Nirvana Yuga

Fate Legends: Indian Myths
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Introduction

It is the world at it's best and at it's worst that you find under this moonlit sky tonight. A time when legendary heroes battle both terrible demons for just causes and each other for petty reasons. The Gods walk the world in spirit form, far from having faded, while mere mortals seek a new path to truth. The legends of India in ancient times will be your company for your time here. The stories of the Mahabharata, the Ramayana, of Hindu myth and religion are brought to life before your very eyes.

Enormous wars break out and finish within the course of a few days and weeks while great journeys are ventured on that take heroes and travelers across all the worlds. The Gods often interfere with the lives of mortals, in subtle ways and directly supporting their favoured ones. Many evil creatures lay in wait around the world in the dark places, from monsters that threaten the lives of innocents to demons that seek to tempt good men into evil. The path to Enlightenment lays open and clear, though always full of hardships, and one may even meet the Buddha on the road.

In the land of myths, you'll have ten years to adventure and make your own way. You'll take this 1000 Choice Point (CP) supply too, to provide you with the tools that you'll need.

Time and Place

The stories of these legends cover more than a single time. Your starting location in physical terms will always be an open, public location somewhere in the limits of India. Your starting time may be freely chosen from the below choices.

If you wish, you can stay for more than ten years. You can stay any amount of time until the year 1867, the latest point at which you must leave the jump.

Mahabharata- 800-700BCE

The most renown tale of the ancient myths of these lands. The Mahabharata tells the story of two warring clans, much focus given to the stars of each family Karna and Arjuna. From the early days when the princes of the Kaurava and Pandava families are growing up as children to the terrible war that rages for 18 days between them years later, you can choose to be part of this epic. The start of this tale is somewhere between 800 and 700 BCE, allowing you to choose when it would begin and to begin at any point during the Mahabharata.

Ramayana- 1200-1100 BCE

Only slightly behind the grand tale above is the second most known heroic story, the Ramayana. The reincarnated divinity in the shape of a boy-king named Rama on a journey to defeat the demon king Ravana. An epic story of love, war, loss and adventure through which Rama makes many allies and enemies. As before, the exact timeline of the Ramayana's events are vague. While you may appear at any point during Rama's quests, this can happen at any time between 1200BCEU and 1100BCE.

Buddha's Path- 400-450 BCE

The time of Gautama's birth and journey towards Enlightenment, as well as when he began to teach his own wisdom to all willing to listen. The age of the Buddha, as the Gods begin to fade away, and a new world religion is born. The life of Gautama begins in the early 400s BCE but his journey will last for decades before he passes on, leaving much of the century for you to choose.

A Kingdom Independent- 1848-1857 CE

Costs 200CP

A final era, far after all others and of a much odder nature. The focus of this time is the Indian Rebellion of 1857, led by Queen Lakshmibai against the British invaders. Determined to not bow and become just another colony against all their abuses, Lakshmibai mounts an ultimately failed revolt against them, shining for just a few brief moments in history. While the rebellion becomes the focus, you may start a number of years before it as well. As this is the only time option set in the modern day, where your peers and threats will be far less potent and numerous, it costs a certain amount to take.

Origin

Hero

One of the many heroes of the times. Great adventurers, warriors, princes and kings. When armies of millions of men clash in bloody battle, you are one of the great figures to lead the charge in. It is not for nothing that the Gods look to your kind to charge with great tasks and duties and to play their games. You do, after all, almost certainly have a direct relation to those divine beings.

By default, those of the Hero origin are Demigods of some fashion. The actual child of a God and a mortal, the child of two mortals and a God, someone infused with much of the essence of a God or some other method through which you have received a portion of divine power. Physically and magically, you are potent enough to butcher the common man like a farmer would his chickens. Hundreds would die before each slash and the force of your magic could destroy whole villages and small towns. You'll notice moderately strong powers based on the abilities of the God who counts as your 'parent', such as a Fire God granting his child a resistance to flames and the ability to produce them in a way that most warriors would find quite lethal. These inherited abilities are limited in scope and fairly weak in power, though still more than anything modern short of atomic weaponry.

Optionally, you can choose to lack this Divine aspect to your being and be a more normal kind of human of the ancient era. You'll have the same raw power but your divinely inherited abilities will be replaced with a moderate amount of training in the mystical arts, either magic from the Age of Gods or sacred sutras of a low level from the first steps towards Enlightenment. These will be notably weaker than the divine abilities you gave up but have greater versatility.

Divine

The source of life and love and wonder in this warring world, a being of divine beauty and splendour. There are many things that can be called Divine in this world, all of them holding governance over some aspect of the world. The Gods wield Authority, a power that allows them to change reality within the limits of their godly domains. Those who walk the path of Enlightenment find that seeking the truths of the world can grant similar governance to an Authority, weaker but far more general in application.

You can choose two paths from this point. Becoming a Divine Spirit is the first, a God of these times of some power. Your raw power is somewhat lesser than the Hero origin above but in return you possess an Authority on a domain of your choice, which allows you to change the world around you without expending power. Your Authority will be enough to match the Hero above with ease, capable of altering on the scale of several miles across or killing a thousand men in a single action. At the very end of this document is a detailed explanation of Authorities. As a Divine Spirit, you can customise a new form for yourself that is no larger than a elephant or small building. The beliefs of your worshippers will not alter you as a god. Optionally, you may also be a human who has bonded so closely with the essence of a Divine Spirit as to leave little separation between the two of you. Functionally, this is the same as above but you remain human.

The second path is to walk as the Buddha will and has walked. You will be a notably powerful Sage who has gathered much wisdom already on the way to Enlightenment, a human of great knowledge. While you do not gain Authority directly, the truths of the world have revealed to you wisdom that enables you to operate in a similar way. You can use the lower level abilities of an Authority described at the end of this document as if you had one of slightly more power than the Divine

option above, becoming a way of communicating with the world around you. The sutras, chants and signs that you have learned and will continue to learn act as a kind of magical system of his ancient time, enabling you to channel your magical energy into spell-like effects. These are most suited towards those that fit the religion, many acts of healing and holy power.

Demonic
The final choice, a fitting place at the lowest level. Demonic in nature but not necessarily a demon outright. To be in this Origin is to become corrupted by the pleasures of the earthly world. Mere human sinners are beneath the level ascribed here, as it is fallen and corrupted Divine Spirits, those who pervert and twist away from the true path of Enlightenment as well as actual Demons born into that category of being that call this origin home.

Being a Divine Spirit or an Enlightened one works identical to the Divine origin. You gain Authorities and/or power as described above, as well as a new form and other attributes or protections. However, a current of depravity runs through everything you gain. You'll find that those benefits you have are slightly but noticeably tinted to be more effective when turned towards evil purposes and slightly less so when used for moral reasons. A natural encouragement to act in certain ways. As with the Divine origin, you may choose to be a human closely bound with Divine power instead of a Divine Spirit outright.

The third option, becoming a demon, differs. In these times, a demon is a monster of significant power. While you will lose access to the Authority power or wisdom offered above, you'll gain enough raw power in body and magic to match the Hero origin in equal battle. You'll be able to choose similar powers as the ones they gain from their divine heritage, albeit yours are natural parts of your body as a monstrous devil.

Your sex is decided by yourself. Your age as a Hero will be 16+2d8. As a Human of the Divine or Demonic origins, it will be 25+2d10. As a Divine Spirit or Demon, you can either pick one of the two rolls before or roll a simple 1d8 to decide the centuries you have been alive.

Perks

One 100CP perk is free for each origin and one perk of each tier can also be discounted for each origin's perkline to that origin.

Hindu Boys- Free

In the Age of Gods, there are few who can be found lacking. Particularly so when it comes to those with heroic destinies. While your actual powers are described above and below, this option details some more miscellaneous attributes. Your magical potential is that of one from the Age of Gods, as if you were born in that era. Whatever level of power you may have already gained above, you have that certain level of mystery that will put you above those in the modern era.

The other aspect to life in Ancient India is that you are far from appearing average, whatever your actual abilities may be. This free option lets you not only make yourself noticeably attractive by modern day standards, it allows you to freely redesign your body within the styles of the characters found in this time in Fate. Albino colouration without the conditions? Hair and eyes like fire? Limbs that look like they're made of the stars in the sky? All quite possible, though all also only cosmetic in nature. Perhaps you'll have a chance to make some of these qualities have more impact later.

Blazing Calm- 200

It is natural to feel rage in the heat of battle, even the gods grow angered against their hated enemies. But true warriors rise above it, not abandoning these natural emotions but bridling them to their own uses. When you allow it, your emotions become far more intense than normally felt. Even simple anger could become on any other man a frothing rage. But while they would be left immobilised by these intense emotions, you control them and channel them into power. You're able to think clearly and act rationally in spite of all but the greatest of these emotional states, such as the anger from your beloved lord being slain causing you to truly go wild.

Despite this control, you are still able to use the strength of your feelings to increase your physical power and even intensify your magical abilities, as well as to aid you in ignoring pain and forcing your body to go far beyond it's normal limits. The deeper the feelings, the greater the boost you'll see. Common anger and frustration, when intensified by your earlier ability, may grant one third again your normal abilities. Proper rage once intensified might see them double. Something that is so fierce as to break even your ironclad control of yourself could result in ten times the normal amount or more, though you'd abandon reason and honour to reach such a level.

Hero

Humility of a Forgotten Hero- 100

It is not the lot of all heroes to live celebrated and easy lives. In fact, all too often it is the hero who is put through trials and tribulations to prove his worth to the audience. Greatness comes in time, only obtained after the hero displays conviction and humility. Whether you have lived a childhood of contempt and low stature or not, you have the qualities of self to withstand it. You have the conviction and moral fibre to, if you wish, lead a virtuous and noble life. This means the capacity to accept all manner of insults and shame and crimes towards your person without complaint or feeling pain. It means the fortitude to withstand loss and to come to accept when terrible things are necessary burdens, to be able to bear those burdens. And it is these qualities of yours and perhaps the experience of living through misery, that give you such perception into the nature of other people. It is clear to you the virtues and faults of others, understanding their true self and personality with little more than a glance. It is an honest soul who looks through honest eyes, eyes that the world cannot bear to be judged by.

Pride of a Shining Prince- 100

Many of the greats of this age are most certainly born to their roles, the places of princes and legendary heritage already part of their inheritance. It's unsurprising for you to demonstrate the varied skills that you do, as a likely child of some famed nobleman or great warrior family. You have a natural talent for the martial arts, honed into reputable skill in a specific style of your choice. Much of this honing has come about from performance in festivals and ceremonies, greatly aiding any attempts you make to look majestic, inspire awe and give a flair to every attack. The games taught the use of the horse and chariot as well, especially in fighting from their backs. Childhood lessons on royal seeming were well integrated by you, allowing you to capably act as a member of the noble caste in regards to the many traditions of this kind, and instilled a more peculiar trait in you. You find it a simple task to conceal your faults and sins from the eyes of others. Not the crimes you commit but the greed or lust that you feel inside, the hatred that wells when you're shown up or the misery at being unable to truly have a fair match against the low-born rival you desire. A prince has to be perfect, after all, no matter the cost to the prince.

Individual Interpretation of the Arts of War- 200

Heroes of the Indian epics were rarely so limited in their skills as to only wield a single weapon. Masters of the bow, the spear, the blade and more besides, their skills were worthy of every bit of power that was ascribed to them. But it certainly didn't stop certain tools being favoured and that very power meant that things would often be forced to fit the hero, rather than the hero adapting to his situation. You discover the ability to force your weapons, tools and even unique abilities or attacks to take on new shapes to suit your desires. A legendary bow might transfigure to become a sword in your hand, it's effects altering to become suitable to a close ranged form while remaining as faithful as possible. An arrow might instead be subsumed into your form and become a powerful laser emitted from your eye, now requiring a supply of mana to replace the arrow's physical form. It is a change of medium, not of the innate abilities of the targets, but even entire vehicles could be potentially affected. It is the hero who decides the way battle is fought, not the weapons he is given to wield.

King of Great Virtue- 200
As a prince, life is simple. To be a symbol and a hero for the people, to war in the name of the kingdom and to be an asset for any alliances. Not an easy life but a clear path. A king must be more. A king must clear the path for this kingdom, using an able mind and a good heart to guide his people through the troubled times. If the world has a throne in store for you, you will be all the more ready with these qualities. Possessing both the natural charisma to become a beloved leader of all castes and the wisdom to lead even a poorly kingdom to prosperity, you are well set if that position ever becomes yours. That force of presence can even cow lesser demons and beasts with your voice, allowing you to tame normally untameable monsters into violently powerful mounts and soldiers.

Also like many virtuous kings of the time, this charisma of yours applies particularly strongly to those that you personally save and take as your own, people you adopt or claim in such a way quickly coming to feel intense loyalty and gratitude should they have needed the aid. Just like those kings, these loyal sons tend to discover incredible talents within themselves as they serve you and become inspired to terrible rampages against your enemies if you are ever hurt.

Blessings of the Sun- 400
The power of the Gods does not flow equally in all rivers of life. In some it is but a trickle, a sign of heritage but little else. In you before this, it may have been a healthy stream. But now you've become a raging river of divine power, a force that even the Gods would be wary of. The divine blessings you have as a Demigod, or the divine power of your own if you are a god or sage, have been enormously enhanced towards the arts of war. In terms of raw power, the great mountain ranges are but wheat before a divine scythe to you, using physical and magical power to bring whole nations to ruin in the course of a single battle.

The Authorities of your parent, or those you have yourself from here, grant intensely increased innate abilities in regards to combat. A child of the Sun God would find the ability to command fire of all kinds, to intense heats that scorch even Divine Spirits, to amounts that smother kingdoms in holy fire, even fine control that allows for flight or sealing of wounds with heat. They would be immune to the ravages of fire, heat and the sun, even finding themselves greatly favoured by beings associated and connected with the Authority their power is based on. It would be not uncommon to receive gifts and aid from the spirits of the Sun or even other Gods associated with it, for the above example. Finally, this divine empowerment renders you enormously resistant to the attempts of lesser divine beings to act against you, blunting their blows and dulling the magic of their spells if they hold less uniquely divine power and ancestry.

Legend of the Mahabharata- 400
Not all power has to come from the blood of divine beings. While so many of our great heroes have that to their names, their prowess in war is more than just having the right parentage. The skill and power that resulted from years of endless training, an answer that the Pandava brothers and their rivals gave to the question of what happens when one applies superhuman talent for war to extensive regimes of practice. What you have is likely the result of the above, though if fortunate you may have simply been born with the gifts too, and it has forged you into one of the greatest warriors of the mythical Indian epics. Your skill with all the martial weapons of this time reaches the peak of human capability in this ancient era, shooting arrows over horizons and cutting through hundreds of armored warriors on your own. This may manifest as an overwhelming brilliance that intimidates and astounds most that see you fight or an unassuming perfection that causes even

those that fought you before to underestimate and incorrectly guess your level of skill and power. The choice can only be made now but that aura can be toned down or turned off as you feel.

It's matched with a physicality that only comes from the mix of enormous battle talent and intense training that you put yourself through, that allows you to compete with even lesser gods. Not quite as powerful as one with the Blessing of the Sun but close enough to be a threat. Especially given that, impressive as your general skills in combat are, they are even more so on your weapon of choice. An archer, a spearman, a brawler or something stranger; your skills reach the supernatural in this one discipline of choice. An Archer could fire arrows that home in on their targets simply through sheer skill with the bow, not any magical spell. Your chosen style always remains available to you as well, as you'll find a weapon of decent usefulness to you will never be far from hand. A bowman will always have a bow of enough potency to be useful, even if the gods themselves need to craft it in his hands as he prepares to take a shot.

The Hero of Charity- 600
In a time when feuds have lasted generations and terrible wars raged for years over the problems of a meagre few, it must be something special to be someone that the enemy cannot deny. Yours is the soul of a gallant hero, a mien of such intensity that all who see you are forced to acknowledge that you are someone important in this world. Whatever impression you leave on people, whatever effects you have, they are magnified enormously. What might be a normal rivalry between young men could develop into a tale remembered in legends for millennia to come, a god who might feel respect for your humility in obeying his wishes normally would feel himself so filled with shame for taking advantage of you that he would force himself to grant his finest weapon in recompense.

A stature as what you have, as a hero or an antagonist, is certain to gather many allies around you. When a few words of friendship and a battle at each others side is enough to become life long friends, you are sure to become an icon to those around you. Indeed, your very nature is that of one to whom friendship results in far greater results than normal. That which you receive from your dear friends willingly becomes vastly greater in scope. Fighting alongside your brothers in arms would see you defeat foes thrice your might in normally impossible battles. A weapon received from a dying friend would ignite with a hundred times it's normal shine, bolstered to incredible levels by the bonds you share. If you found yourself fighting the heavens themselves, with only the gifted power of two gods that have declared themselves your friends, you might yet succeed. For what could even an entire pantheon hope to achieve against the power of friendship?

The Awarded Hero- 600
When your first cries were heard as a child, the stars shone in anticipation. Your life from the very first breath was blessed beyond measure. It would not be wrong to say that you were born to be loved by everyone. As you grew up, you found that life naturally guided you to success. You were born with the quality of being the protagonist of the story, not just your own tale but the story of the world around you. Your incredible fortune heaps blessings on you at every opportunity, ensuring that you are never lacking except in the most extreme of cases. One born a pauper would find himself part of the richest, noblest and most mighty family in the kingdom before he reached maturity. At times, you will find things gifted to you as soon as the thought crosses your mind that you have need or desire of them. Perhaps the gods themselves watch over you, eager to shower you in gifts, manifesting food before you when you feel hunger or magical tools in your hands when you seek to engage in a task. Your luck might not accomplish everything on it's own but just that fortune

would render you enormously gifted and capable, something only further added to if you have other gifts already.

But in some ways, your fortune is also cruel. There can only be one hero, one to whom all the fortune is awarded, and he must have his villains to conquer. The antagonists of your destined story are heaped with as many misfortunes as you are blessings. Curses and poor luck rain on your enemies heads, even those who would only be minor obstacles to you find themselves blocked at every path. The famous story of Karna's efforts against the perfect Arjuna are an ideal example, the charitable Karna cursed and sapped of strength and stripped of his finest tools and betrayed by his most loyal aides. Those who are truly great can ascend beyond this bad luck and challenge or even defeat you in spite of it all, despite the wailing of the heavens above at them daring to stand in the way of the chosen hero. But all too often, you'll do as everyone expects. Prove victorious as the hero of the story must, even if that hero might sometimes feel doubts about how much his own efforts matter when fate favours him so much.

Divine

Mother Deity- 100
There is more to life than war and glory, much as the Gods and their Heroes may believe otherwise. For every warrior, there should be someone to soothe his wounds and calm his spirits after the fight is done. Even the divine need tender care and all too often, this little noticed but vital role is passed to the unassuming. A Goddess, particularly of love and devotion, is one who must raise and support others. Both their husband and those that seek strength by calling on her name. This task comes naturally to you, as you can bring out the best in people through your kindness, praise and empathy. To others, it is almost like a mother or older sister has appeared when you speak to them, your followers finding it natural to trust in you and your divine peers sensing the strong pillar of reason within you.

But even a wife and mother must lay down the law and Parvati herself is not known for her determination for nothing. For all your caring, you have an inner side of you that when revealed, can give pause to even a great hero or ruling God, forcing them to stop and consider whether their actions show the rightful respect you deserve. Some corrupt beings might continue anyway but most, even those stronger, get a certain sense that angering you is not worth the trouble and regain their temporarily lost manners.

A Life of Peace- 100
Each life in this world can take on many paths, much like the world itself follows many potential routes. The path that you have chosen to walk is not a kindly one, it's one likely to test the limits of your will and patience. But the road towards enlightenment is not difficult without reason and those that travel along it often find rewards well worth the sacrifices. Naturally suited for this task, you have a mentality suited for stability and peace, allowing you to keep a steady focus even in chaotic times and find negotiating peace between troubled souls to feel natural. Understanding the world around you and the many truths it holds comes easily to you, as does passing on the wisdom that you gain while thinking on the mysteries life presents to you. If you had the chance, you might make quite a name for yourself as a great teacher of the heart and spirit, cultivating the virtues of yourself and those fortunate to find themselves as your students.

But as with many things, your way of life will attract vultures, bandits and devils that seek to lead you astray. The ancient Indian art of Kalaripayattu was taught to you, with you finding particular talent in using it for defensive and medicinal purposes. Your body would remain healthy even in old age and many evils find their attacks guided away from your body with graceful movements. A way of bringing peace even to your actions in battle.

Heart of a Divine Maiden- 200
It is the heart of a true Goddess that beats in your breast, something more rare than you may think. Just being born divine is no guarantee of being worthy of the people that look up to you or the power that was endowed in you. But for one who looks as you do, the idea that you are not a worthy Goddess is foolish. Rare is the one to have beauty as like yours, a lovely visage that incites feelings of both awe and protectiveness in almost all that see you. To see you attacked is like watching one's own mother being struck, something to cause most warriors to rush from their seats to protect you. It's simple to maintain that gorgeous body, as your divinity provides a powerful ward against anything that would alter it or your mind. While not an absolute protection, it allows you to deny access to your mind and body to all but the strongest divine beings and magics, preventing them

from altering your form or mind as well as preventing taking control of them. Even things as base as maybe having one too many cakes at that feast while the other Goddesses try to tease you about your waistline. The jealous crows do not even realise that you Never. Change. Figure. Ahem.

Besides such mortal worries, you'll find that you have a natural talent for maintaining the actual religious following of yourself and your peers as Gods and Goddesses. Something these warring heroes forget is that the people must be attended to more directly, allowing you to show off that you can easily inspire and excite the people, making them believe in your divine providence and the power that your pantheon holds, even to propel them to expand the holy word into other lands.

Sage Arts- 200
Devils and demons have powers many and varied, chief among them the arts of magic and curses. In their journeys, the many sages of these lands have found methods to counter these evil powers, even turn them back against the sinful creatures. You've studied at their homes and learned the ways of countering magic and magical abilities. It's taught you how to create wards that can block all but the strongest of spells, harmlessly dissipating the magic, or reflecting them back against the caster. Wards for locations, to act as shields or enchanted onto people and objects to cover them completely. A sword imbued with such powerful anti-magic could sunder and destroy magical tools if it damaged them, causing spells to unravel with a stab, while a person so enchanted would find themselves largely immune to most magical effects. Undoing these effects is a simple matter and with some further practice, your control over these tools against magic might grow to the point of forcefully taking control of hostile magic, rather than merely dispelling it and tearing apart their arcane works.

Simple Purity- 400
As one continues to journey towards enlightenment, they learn many secrets about the world. These truths hold power, more than as just wisdom and warnings like the uneducated might believe. They come to affect your very being and begin to transform you into something greater. To describe it as simply better would be inaccurate, as it is more like you begin to shine with something beyond this world and yet entirely a part of it in ways normal men cannot comprehend. This feeling about you results in those around you naturally coming to believe that you are a saviour, a being who brings great change and goodwill in his wake. It affects those who would act as heroes on a much deeper level, their very beings rebelling when they try to act against one who would save this world, causing them to take severe downgrades in their overall power and ability to act against you when they try to do so, feeling as if they are but a child before a wise old king.

This change has also brought new knowledge to you, teaching many ancient arts to manipulate the Truths that you have learned. Gestures, trances and holy phrases that cause action on the world, harming the spirits of others deeply with Truths they cannot integrate, healing your own form with simple meditation or bringing the weight of a mountain down on the ones who would halt your passage. The Sutras gain power, regardless of whatever magical energy you have, and this power is enough to harm or bind down even powerful demigods and divine spirits. They may find that their own immoralities in this world only make your sacred arts more powerful against them, while the scale of your Enlightenment will increase these powers equally.

Heavenly Scorn- 400
Those who are left to support the household are far from helpless. It is not for nothing that arts like Kalaripayattu trained both men and women in it's style and the wrath of a mother whose child is in

danger is legendary. Your nature is the same now, when those you love are in danger. In those situations, you'll find that your powers grow greater and greater the worse that danger is, provided you're close enough to act in their defence at all. It's a noticeable boost, perhaps even enough to double your normal strength if their lives are at risk, but you can force this further with the sacrifice of parts of yourself. The more valuable the part you permanently burn off, the greater the boost. Some of your blood might only be a brief but notable burst while a limb could result in several times as much strength for hours until every enemy has been beaten down. Something as integral and vital as your very divinity could bring you to the strength of the greatest of gods for a time, as Parvati herself once showed in her rage. The permanent nature of this sacrifice means that you will be unable to heal it on your own and that even others with enough power to match you will find it a far more difficult task, though not impossible.

In a less dire method, you can instead heal the wounds and fatigue of other people by letting them partake of your body. These are temporary wounds, such as letting someone supp at your bodily fluids like blood, or a bite of your flesh. Even a few drops of blood would heal most mortal wounds and a slice of flesh could undo even crippling wounds to the entire body and unholy curses. These wounds will never kill you when given for the purpose of this ability, within reason, and slowly heal over a day or two.

Saver- 600

At the origin of the world, there lies truth. Only through a perfect understanding of yourself, the world around you and the nature of existence can it be reached. A level beyond mere enlightenment in a religious sense, it is an achievement of spirituality that only Shakyamuni has truly reached. And now one other. The universe is forced to acknowledge what you are now, a golden light emanating from your presence that brings all things to peace before you. Demons are reduced to the strength and will of babes, the chaos of the natural world calming before your path and the flowers of the lotus blooming in your footsteps. Only those with enlightened natures of their own, for peace or perversion, and those of enough strength to operate at the level on the scale of celestial objects themselves can resist this light fully, though those of a inhuman nature are less effected than full humans.

Towards your inner self, your enlightenment has also led to an understanding between your body and the rest of the world. Offence against you, from normal blows to conceptual attacks or magic, finds itself reduced in power by your own overall endurance before it is allowed to strike you. In effect, if something cannot kill you in one strike at least, it will not hurt you at all, and would need to do so twice over to kill you. An effect of this protection that reaching Humanity's truth has granted is that outside forces are unable to interfere with your mind at all and those who are named as the Beasts of Humanity, and their like, can be understood and connected with in ways not normally possible for the mad creatures.

To know Truth as you do is to rule, to be placed at the throne of existence. Because of your nature and the light that shines from you, you have the right of governance over reality around you. Through the light of your sagacious soul, you command the universe to act in your wishes and it responds with eagerness. Reality itself warps, in similar ways to the use of the powerful Authorities of the Gods, though your governance takes precedence over even their commands. Your rights extend to the scale of the entire Solar System, allowing you to manipulate events within such an area and on the scale of whole worlds. However, this is true governance, not only your powers. It

relies on you requesting this of the world around you and while it will listen, it can struggle to act on an incredibly fine scale. Yours is a being that exists beyond human imagination and that can cause conflict if you wish to interfere in the lives of individual humans, your powers struggling to go beneath the scale of a village in what they effect. However, because it is the universe acting in response to your commands, it is a simple matter to give many orders in quick succession, as it is carried out in accordance to your will by reality. Commands could even be set up to have conditions or go into action at a certain time. And, as before, those who share enlightenment in their own right can resist or fight back against this control, perhaps using their own powers in spite of your abilities.

God King- 600
In times of dire need, the gods have shown the ability to become a pantheon in a much different sense of the word than normal. Instead of acting as a loosely linked group, divine spirits have the ability to combine into a greater form, adding together their Authority to create a far more powerful singular result. You are, in particular, a perfect host for such a task. You can accept into your being the divine, taking in gods and divine entities into yourself to combine and become greater. It requires consent from the deity, though this needn't be willingly given consent, or utter defeat of your target before you can force the transfer on them and the results are impressive. Not only do you take up their powers, knowledge and their Authority but the more that combine together within you, the greater each part becomes on their own. A pantheon that continually raises itself up, each component supporting another. You'll remain in control of yourself and of the absorbed gods, though you can find that they influence your personality in small ways, especially when combining with particularly potent gods.

This process has already been started, willingly by several moderately powerful gods of the time. Enough to grant you three Authorities on a scale able to affect whole continents at once, having boosted each other to significant levels already. Your raw power, in the form of your body and magic, has grown to match this as well. You're well familiar with whatever you gain from your chosen Gods and will find yourself particularly gifted when it comes to learning to use divine abilities, like Authorities. A helpful aid when you may soon gain many more.

Demonic

Pitfalls to Pleasure- 100
It takes very little to lead good men astray, for all their chatter on enlightened rule. Waking up the gluttonous beast that lies in every man's heart is as simple as baring a little skin and promising more, if only they follow along. It is a gorgeous form, a sinful form, which naturally excites and urges others on that you possess. Even wrapped in the wear of a holy woman, your body with strain at the seams to the eyes of these lusty fools, leaving their hands twitching and mouths salivating. Taking them into your parlour only allows you a greater chance to drag them down, your skill in the bedroom arts reaching a level few can compare to, even among the gods. This divine skill goes further than love making and mating, to gaining the confidence of your partners, getting them to open up more easily the more intimate you become, pleasing them with conversation and stories and a feeling that you understand their every worry, that all it takes to feel better is to just tell you all of their secrets. The boundary between lust and love becomes blurry when others are wrapped in your web of desire, becoming all too easy for those with weak minds to mistake their base arousal for true affection.

All Manner of Worldly Pleasure- 100
Lust is but a single hell of the many that you offer to those that know no better than to trust your silver tongue. To tempt and seduce others away from morality, honour and good feels as part of you as your skin or the act of breathing. To make your body desirable, even to those who would normally have no interest, is just the start. Your talent lies in reinterpreting any depraved act or form of sin and immorality into something desirable. To make good men feel urges for madness they'd never have entertained before, even as you tell them it was just buried too deep inside to notice. Even heroes fall easily in time and only a saint can resist you forever, avoiding your traps and lies as you circle his path towards enlightenment. You've become intimately familiar with the failures and evils of mankind, more accurately qualified as any being that can reproduce through sexual intercourse, making it all the easier to play with the emotions and desires of human beings and manipulate them to your goals. And it is only natural given your existence, that this temptation towards degradation becomes all the more potent when you also apply your body to your prey in an intimate fashion.

Nega Desire- 200
Desire is a part of your being on the deepest of levels, making your actions to spread it ever more potent. Those you corrupt with that feeling of desire, both sexual and not, are actively twisted on a much more personal level by the act. A magical corruption spreads as you do your work, affecting the minds and potentially even the very core of any being you pervert, causing them to become more and more subservient towards you, easier to violate further. So long as a being can feel any sort of desire, they can no longer fully resist your wiles and efforts, piercing any magical protection against the various ways you can corrupt others and forcing them to rely only on their terribly weak wills. And once they begin to feel desire towards you specifically, they'll find themselves beginning to weaken against you, their powers fading in the same measure as their lusts and greed about you increase. Your own being becomes immune to it all, impossible to charm or corrupt or seduce. You are starting to represent the very concept of such, to try and corrupt you becomes like pouring water into an ocean.

Nega Saver- 200
They're only there to ruin the fun, to *save* those that clearly protest any need of it. Would these exalted savers let their own flock go against their will anymore than you try and protect your needy children? They forget just who you were born to be and who it is you are best at tearing down. Any

kind of religious figure, from a ordinary priest to the most holy of messiahs, is known to you. How their minds work, their faiths, their flaws, their doubts and fears are all laid bare to your eyes. You are the devil that challenges them on their path, to whom failure to resist will end their journey as a Saver and render them yet another sinner. It is even easy to pretend to be one such being yourself, disguising yourself as a simple holy woman and preventing those without great insight from realising your evil inner nature. To fit your role as the enemy, it is only natural that you are posited as a mighty enemy. The powers of such religious figures and holy warriors are rendered feeble against you, not entirely ineffective but reduced to a fraction of their heavenly might. To Shakyamuni you may remain a little bug but in similar fashion the saints and enlightened ones of a smaller scale that roam the world are like worms before you. Particularly since, as their powers fade, yours only deepen. Significantly empowered in any action against these figures, it is any power you have that would be seen as immoral, corruptive, evil or wrong that becomes many times stronger than normal.

Constitution That Accepts Every Desire- 400
If there are an infinite number of desires in the world, there must also be an infinite number of pleasures to answer each and every desire. Is it not a kindness to mankind that you take on that role for them? To take form as their deepest loves and lusts to satisfy the wishes of their hearts? But it is a truth that you can take on new forms to suit desires. At it's most basic form, this is merely to change your physical form into the appearance most desired by one of the desire-feeling beings you can feel at that moment. Not gaining new magic because of it but otherwise taking on new physical traits out of that desire onto your normal form or taking a new appearance entirely as appropriate.

The power is that for each being you perceive that feels a desire, you can create a new form entirely. An extension of your original body under your control that expands your awareness into it, like a sixth finger that is no more complicated to move than your own body. Each new body will begin weak but quickly grow until it matches your original form identically, with no limit on how many expressions of yourself you can create beyond needing to remain able to perceive those beings whose desires you draw on. If you are the representation of all desires of man, then every desire is just another way for you to manifest. Your original body is still vulnerable but these external copies of yourself give no cost to you to make or to have killed. Become an ever expanding core from which all the wishes of Mankind are fulfilled.

Heavens Hole- 400
Your body has become a sacred temple, a place at which to worship the infinite depravities of mankind. A heavenly hole has appeared in some fashion on your form, a black hole that exerts immense force when opened on any you wish to drag inside of your being, this force growing as your power does. Within Heavens' Hole awaits a paradise, a universe within yourself that exists to follow your every whim. You could construct a paradise of every delight imaginable for your favoured to live forever in. Organise an endless orgy for the demons you drag in that breeds a near limitless army to unleash outside of your body. Even simply drown those within the inner universe in endless waves of pleasure and happiness, forming into an annihilating force that bypasses mere physical protection, absorbing those that falter into your being to replenish your health and increase your power. With the degree of control you have over this existence, a texture within you on the scale of a solar system, it is near impossible for any that cannot resist being dragged into you to survive. Your power greatly surpasses that of a Saver when focused inwardly here, even if you hold very little personal strength in the outside world. Only powerful abilities to traverse space and dimensions or soul protections could allow escape or survival once trapped within.

Myriad Colours of Flesh- 600
To think that there are truly an infinite number of desires is the sign of an immature beast. To think that one cannot fall to desire is the sign of a naive lamb. The Truth of mankind is not enlightenment, it is that all those who feel pleasure and have desires have a single goal. To kneel before your beauty. A beauty that surpasses all creation, all divinities and all the mysteries of the world. A visage to which to see obliterates thought and reason in mortal men and deific heroes alike. An attack on all five of the senses, where even the slightest acknowledgement that one finds you beautiful through any of these senses, results in annihilation of the self and forced subservience. A beauty that, if you allow it to shine unrestricted, makes desperate slaves of any who can feel desire towards you in the slightest. Power matters not, magic is irrelevant and even force of will must be constantly applied. A single slip is all it takes, one mistake resulting in being overwhelmed with the joy of enlightenment that serving you becomes. To be so beautiful connects you to pleasure and desire on the deepest of levels. Any who can feel pleasure will find themselves far less able to resist your powers than normal. Any magic you posses that relates to pleasure, corruption and lewd desires will be magnified in scope, coming to affect swathes of people if it could only target one or cover vast distances if it affected many.

Universe of Love- 600
As your body burned away, scorched by the gods as punishment for your sins, you found a connection. As each limb turned to dust, something replaced it, something infinitely greater than before. The universe reached out to you and you took hold, becoming a part of it more than any other being. Though your limbs have healed now, it takes only a thought to activate that connection. Your arms and legs fade to mere outlines, becoming Ether Clumps that appear to be filled with stars. Your hair reflects the galaxies of the universe and your body shines with cosmic light. In this state, your body is the universe and the universe is thus your body. To manipulate the universe is as easy as moving your own body, an obvious fact that you could change it as certainly as you could move your fingers. Not only does this allow you to manipulate reality, it allows you to act as if your body and the universe were one. Spreading your senses through all your body covers, to cast magic from any point in your grand scale or affect the universe with something that would only target yourself or anything you are touching.

But as you become magnificent, you are also limited. As grand as it is to describe yourself as a universe, you are not quite that in reality. Your powers begin to fade quickly once they reach beyond the scale of the solar system, limiting their effectiveness enough that it is unlikely you will be able to effect even the nearest other system. While your control may be greater than that of a Saver within this scale, you are limited due to it being your own body. While your body has expanded, your mind has not. Spreading your senses through the universe would still rely on how much you can concentrate on at a time. When you alter reality, you are again still limited to your own mental abilities. Making two or three alterations to reality at once may be possible but it'd stretch the extent of what you can reasonably keep in mind at once. If your mind grew greater, you would be able to keep more in your awareness and control more at once, as logic would dictate.

As you control the universe because it is your body, it also means that others can strike back at you through the universe. While simply cutting space on a small scale would be an unnoticeable pinprick, others can use magic to counter you as if you were at your normal scale and strength of magical power. You could create an entire world in minutes but a powerful magician could still cripple you

with a curse if you are not careful and aware, especially when targeted against your normal form. Should you lack power of your own, it may prove to be a double edged sword.

Items

One 50CP item is free for each origin and one item at each price tier is discounted for associated origins. You may import existing items into the option you purchase here so long as they are similar. A polearm into a spear option is acceptable, a motorcycle into a bow is not.

Bollywood Yuga- 50

A more modern take on these ancient legends, plus some extra prizes to take on your journeys past here. You'll receive a complete cinema collection chronicling the various myths and legends of India, from the days of Karna and Arjuna to Lakshimbai's rebellion and many incidents in between that Fate does not cover. But everything will be made in the full style of Bollywood cinema, full mixing pot films that includes everything from song and dance, comedy and tragedy, over the top action and dramatic tension. The events will be mostly accurately, though how they seem will often be greatly exaggerated. And your continual prize is that your own adventures will be remade into bollywood movies of their own, from your past and your future, regularly receiving new movies to watch with your friends.

Sacred Gem- 100

A brilliant gemstone of perfect cut, laid into your body as if to become a natural part of you. While a gorgeous ornament by itself, it has significant powers of protection enchanted into it. When fighting against demons or humans, you'll find that their blows are dulled and left with only half their normal power. The presence of the gem in battle can even cause such opponents to become nervous, seeing your battle presence as much larger than it would normally be. Outside of battle, the power that circulates into your body from the stone prevents you from requiring food, drink or rest as normal men do. The gem provides for these needs, helping to craft your body into a perfect form that produces no waste and requires no sustenance.

Hero

Royal Riches- 50
Princely in blood or just in soul, you'll be sure to look the part. You've a range of outfits, each able to be summoned onto your body with a thought, that best fit the role of a heroic warrior and charming prince of these lands. The pure white robes of a man like Arjuna or the combat attire of Ashwatthama, each giving an impression of nobility or ferocity respectively, are examples. In addition to your new attire, you've a handsome supply of riches in your name. Enough to live the life of a moderately wealthy prince for a few years in this land, though war does tend to eat up funds if you use it to that end.

Capable Armaments- 50
They do go through such abuse, the tools of all these legendary warriors. Not every man who fights through a thousand soldiers is lucky enough to have a weapon of the Gods at his side, so this option provides a capable alternative. These worthy tools are weapons of your choice that can withstand whatever force you apply in using it. Bows that always stand up to your draw strength and swords that never melt from being swung too fast, the weapons won't have any special attributes beyond this. They'll be fine weapons that most would be glad to use but nothing compared to what lays after this. You receive four different tools in this way, enough for a sword and bow and spear and shield. The classic tools.

Sudarshan Chakra Yamaraj- 100
Now here's a real weapon, a worthy force for any heroic figure. A massive chakram, bigger than a grown man and made of impossible heavy metal that allows it to crash through even enchanted steel with ease. Despite this mass, it feels light as a feather to your touch and as easy to manipulate as your own limbs. The chakram spins at incredible speeds with a twitch of your wrist, allowing the blades that sprout from it's rim to cut through most material. When spinning like this it can even be unleashed to roll towards enemies at high speeds, homing in and returning to you via magic. The final aspect to this divine weapon is the holy fire that can be summoned from it. Never harming you but growing in size and intensity the faster the blade spins, it creates a combination tool that crushes, cuts and burns through all enemies that stand before it.

Agni Gandiva- 100
A gift from the God of Fire, this ornate bow forbids the hands of any human but it's chosen wielder to lift it or draw back it's string. Taking the same form as the favoured weapon of Arjuna himself, the bow will grant great force to any arrow loosed through it and is capable of wreathing these shots in heavenly flames. A mortal man could shoot through thick castle walls and unleash fireballs that melt down dozens of men at the target point but it will only give greater results when wielded by one with already great strength or abilities relating to fire. Arrows will form at the side of the bow if none are given by the holder, pure fire solidifying into an arrow for your use.

Pashupata- 200
A Divine Construct made by the hands of Shiva himself, this tool appears as balls of light that float around your person and can deliver powerful attacks in the form of blasts and beams of burning light. But these are partial uses of Pashupata. When fully activated and held aloft in your arms, the light concentrates into a single point and radiates beams of light that attack all within range, easily able to cover an entire battlefield. Any touched by the light may be crushed, a chance of instantly undergoing *Moksha.* If they are unlucky, they will be forcibly removed from the cycle of life and

death. The more divine a target is, the greater the chance of suffering death is, while the opposite applies for anyone of a villainous nature. A tool perhaps not meant for war but effectively against heroic forces nonetheless.

Royal Brother- 200
A far greater position were you born to than before, a prince of a great and powerful family. Some such as the Pandava princes may be your siblings, as you have that sort of large, individually powerful and wealthy family as your own. They have a great deal of territory, riches and armies but often get into conflict with similar families and factions due to this. The loving siblings and parents you have are sure to aid you in almost any quest you have, as long as you prove willing to return the favour. Future worlds will give you the option to be born or adopted into a similar kind of family, with both the benefits and conflicts that result from this.

Kavacha and Kundala- 400
Weaved from the light of the gods, the armour that is bound to your form could rightly be called a near-invincible protection. A tight suit of armor integrated into your body, it provides unmatched protection against any threat, whether physical or conceptual. All harm that comes to you from outside of your body is reduced by ninety percent of it's damage, turning major wounds into small scratches and cuts. Many magical spells and powers will be reduced to useless sparks or negated outright, such as the armor preventing you from being erased from reality by those that can warp such things. But this protection does not apply inwardly, allowing any harm that originates from inside your body to proceed unaffected, such as summoned spears piercing you from within. You can take off the armor and even give it to others, the integration into your body able to be undone with a thought. As well, when in the way physically, the armor can recede inside of your body to allow you full access. Optionally, you may have a flamboyant cape of flowers appear behind you when the armor is present on your skin.

Brahmastra- 600
The greatest of gifts, mightiest of the gods' weapons. The Brahmastra in it's many forms comes to rest in your hands, the ultimate divine weapon against demons. A weapon that can take on any form of weapon needed by the wielder, it is a tool for punishing those that go against Heavens' will. Even the mightiest of Divine Spirits will find their bodies cleaving before the stroke of this blade and the most terrible demon kings quail when targeted by the Bramastra in arrow form. More so then, as the weapon is both enormously potent against demons and far more powerful when used in ranged form. Individually, it would allow opposing a threat well beyond your normal level but a ranged blow against a demon could bring low even the greatest evils in a few strikes.

Becoming connected to you, the Brahmastra will return to your being when called, stored away within your soul when not needed for combat. This connection also allows you to channel magical energy and powers through the weapon, acting as a magnifier for such things against your enemies. Even a modest fireball could turn into raging torrents from the sword of the gods.

Divine

Divine Splendor- 50
The natural splendour of Divinity is present in all that associates itself with you. The garments that wreath your form are just one sign of many that this is the case. While you receive several sets of ornate clothing fit for any divinity, this effect covers much more. Any item you own, even extending to entire properties, can be given an automatic make over to make it fit for an ancient Indian deity. From the gold-blue metals and gemstones to the more sacred Buddhist trappings, you can give all that you have the aesthetics of a Indian deity or a Buddhist priest.

Path of the Lotus- 50
The favour of the world as you journey on the path, showing in the flowers that bloom beneath you whenever you need to rest. A lotus is most common but other kinds can appear to your tastes, supernaturally large and stable plants sprouting whenever you need a platform beneath you. It may be a traditional seat on which to meditate or act as a path across hazardous surfaces, continually sprouting flowers to separate you from the dirty ground. Should you use them for the intended purpose, you'll find that sitting on the lotus allows you to far more easily get in touch with the spiritual side of the world, for use in understanding the truths of the world or becoming more aware of the magic that flows through it.

Soma- 100
The holy drink of heaven, extracted from the purest of herbs. The milk of these plants becomes a nectar that brings eternal youth to those who sup at it, countering any aging of the body or soul. Even the degradation of the mind is halted, so long as the Soma continues to flow into one's body every few months. Your supply is stored in a range of decorative jugs and small containers, enough to maintain eternal youth constantly for several dozen people, as they all refill once a week. The drink quickly heals wounds and restores lost energy when consumed as well, though it requires more liquid than just maintaining youth to be drunk at once. Apparently, it tastes quite lovely too. If you wish, you can change the stored containers for a supply of the original plants that can give enough of the liquid to match.

Vimana- 100
The all in one flying fortress used by the gods. Your own Vimana appears, a golden-white vehicle intended to soar through the heavens as a worthy ship for any deity. Able to take on a sleek fighter jet like winged form or a larger aerial fortress capable of holding a small group of people, this machine moves at the speed of thought to ensure even a deity is not displeased with it's mobility. A huge array of magical artefacts placed into Vimana allow it a dizzying array of abilities. Optic camouflage, 3-D movement, laser attacks, ancient machine guns and nuclear weapons, biological attacks and far more. On it's own the vehicle would not threaten notable heroes or gods but it is more than enough to rout mortal armies on it's own or reshape the landscape on a more local level. It moves according to your thoughts, allowing you to direct the machine even from a distance.

Vishnu Baja- 200
The great gallery of weapons that the hero Rama was granted by the Sage Vishwamitra. Stored in a dimensional pocket connecting to your being, you have access to dozens of powerful divine weapons with a variety of magical effects, mostly focused on anti-divine and anti-demon combat. They're easy to wield for you, feeling natural in your hands, and this only improves the greater your divinity becomes. Those with the blood of a demigod could easily wield multiple of these weapons at once,

floating through the air around you as if through telekinesis. A full god could bring out even greater power from each weapon and potentially have the two dozen or more tools all attacking at once! While there are many legendary weapons held within, some appear as inferior copies, such as the tools of Shiva himself. Vishnu Baja contains powerful tools but individually they would be more along the power held by the Agni Gandiva or Sudarshan Chakra.

Vasavi Shakti- 200
The spear to slay gods, the one shot weapon of the Thunder God that has the legend of destroying whatever it is used against. This enormous weapon, longer than a full grown man, is an exceptionally capable tool to slay Gods. The spear itself is more than capable of slicing and piercing most targets but becomes many times more powerful when faced against anything with Divinity, able to strike at the very core of such beings and deal wounds despite their protections. But when a vast amount of magical energy is forced into the spear, enough that a powerful demigod would feel exhausted from it, Vasavi Shakti awakens to it's true form. Shattering the thick restraints on the spear, an ungodly fire is released in all directions, enough to vaporise the land for miles around. Just a side effect of the power, the spear's tip will unleash a ray of light capable of killing even the most powerful Divine Spirits of the land if struck. This ray tears through all things, even magical concepts such as bounded fields are erased by the power. With even more energy, the power could grow greater and greater. Once used, the spear will slumber in order to repair the damage it sustains from activation, unlikely to answer your call for a day.

Chakravartin- 400
The great wheels of life and death, endlessly turning in the skies above. These two chakrams of light, one seven kilometers in diameter and the other seventy kilometers so, that hover in the sky above you. The power of the Buddha, manifesting as a divine artillery platform that launches immensely powerful arrows of light in a rain of fury against any enemy you have. This rain increases as any one battle goes on, the Chakrams becoming more ornate and layered, until a maximum of seven rings appear. Little can survive when every individual arrow unleashes enough force to strike down a mountain and hundreds are unleashed each moment. Even the inner ring, with more accuracy than power, can still seriously harm a powerful Indian warrior in a few shots.

But offence is just one part of this treasure. It grants control over the cycle of life and death to the owner, to an extent. Short of death, any wound can easily be healed by the wielder when the target is within the radius of the chakrams. Those who would be unable to be saved can be prevented from passing on, trapped in a state between death and life where they become vengeful apparitions. The rings could even forcefully control these creatures to an extent.

Were someone who was truly and fully enlightened to take ownership of this ring, they would find much greater control over the cycle in this fashion and that the chakrams in turn would greatly increase the control that they have in their governance of reality. A true Buddha could even alter the size of the rings, without losing their power, and activate their final function of Amita Amitahba, forcing those within the centre of the rings to reach Enlightenment/Annihilation in almost all cases.

Trishula Shakti- 600
The three pronged trident of the King of the Gods. Avatar of creation, existence and destruction, it is a weapon without peer. The spear itself releases it's true power when held in your hands, having the destructive force to shatter planets and destroy whole worlds with a thrust or throw. Each of it's points confers a unique power relating to the trinity of existence, used as you desire.

The first point represents Destruction and releases divine lightning on command. This lightning unmakes whatever it comes into contact with, short of a fully enlightened Buddha or God of solar scale. What is destroyed by this lightning is done so completely, impossible to bring back short of a reality changing miracle, such as a wish from a Holy Grail or the act of a Bodhisattva of great power. Physical material, magical spells, even the fabric of the world that creates a texture can all be undone. The lightning moves to your will, like gentle waves or a raging storm, guided to every target by thought.

The second point is lesser, not so deeply represented by Shiva's aspects, but still potent. Maintenance of reality that allows the spear to reinforce reality as it is, greatly hindering attempts to change it. From magic to authority to mundane methods, the trident can be planted on the ground and extreme resistance to change in the world you are currently in, preventing reality from being altered or commanded by others without immense power.

Finally, creation as the third point. When holding the spear, you may cast your own magic through the trident and out of this final point. The process immensely improves the power of such things, increasing them to hundreds of times their normal strength. It becomes a tool to aid the shaping of the world around you, creating and manipulating using your own knowledge with the trident as a tool.

Demonic

Revealing Robes- 50
Just on the very edge of what could be acceptable, at least that is what others seem to think of the new dresses that are available to you. With a thought they appear around your form, a variety of outfits drawing inspiration from the various kinds of holy men and women in history. But yours have an awfully perverted bent to them, flashes of skin in varying amounts being present. But when you wear them, people never seem to consider it out of place. Both your clothes and the way you flirt with, tease and seduce all those around you is considered at most a bother but never a cause for suspicion or ostracism. If you take it far enough to become explicit, it's a different story, but even the gods won't notice abnormalities if you happen to share some blushing words with their wives when wearing these clothes.

Earthly Temptations- 50
Many aides for your efforts to bring down all the heroes are needed and thus you'll be provided for. All manner of delights appear when you wish for it, the materials needed to tempt others. Drugs and drink to guide the mind to euphoric hallucinations, luxurious banquets to sate any man's gluttony, finely crafted ordinary homunculi to satisfy every lust filled dream. Provided it takes no more than a small amount of magic and has little value, in the sense of these times, you'll find near endless sources within the gaps in space that you can manifest these things from. Enough to let a whole castle of people indulge in nearly every vice they can think of.

Blossoming Vessel- 100
A very particular vessel, a young human with a lovely purple shade colouring their eyes and hair. Apparently the perfect vessel for you as a divine being or spirit, allowing you to exert your full power despite the human form you take on, while still acting as if your Divinity was reduced greatly because of your vessel form. Tools that would be fatal to fully divine beings act as if you were only a weaker Demigod while in this state. The body you take over is quite permissive, never denying your intrusions, and considering you a friend despite your action feelings towards them. The traditional form would be of a young female human, a calm and support sister-figure even for the deity that uses her body as a weapon. But you can alter this if you really want a different vessel for yourself. They do not count as a companion or follower, instead as an item for you.

Arrows of Love- 100
Shining red shafts, pulsing with the potential for love and life. A quiver that quivers with arrows of love, to cause and change and take it all away. The tools of the once God of Love, now corrupted to evil. These magical arrows are able to manipulate the love that people feel when struck by them, not doing true damage but changing any who cannot resist their magic. Many kinds of arrows exist, for causing different kinds of love. The target of the arrow will strongly feel the love you strike them with, towards the recipient you are thinking of when you loose the arrow towards them. The less one can resist, the stronger and more lasting the love is. Ordinary mortals can be overtaken for their entire lives. And even against those with more power, the arrows can be charged with energy. Both to reinforce their normal properties and to change them somewhat. Charging an arrow with energy while feeling hateful emotions has the potential to damage or destroy love and emotional bonds, not create and alter existing ones. To fit your cupid-like nature, these arrows cannot be felt by those hit by them. They can be seen by any who can perceive magical things like spirits or ghosts but even a god will feel no pain or pressure from an arrow piercing their heart. If you have none, the arrows will manifest a magically sturdy and capable bow for you.

Pleasure Quarters- 200
A private place to take all your dearest friends away, never to be seen again. A little texture of your own, wrapped over and around itself to be sealed away from everything else. This warped dimension is near impossible to pierce into, without the power of a bestial threat at least, yet you find it easy to watch and influence the outside world from it. You can enter the pleasure quarters you have from any location, being able to watch for a distance around where you entered from within and even reach out with magic. Dragging people in is possible even without specific powers for it and leaving without permission is almost as hard as breaking in in the first place. Those within this realm find themselves with far reduced resistance to any corrupting abilities you have and that the core aspects of their beings, things on a conceptual level, are much easier for you to access and manipulate with any magic or powers that have that potential. The dimension is small, enough to fit a castle and surrounding town, but can easily be nested inside other similar locations.

Nectar of Immortality- 200
A drink for demons, corrupt and glorious in all their might. A sweet nectar stolen from a divine source that had a special interaction with your demonic body. Not only was it the cause of your now eternally youthful form, it granted a special protection to you. An inability for you to be truly killed by anything but a human. No matter their power, destiny will see it that any who are not humans cannot confirm your death. They can hurt you as they like, seal you away, reduce your body to a pound of quivering meat. And if a god were to incarnate as a human or inhabit ones' body while granting them their power, that too would fit the requirement. But otherwise, you'll be ably posing as the demon king that only the human hero can defeat.

Mirror Evil- 400
As Mara is to Kama, you too have a corrupted mirror. A Demon to your God, a Bodhissatva to your Demon. This is a new being that positions itself as an opposite to you, like a new version of you that takes on many mirrored traits and abilities. Where you seek to and are able to corrupt, they can purify and redeem. Where you burn with holy fire, they mutilate with the frost of the hells. But despite taking an opposing mirror to yourself, they remain on your side. A part of you, as much as your left hand is connect to your right hand, and they seek to aid you and your goals through their own methods. Remaining a part of you and growing as you do, they can act as a second aspect of your body or split off to help you from a distance in their own form. Talking to them can often reveal aspects of yourself you would not normally acknowledge, helping to understand yourself better. Since you act as two halves to the same whole, you each survive with the presence of the other, making it only possible to die if both of you are killed. Else one will return in time from the body of the other.

Crown of Light- 600
Horns of light, bone and metal above the brow of a calamitous Beast. This crown of horns is the sign of the Evils of Mankind, resting on the brow on one of the creatures who are charged with punishing humanity. Through some means, you became a candidate in your own right and ascended to partially take on one of these positions. A new Beast of Mankind. The horns of your design that sprout from your head represent that position now.

The act of becoming this grants several unique abilities. The first is Independent Manifestation, allowing the transportation and materialisation of the soul across time and space. Travelling throughout the timeline and across the world is easy for you, taking a few minutes to discorporate

and reincorporate when you do so. While the accuracy in location of arrival can leave something to be desired, the time travelling aspect is pinpoint.

Second is the Authority of the Beast that you gain, an ability through which an enormous advantage is gained against all beings classified as Human. Any being such as this finds your powers to be far greater against them than against anyone else. Not to a degree that great heroes could not put up a fight but enough to make that same fight feel almost impossible even for the greatest of the human masses.

The final aspect of all Beasts is the Nega attribute. Each Beast is a counter to a specific category of being, against which they receive additional and enormous advantages. A counter to Servants that negates their greatest abilities and grants the Beast additional buffs when fighting against that category of being. Negating almost all powers of those that qualify for the Saver and Ruler classes, with similar buffs as before, showcasing a narrower focus. You may create your own Nega skill here, composed of negating some aspect of the power set of your chosen target range and gaining large increases in effectiveness against them. The smaller your range, the greater your negation and benefits will be.

Companions

New/Old Companion- 50CP per

Every purchase of this option will grant you an ally in your time in these Indian epics. It might be someone new or an old friend newly empowered, importing an existing companion this way. New companions can be freely designed, within reasonable limits, as to things like personality and their relationship to you. Both options grant a free origin, the same discounts as you and 600CP to spend on perks and items for themselves.

Canon- 50CP per

Each time you take this option, you gain a chance to bring along one of the heroes of this era with you. Each purchase opens a slot that can be used to bring along a single character in this jump that you meet in this world and can convince to come along with you by the end of your time here. As long as they consent to becoming your companion and you have a ticket remaining, they'll come right along too.

Beast XXL- Free

A terrible beast awaits you. A challenge unlike anything the Hindu heroes have ever faced. Within the mighty castle that stands at the top of a great mountain is a creature of titanic stature. The people of the land only hear roars of rage and strange beeping and booping at all hours echoing from this abode but none have been courageous enough to approach. Not when they hear the THUMP THUMP THUMP of some massive monster roaming the castle halls.

But you! You have been given the name of this creature and been asked by the gods themselves to remove it from this castle, taking it with you away from this world! This beast of limitless weight, this demon of infinite lard, this currently unemployed and uneducated and untrained idiot-beast known only as Jinako!

Holy Woman- Optional

Ah, are you here to help me? What wonderful news. I've been so terrified, I've no right idea of where I've been taken. This place is certainly nowhere I recognise but you…you feel familiar, like I'm meant to go with you.

Ah, who am I? I'm but a mere woman, I simply wish to soothe the pain of the poor souls that surround me. They do gather about and it brings me such joy to give them peace. I'm sure I could help you as well, have you any wounds or troubles you wish to clear away, any desires to feel happiness in your dreary life? Perhaps I could aid you against some manner of unholy creature your hunt? I'm something of a holy woman myself. Or…are these garments drawing your eye, sir? They are rather tight for the habit of a holy woman, aren't they? I assure you, it's nothing to do with my clothes. I really am quite desperate to escape this dangerous place.

I'd do absolutely anything for freedom, believe me.

Drawbacks

You may take up to 1000CP in drawbacks from the following list.

Continuity +0
An option for any who have already been to this setting before, allowing them to guarantee that their actions in previous jumps remain present in some way in this one, as either the past of this world or it's future or another timeline entirely. All drawbacks will function as normal, regardless of changes made using this option.

Low Caste Warrior +100
When you begin at the bottom of the barrel, the only way to go is up. And no hero would let themselves stay drowning in filth for long. Whatever the true origins you claim, you've been abandoned or lost and made into a member of the lowest caste of society. Disrespect and abuse is often rained down on you, few believing you have any real worth and even proving them wrong will need to be done time and again. It's not impossible to claw your way up the ladder of society's approval but it will take time and effort, near impossible to occur before a few years have passed.

Enlightened Heart +100
Pink cheeks, soft skin, supple behinds, it's a land of endless honey and milk as far as the eye can see. What sane man could resist partaking in it all? What insane madwoman would try to take it all at once? We don't know about the former but you definitely fit the latter. Your mind and heart have been thoroughly soaked in the liquid of desire and lust, deeply affecting your personality while you are here. The myriad pleasures of the earthly world will form many obsessions in your mind, strongly driving you to constantly indulge in everything from more accepted battle lust to much more taboo or depraved hungers. Keeping yourself constantly happy with more mundane perversions will greatly aid avoiding the worse kind and those with saintly wills to resist might avoid it entirely. It doesn't exactly help that you have a tendency to attract those that can sense this lust in you, who just love to tempt you further.

Hidden Blackness +100
How kind is Jumper the great? How charitable and honourable in battle is he? How untrue are these praises that we sing of Jumper the great! There is a black thing inside of you now, a self-hating mass that is your real feelings about yourself. A nasty clump of emotions impossible to ever truly heal or remove that causes constant self doubt, that mars and dirties any achievements and happiness you gain. Was it really you who accomplished that great feat? Do they all really love you? Over and over these festering thoughts will gather around you, never showing themselves on your outward expression, but slowly attempting to influence you to feel sadness and despair.

Shiva's Rage +200
The wrath that only a god can show has taken root in your body, a living fragment of that gods' emotions. An ever smouldering rage is in you that can be ignited with ease, rarely simmering back down to normal without some form of great violence being enacted on those around you. Your violent anger isn't indiscriminate and won't cause you to beat your loved ones but will tear straight past any sense of honour or morality. Losing control of that rage when insulted would see you leap over the table at some noble party, trying to beat your host to death. Or just sneaking away to slaughter his men at camp in the hundreds while he doesn't look. Not many will accept your actions with the excuse of not controlling your temper well enough.

Curse of Separation +200
Never mess with the monkeys, for they have many strange powers. A foolish venture against a monkey sage led to some very nasty curses being placed on you while you're present in this jump. A curse of separation, forcing you apart from all those that you love and care for. Even with great efforts, you will at best get only a few moments of contact with them before events force you apart for lengthy periods. More than just your one true love, this applies to any you consider even a friend, enforcing a curse of loneliness on you for your time here. Be careful not to befriend the allies you make and grow close, otherwise they'll be forced out of contact with you for the rest of your time here.

Demon Hunt +200
Filled with spite for your very existence, a demon king has announced a bounty on your head. Demons, monsters and spirits from across the land have come to hold the belief that your head will bring them power and glory beyond their wildest dreams. Hordes of these creatures will rampage about in a hunt for you, most others that normally fight them glad that you draw them all away. The armies will begin with the weaker creatures at first but in time grow to include lords and kings that can fight with divine spirits, perhaps plotting together and gathering more allies if they believe you too powerful to attack directly. While you remain in their world, they'll turn their resources towards striking you down.

Path to Enlightenment +300
The great journey that so much of the myth calls from. No longer will you be allowed any shortcuts on the path to enlightenment. Your challenge with this option is to reach that state with any perks, items and other options that might help you attain it more easily or prevent yourself from being corrupted and led astray removed from your access. You are tasked with reaching the truth that Guatama Buddha reached and must do it truthfully and honestly. Already a difficult path, especially for those not well suited to that road as people, but you will find your road beset by many challenges. While at times they will seek to take your life, you retain the rest of your abilities outside the focus of Enlightenment and can fight back as normal. But much more often, they will be sent to trick you and tempt you to falter and fall. The devils and monsters wish to prevent your journey to the truth. Should you fail to reach true Enlightenment within 100 years or are corrupted too far by any of these demons, you'll find yourself failing your chain.

Lakshmibyebye +300
Beyond merely the misfortune of a tragic hero, you have been infected with the very essence of a Goddess of bad luck. Terrible things cluster around you like moths to flame, piling misfortune onto your life. Never quite far enough to guarantee your death provided you stay cautious and try your best whenever conflict arrives to your door but enough to make that conflict a common occurrence and often at levels that can endanger even the gods of these lands. It's at the worst during battle, where your luck will even divert arrows that magically never miss meant for others towards yourself. A mighty and brilliant hero could survive, as long as he continued to be at his best.

Journey of Jumper +300
An epic to call your own, inspired by the adventures of Rama himself. While you are in this land, you will find yourself placed at the centre of a tale to equal the Ramayana itself. Whatever form it takes, it will place many great challenges in front of you and careless or foolish moves may see you placed under curses and suffering from the ire of demons and divinities. You may need to search high and low throughout the world for the cure to your beloveds' ailing health, seek revenge against the

greatest of monsters that rules over the lower parts of the world or even slay one of the gods to prove your own power. Whatever the case, you can be assured that the journey will be at least as challenging for you and what you have gained in this jump as the challenges that characters like Rama or other Indian heroes faced in their lifetimes. Failure to achieve your goal, a worthy goal of the challenges adjusted to your abilities, will see your chain come to an end.

Challenges

Challenges are additional tasks or changes to the setting that you can take on. Any number of Minor Challenges can be taken at once, since they do not alter the setting or require specific situations and long term goals. However, only one Major challenge can be taken at once, as each one will often change large aspects of the setting or require the full focus of the story. Major and Minor challenges may be taken together unless otherwise noted at the end of their descriptions.

Major

Paths to War and Peace

Requires Mahabharata Timeline location

Could there be any more epic a conflict to take part in? The longest, and some say greatest, poem of the world recites the story of the war between two family branches for the throne of a kingdom. The Mahabharata is the story of the Pandava family and the Kaurava family as their children grow, their feuds intensify and they end in brutal and bloody war. For 18 days their armies and the many heroes on each side clash with each other, quickly resorting to immoral tricks and dishonourable tactics to win, as the gods watch on in interest or take roles to support their chosen ones from behind the scenes.

This challenge takes you to the kingdom of Hastinapura, one year before the legendary and climactic battle at Kurukshetra. The Pandava brothers are currently adventuring in exile to gather allies and power. In the normal result of this war, the Pandava and their allies would emerge victorious and having slain almost all of the Kaurava family and faction. They would go on to rule for thirty six years before a curse of the fallen Kaurava family causes their downfall, most of the family falling to the underworld for their sins in the war.

You have three paths available to you. The first two are mirrors of each other. Choose a side in the war and aid them in attaining victory over the other. True victory can only be obtained with a just war, without immoral tactics or tools or unfair advantages and favours being accepted. Your presence will only inspire the deities who supported the Pandava, and perhaps more than normal, to take a more overt role as well in protest. Though unless you are sufficiently powerful yourself, they will not step onto the field as warriors. Success at either of these paths, placing your chosen family as rightful rulers and moral victors onto the throne, will allow you to take as many of your now dear friends from the chosen faction along as companions as you desire. Existing Fate characters such as Karna and Ashwatthama for the Kaurava or Arjuna for the Pandava are not the limit, as other famous heroes will be present.

The third path must avert this timeline entirely. You will find both factions and the divine beings behind them set against you here as your role is to bring peace between each family and guide them to join together, weaving each branch into one new and stronger tree to support the Hastinapura kingdom. The feud of the two families must be solved, the rivalries and hate between individual members soothed, the gods placated or forced to back down from each side.

For managing such a mythical feat, you'll not only have the right to take any people you wish from either side as beloved friends and companions, but also gain the ability to far more easily accomplish

such feats in the future. Bringing peace between men, families, factions, gods and any number of separate parties becomes a natural path for you to take. Even when it flies in the face of destiny and the way time is supposed to proceed, it will be possible for you to achieve peace. Not always easy but much more so than normal.

Minor

Lusty Saver

May be taken with any time location

Of all the demons that kill and corrupt, there are two that may stick out to you more than most. These two are out of their normal time and place, sent tumbling through the timeline to accomplish a task that the universe had for them. Namely, to seduce and tempt you into submission before delivering a final, cruel judgement on you. Not a kind fate by anyone's reckoning. Apparently they believe that succeeding at this task will allow them to spread their love throughout the world without restriction. Their primary goal in life, it would seem.

The first devil to seek your life is a corrupt Bodhisattva, a woman from modern times who has been twisted and awakened to Enlightenment by a different kind of demon. Kiara Sessyoin, the temptress, is a cunning and subtle foe in her early attempts. Not afraid to force the issue if you prove resistant enough, she'd prefer to trick and subvert you than directly attack your mind until needed.

The second is a more blunt attack on you. A fallen goddess, corrupted by her evil mirror, and then taking the body of a young purple haired girl for her own vessel. Having been burnt away by the gods themselves, Kama and Mara become one with each other and the universe around them. Kama is a powerful warper of reality and can take on the form of anything desired. She'll be far more direct in her temptations and much more eager to try and bend you to her will with forceful or even violent means.

However. You are not left without any advantage against two devilish women. They lack the status of Beast that they'd gain in the future and have lost several useful abilities because of it, most importantly their Independent Manifestation skill. Additionally, neither is willing to use their full power without a guarantee of it sealing the deal for them as victors, as they are each aware that their presence is unlikely to be tolerated by the various forces of the world. Divine spirits in ancient times and the order of humanity in more recent ages would all look unkindly on these vile creatures making a mess of things.

Clearly, falling prey to the two and dying would be a poor outcome. Simply killing each girl will allow you to continue unmolested on your path, though you would gain no reward. The challenge here is not to slay the sinful dragons of lust and desire but to do something far more impressive.

Victory is gained by saving these women from themselves. Helping them reach enlightenment and rising above their wicked ways and intentions for humanity is what will grant you a prize. By taking advantage of their intent to corrupt you first, instead of just attacking you immediately, you must find ways to cleanse them of sin and grant back their sanity. They needn't become saints or perfect examples of virtue. If you can get them to renounce their love-spreading ambitions and thus their desire to corrupt then kill you, as well as make genuine attempts and progress at improving the more immoral aspects of their character, you'll succeed.

Success with redeeming one or both of the ladies will allow you to take one or both as a companion, now eager to continue their journey with their great teacher. Optionally, having redeemed both, they may be combined into a single companion slot. Apparently, they're used to sharing a spotlight.

Ending

The final choice as your time here comes to an end, as long as you survived.

Do you want to Go Home to your original world?
Do you want to Stay Here in this world?
Do you want to Continue On to a future world?

Notes

Special thanks to everyone who helped with suggestions, details and feedback.

Super special thanks to my darling love Honey Bee.

The dates of the Mahabharata and Ramayana are a little weird. In their mythology, they happen far, far before anything else in the timeline of the Nasuverse. Including a lot of things that make those dates not work, such as Gilgamesh needing to be the first Hero and the ancient battles with Sefar. For the Mahabharata, I've used the dates that the actual stories may have been written and the historical events they were based on may have happened. For the Ramayana, I was forced to just choose an earlier date. With Fate's timeline, setting it hundreds of thousands of years before everything else would not work but the Ramayana was apparently written after the Mahabharata, causing this chaos. This is just an explanation for why the Ramayana is simply set a few centuries before the Mahabharata. If you are unsatisfied with this, please find a date that suits you.

Individual Interpretations of the Art of War generally won't work on anything much larger than the personal scale. A sword or bow or eye power is all good but a jet fighter sized magical vehicle or a bus sized cannon would probably be the limits. However, with practice in this power this limit on scale can grow, allowing for larger targets to be affected. It's still limited to weapons, tools and your own powers, you can't use it on someone elses' power or another person, but the size limit can improve. Extremely strong connections or links to things can potentially let you get around the limits too, like a powerful magical bond with a super massive weapon or a hot blooded connection from your heart to the giant metal armor that fights for justice alongside you.

Blessings of the Sun effectively acts as a physical/magical boost and grants enormous passive/innate abilities based on any divine ancestor's authority you have, as well as any authority you may have yourself. A Fire authority might normally require you to ask the world for it to act, this would make it much more a part of you, giving direct control over fire, immunity to it, etc without relying on the authority. Relies more on magical power but it can grow in power far more easily.

Heart of a Divine Maiden isn't a protection against damage but more against change, control or alteration. You can't be shapeshifted against your will, be made dirty, corrupted by magic or evil mud, get coarse sand everywhere in you and that sort of thing. But someone can still stab you with a sword, burn you with magical fire or poison you.

Saver's governing of reality is poorly suited to fine levels of control. You can reshape the land with a word, move the planets across the sky and heal an army with a breath but you'll find it difficult to ask the world to make a fireball the size of someone's head to fire at someone or create a longsword. It's you ordering reality and reality obeying, intended for rulership of a whole solar system, hence it performing poorly when you try to work at a scale that, in comparison, makes a grain of sand look enormous.

Beast XXL is Jinako, the Demi-Servant that currently contains a large fragment of the god Ganesh. She's an adorable NEET of even cuter rotundness. She can be very silly, annoying, useless, pointless, not contribute at all and generally do nothing but provide comedic value but she's not a bad person. Karna kinda likes her. If you can drag her out of her castle/enormous neet den filled with games, junk food and gold, you can keep her as a companion.

Holy women are kind, considerate sorts who always think of others before themselves. They only want to help you reach enlightenment. If you travel carelessly through life without listening to the warnings, you might end up having a bad time. If it starts to feel like they're not being honest with you, don't worry. While the path to enlightenment may be laid with temptations and demons that seek to lure you from the path, these loving ladies only wish to help you along to what you really deserve.

Authority F.A.Q

What is an Authority?

An Authority is the divine power given to the gods by the world, investing in them the ability to command the world in certain ways to aid them. A god is a natural part of the world, a particularly powerful avatar of it's will, and thus an Authority is no different. It is not a magical spell or unique power of the god but that god asking the world to do something for them.

Authorities require no magical energy from a god to use, just a thought or a word about what they want to happen and enough allowance from the world in what their authority can do. If the God of Fire tells the world to incinerate an enemy army, the army will be lit in a raging inferno in moments even if the god was empty of magical energy. But the same God asking for something above the level of his authority, like vaporising a moon, would find no answer to his questions.

However, authorities are not infinitely usable despite requiring no magical energy. Asking too much from the source of the authority may see it take time to answer you. The God of Fire mentioned so far might create a enormously powerful elemental of fire or fire demon or similar being but find that their authority, perhaps even just in regards to creating more beings, might refuse to answer their desires for hours. An allowance spent for the time, in a way. It should be quite rare to encounter the issue unless a god is creating permanent things of a high level or using their power at the maximum level continuously, over straining what the world is willing to grant them.

Authorities all have an overall level of power or allowance, usually described in terms of maximum destructive potency in the option granting the authority. These can vary greatly, with older and more powerful gods having much more that the world allows them to do. These translate to non-combat feats in general scale. A God of Civilisation who is from a perk that granted continent destroying force with the Authority could certainly use their Authority over Civilisations on a continent spanning range, holding potent control over Civilisations within that reach. This power can vary from this maximum depending on how broad an Authority is, detailed later on.

In general, a god will also have a natural instinct for how their Authority works, what it can do and what it's limits are, making it easy to both stretch it to the limit and to avoid over extending with it.

Additionally and very importantly, all Authorities regardless of focus confer lower level abilities to Gods. While only a fraction of the overall power of the main Authority, it allows Gods to act as if they can cast a wide variety of magecraft or even magic like effects without cost. Manipulating energy to attack or buff themselves and others, investing some of their Authority long term to create low powered Avatars that they can act through, manipulating the weather or creating mundane objects and creatures, manipulating the minds of others and more. While these effects are limited to just a fraction of the overall power of an Authority, only around a tenth the power at best, they greatly expand what a god can do. Like the rest of an Authority's uses, they can be overdrawn and left unanswering for a time. Unlike the actual focus of an Authority, gods do not have any innate talent for the low level uses of Authority and it may take practice and experimentation to find the details of what is and isn't possible here.

How do I pick an Authority?

Authorities can be almost anything. From the simple and direct like Fire to the broad and vague like 'Things that Flow'. Regardless of the title used for the Authority, the actual breadth (How much the Authority covers) and depth (The maximum power the Authority can get out of your overall potential with it) is mostly up to your choice.

Rather than depending on the words you choose, it depends on your intent. If you choose an Authority and keep it fairly well defined, you'll get the full power as described above. Fire that focused on the element of fire, even if it included magical fire and fire creatures and fire forms and fire effects, would be at full potential for an Authority. A continent level God would have continent level powers for the Authority.

However, a Fire Authority that instead covered a great many things connected to Fire might suffer in power. Expanding the Authority to cover heated emotions, evolution and progress, creation or smithing/manufacturing, destruction, rebirth and other ideas linked to 'Fire' through symbolic means and conceptual connections. The more it expands from just direct Fire, the weaker the overall Authority will become. An Authority that includes all the above in potential use might be reduced greatly, perhaps seeing a 'continent' level Authority go down to just a 'country' level Authority. Adding several focused and limited ideas to an Authority might see a small debuff despite the number, while adding extra broad ideas like destruction and creation could see a large debuff just for one or two.

You can take the same Authority more than once if you have each option differ in the above regard. You could have a narrow Fire Authority that focused on giving you the most power with Fire and direct Fire things, then have a second Authority that went for extreme breadth in regards to things connected to Fire. They would not stack in power, your narrow Authority will not increase the power of your broad Authority, but you will have the abilities of both at once. There’s no limit to this stacking, just keep in mind that they do not directly stack in power, just adding new abilities.

This breadth vs depth issue is decided when you gain the Authority and not changed later, at least not without external effects.

Outside of the above considerations, there aren't many limits about Authorities you take. The important thing to keep in mind is that just like above, Authorities are meant to be balanced with each other. The power of your Authority is the given amount in the perk. Choosing a concept that might have inordinate levels of power, like Magic or Humanity or Gods or whatever else, will not result in a better Authority outright than if you picked something like Fire or Progress or Monsters or Storms. It might be better for you by virtue of working well with an existing skill set but you will not see things like a Magic Authority letting you easily simulate many other Authorities at full power. Whether you handle it by greatly reducing the power by retaining the versatility, focusing the power on a specific interpretation of the Authority or some other means, as long as you're not getting more out of it for the sake of it, it'll work out.

Authorities and Authorities

Numerous extra details about Authorities will be placed below.

It’s important to look at active vs passive effects for Authorities. Authorities, since they are just effectively a sign that a god has the right to ask and receive a certain amount of assistance from the world, do not grant passive abilities innately. A Fire god is no more immune to fire than a normal human, though they’re likely naturally more durable by virtue of being a god. However, passive effects like these can be asked for through the Authority. In a sense, investing a certain, usually small, amount of the overall Authority into constantly having a passive effect lets you get them. Our god of Fire could easily ask for immunity to Fire attacks and effects that aren’t desired (Within his general power potential of his authority, as always) and gain it at little cost in power. But that cost in power would stay as long as he’s manifesting that passive ability. Once he releases it, he regains the full maximum power. Similarly, a god of Good could become immune to Good aligned attacks easily

enough but a god of Life might find themselves expending a more significant amount of power to become immune to attacks from living beings or gain some potent passive ability against life. But as always, the more overall power you have, the more you'll be able to do with it.

Authorities can also be used to modify or alter the self without semi-permanently sealing away power. A Life authority can heal the god it is held by, even potentially restoring something as esoteric as the Saint Graph, and not require long term investment. It can be a fine line to differentiate between these instant or short effects that are permanent but don't require investment, and things that do require investment to last longer. In general, instant effects that might be found in a spell can be cast without investment, while things that grant you new abilities or resistances will likely require investment.

Authorities can achieve greater than normal power for the potential they normally have if you combine knowledge, tools and/or skill with the Authorities use. In the same way that humans can lift more than their ancestors thought with proper technique for lifting, damage things normally thought uncrackable with the right hammer tool or create a much larger fire more easily with the right survival knowledge, a god can achieve more with the above things. You can achieve greater blasts of fire with your Fire authority if you work with the environment for fuel, using your Authority in concert with powerful magical tools could let you boost either side much higher and even just learning to use the Authority better in combat would see you more effective than just telling it to defeat your enemies.

Beyond just being smart about your use, you can also find that your Authorities can synergise to be greater than normal. This is done by using them both at once to the same or similar effect, at least if the Authorities have that potential. Using an Authority of Fire, one of Summer and one of Heat to create a offensive blast of flame would result in a more powerful attack than if you just relied on your Fire Authority, giving the same or similar commands through Fire, Summer and Heat to create this synergy. Direct synergy like this is the most obvious but indirect forms are also viable. An Authority of Life used to create the basic lifeform with flesh and bone while using your Authority of Fire to grant the lifeform several magical abilities relating to Fire and finishing off with using Civilisations Authority to have it able to replicate and learn at a extremely rapid pace. Creativity can allow for a great deal beyond what even your already incredible powers can do by themselves.

In battles between gods, Authorities can clash and override or effect each other. In most cases, it's usually a simple matter of who has the more powerful Authority. When each god is equal, it'll become about depth vs breadth again, most likely. A god with a direct Authority over something would be able to take command over something another god is controlling if that second god had an equal authority but only indirect connections to the target. A Fire god with a narrow focus will overwhelm a Elemental god who has fire as one of four focuses or a god of the Weather with only tangential connections to Fire. Exceptionally powerful gods can also simply smother the Authorities of those lesser than them, even if the Authorities have little connection or are complete opposites. A continent scale god of life would be able to outright override the authority of a less than country scale god of death should they come into conflict.