. Humanity of this world have no hope on their own, being hopelessly outnumbered as well as facing supernaturally powerful monsters, and it is the End of the World unless you stop it.

If these hordes kill off mankind, even just in the areas from Italy to the edges of Alexander's empire, you will fail your jump. If taken with **Into Fantasy** these hordes will include even more supernatural elements and powerful beasts and sorceries. If taken with **Against Alexander** the monsters will ally with Alexander to destroy your kingdom before the rest of the world.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

With On the Front Line, for context there were somewhere around 50 to 100 million people alive at the time. You're probably in the top 10, or even 5, fighters in the world. Physically you aren't that high – athletes and fighters overlap but are not the same pools and one tends towards higher peaks and more common – but you'd do pretty well in a wide spectrum of physical sporting events.

Conqueror's Cleverness vs Deceptive: Deceptive makes you more skilled at lying and things like hiding your tells when bluffing and keeping a straight face. Conqueror's Cleverness would make you better at figuring out what people would believe, and coming up with a believable lie on the spot, and generally probably actually makes you better at lying. Surprise the 600 CP perk is better than the 100 CP one. Of course both would make you better than it alone.

Egyptian Magic is vague because we only saw some of the mage's capabilities. So I listed what he did, and what he failed to do. Theoretically it drew from, probably Alexandrian, traditions for what mages could do so it's probably close to folk traditions of mages, especially late antiquity Grecoroman ones which drew heavily on Egyptian trappings and claimed to be drawing from esoteric Egyptian teachings (and Egypt did have some major influence on both Greece and Rome with the cult of Isis actually getting pretty major in both). But that's still pretty vague and heavily esoteric. You'll probably have to test it out yourself, and shouldn't expect to be beating large armies with just it even in antiquity – now definitely could manipulate things to sink small fleets and probably kill small armies in deserts with sandstorms.

One could argue there's little basis for Patchwork of People in the Romance given how it doesn't exactly linger on the multiculturalism of Persia, but it does segregate each region of Alexander's empire as fundamentally different, show Alexander be accepted as king of each, and its very existence demonstrates it both in the many versions which would come about as it became languages other than Greek and in its heavy use of Alexandrian local stories and casting him as the son of a pharaoh because of how unlike with the Persian empire Egypt accepted him as a ruler and didn't rebel against his governors even during the succession crisis. Ptolemy rebelled but Ptolemy was his man and Greek and would install a line of pharaohs which ruled Egypt successfully until Augustus Caesar.

One could argue that the Philosopher perk tree really didn't belong since Diogenes and Aristotle both only show up for one scene each, and sure one shows indifference to

physical desires and the other is the teacher of Alexander who is mentioned twice more but they're really not major characters. One could argue the perks are based more on them as historical figures than in the Romance in particular. I would argue that Diogenes saving Athens with his asceticism is definitely worth a perk even if the quote from Alexander that, paraphrased, if he had to pick anyone else to be it'd be Diogenes isn't included. Similarly I'd argue being noted as a teacher of kings from all across the Greek world because of your renowned intelligence justifies a teaching perk and a perk for being a philosophical genius. Especially when contextually Aristotle went from 'an old philosopher' to 'the greatest philosopher of the ancients who will be dominant source of thought and reason for the next 1000 years' right about when this Romance was being written so the audience would have known Aristotle as a major learned sage and possibly as the greatest non-Christian sage. That said it also might be because I've been listening to a podcast on philosophers and just went through the dozen or so episodes on Aristotle and then the one on Diogenes, and yeah they're ultimately more based on historical context.

I'd say I'm not sure why someone would pay 1600 CP for a country of amazons, but it's the size of India and comes with a decently sized army even if the total population isn't great for the size. Still that's a big territory to follow you between jumps. I will admit I had to loosely guestimate how large 1 year to walk around would be. And you can probably convince the Amazons to allow guys if you really want to, and not continue their practice of having non-virgins leave to neighboring lands and send back all their daughters who reach 7 years old.

The adding error in Veteran Core was there in the translation read which itself noted that it was in the Greek text.

Cynic: Diogenes's more… 'reason his philosophical school was considered to be named after the word for dog' (it could have been named after the gymnasium they met at before him instead) traits don't show up in the Romance, but too iconic not to include as a drawback especially since they often bring up problems from outside but related sources.

Against Alexander: Keep things non-supernatural and not using technology and science from other worlds and the far future and the gods probably don't help him much more than they already are. Magically kill him and he'll probably be resurrected by a miracle and given an escort of demigod heroes out of the underworld to fight you. It's not impossible to use things in a way that helps you out, but it will lead towards war with the gods themselves and massive supernatural escalation.

Dummied out proto-perks and items:

Wisdom to Listen (200 CP): Good at recognizing when others have good advice, good judgment on the wisdom of others in fields even if you don't know the field itself. Your architects might know more about city planning than you, and you'd recognize the one who truly does from the charlatan who does not.

Audaciously Decisive (00 CP): Sense for opportunity – and how long the window really is – able to recognize when you have a particularly good chance to act, and have a good sense for when bold and risky action would be necessary and a good sense for the odds (estimating likely unknowns). Find things go better for you when you act boldly and with a touch of audaciousness and push your luck to act with haste and swiftness.

Land of Darkness (400 CP): Territory with fog so thick and dense no light can pass through it leaving you in total darkness mere feet into the fog. Can be set up to surround other properties you bring with you. You can see through this fog due to the blessing of Providence… or your Benefactor's favor.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Clarified that the immortal water effects are stripped from you like other people who travel with you. Included option to keep its effects on you at the cost of one of the doses each jump.