# Story of a Ruler
# Settled

Jump by Pionoplayer
v1.2

*You wake up in the sky once more. For the first time, you recognize the point above which you float. It's right where you left your people at the end of your last stay here.*

*You can tell right away that time has passed however. No more is this place one of tents and new arrivals feeling out their new home. A bustling village, or perhaps better called a burgeoning city, has set down its roots in the interim.*

Welcome back once more, jumper. Time has continued to pass, though significantly less than last time, and your aid will soon be needed again. Trouble brews on the horizon, and it will take a strong leader to bring your people safely through to the other side.

With your newly founded civilization, it is time to begin moving forward once more. Take your **1000 CP** and make your decisions. Choose wisely, while this jump may be the third chapter in the story, the challenges are only just beginning...

**Important Notice**: This is the third jump in a series! If you have not completed the main scenario of the first two jumps in the series, or if you left your people in such disarray at the end of The Trek that your people died out after the jump ended, you ***cannot*** take this jump.

## Personal Specifics:

*Species:* As in the previous jumps, you may choose to enter as you were before, in your basic bodymod form, or you may take on the appearance of the race you will lead, gaining it as a new altform if you did not take it previously.

*Age:* You may start out anywhere from "coming of age" on up, whatever that is for the species you are importing as.

*Gender:* The default is the gender you selected for the previous jump, but I see no reason to not let you change it if something else has become more comfortable. Choose as you will.

*Origin:* Unlike usual you already have a history in this world, one that *isn't* a jumpchain fabrication to establish your background. However different you may appear, the people will recognize you as their chosen ruler and quickly reestablish you as their leader.

*(Free) Timeless Emperor*: The amount of time you will spend in these jumps remains potentially quite lengthy, so this perk is still offered in case you (or your companions) did not take it previously. You will never age past your biological prime while this perk is active nor will you

suffer mental degradation from living so much longer than you're normally designed to. This does not improve your memory, allow you to recover from normally permanent injuries, reverse your aging if you start out older/get artificially aged by an outside source, or in any way protect you from anything but the cold embrace of time and entropy upon your physical form over the years.

## The Kingdom:

As before, the purchases in these sections apply to the world of SoaR. Improvements to the species are added to the altform, but otherwise purchases relate to the setting and difficulty of the scenario and are not fiat backed.

### Species Creator:

More time has passed, and your people have delved into more of their potential. Once again you have new purchases to make, and as before all purchases in this section will be applied to the altform to reflect the developments your people have made during your absence.

The range of divergence from "average" will only continue to grow from here on out, and not everything can be covered here. Your baseline expectation of development before jumper empowered tampering is somewhere around copper or bronze age technology equivalent, though how that looks for them may be very different from how it looked for humans on earth.

#### Resource Extraction: Choose one

As a burgeoning civilization, your people have begun seriously learning how to gather what they need from the world around them. Not just hunting and gathering, but agriculture, forestry, mining, and others. How adept are your people at acquiring materials?

*(0 CP) Industrious*: Your people are about average in terms of their skill at resource extraction. Hardworking, capable of fast work when pressed, but still subject to the inefficiencies and difficulties that all such work is subject to. Farming can always have a bad harvest after all, and sometimes it just isn't worth it to extract every mote of iron from a vein of ore.

*(100 CP) Efficient*: Your people have a particular knack for resource extraction, particularly in terms of "return on investment"; how much they can pull out for how much resources are funneled into the venture. They're better at setting up mining equipment, better at effectively working their farmland, and better at avoiding workplace casualties that eat into manpower and workplace morale.

*(300 CP) Thorough*: Not only are your people highly efficient workers, they're extremely effective at getting *everything* from their work. Every part of a kill on the hunt has a use, every little bit of metal can be pulled from ore and the gravel left over has its own uses. Every venture has opportunities and material that most races overlook even if they are capable of making use of it... Your people are well practiced in making good on every last piece.

*(600 CP) Generative*: There's being efficient and thorough, and then there's this. Your people have some bizarre quality to them that lets them gain just a little bit more from their resources acquisition endeavors than should actually be physically possible. Crops grow better than the soil should have nutrients for, ore reserves come out with just a bit more material than was extracted from the vein in the first place. It may not seem massive in any single case, but it's notable and consistent enough that you can safely plan on always having extra output barring such things as faulty surveying or catastrophic crop failure.

*(+300 CP) Wasteful*: Every civilization needs to extract large amounts of resources to run, but yours is a hungry and wasteful engine that needs far more to feed itself than it should. Ore refining always seems to lose more metal to impurities than other races do, forestry loses vital lumber to mistakes and misfortune... You'll always go through noticeably more of the resources you acquire than other factions, and need more effort to get that much in the first place.

### Scientific Expertise: Choose one

Believe it or not intelligence and scientific ability are not the same in this realm. Technology and exact understanding of the universe is only one way to analyze and manipulate the world, though still an important one due to being one that can always be pursued... provided you have the resources, time, and training to investigate the mysteries of physical law. The path of technological advancement may end up looking very different from how it goes on earth, but regardless of that, how good are your people at it?

*(0 CP) Momentum*: Your people are certainly not bad at scientific work, but they are not particularly exceptional at it either. Without impetus for innovation your people will usually stay at roughly the same level of technological development indefinitely, but given preexisting examples to work from or proper incentive they are certainly capable of pushing themselves forward.

*(100 CP) Engineers*: Your people are naturally inclined to scientific discovery and understanding the world. They have a good natural grasp of mathematics and logical processes, but this will more often be applied in directly practical paths. Developing better building techniques, taking note of what crops work best in an ecosystem, learning from their failures more quickly through empirical data and other such things. While it is not direct inclination to advanced scientific progress all on its own, it is a strong foundation and it would not take too much nudging to set up more directed scientific institutions.

*(300 CP) Researchers*: Your people are naturally curious individuals, and could almost be considered a culture of investigators. Children learn something similar to the scientific method growing up, and recording and analysis of knowledge is central to your people's conduct. You will find that a number of dedicated but not fully coordinated research institutes already exist when you arrive, and should you push your people to really pursue their scientific endeavors they will readily outpace almost all of their peers.

*(600 CP) Singularity*: When asked who the most advanced people in the area are, most looks will likely be sent in your direction. Science and understanding of the world is critical to your people, and it is a profession at which they excel. Rigorous research, effective development, even just during the day to day your people are learning about the world around them and refining how they interact with it. Rapid progress will likely happen even without much involvement on your part, and when the greatest geniuses are met with funding and support... Your people could revolutionize their way of life almost every generation.

*(+300 CP) Luddites*: Your people are basically incapable of coordinated scientific advancement. Some might even conclude they're almost cursed given the way that even attempts to reverse engineer from ruins and other civilizations never seem to work out. Oh sure, they can work it if fully taught by an outside source, but the theories and processes just don't seem to click for them. Science is likely entirely beyond your people as a kingdom, their progress shall have to take another form.

### Magical Aptitude: Choose one

Even if the world they live in is largely empty of magic by choices you've made previously, your people may still have aptitude for it. Choose how magically powerful your people have discovered they are. Notably, if your people had a particular burgeoning strength building in the previous jumps, that power finally manifests in full and ***you may choose any option on this slider for free if you took Latent Power in Story Of A Ruler: Gatherer***.

*(0 CP) Potential*: Your people is not inherently magical, but not exceptionally unmagical either. Most individuals will be roughly mundane with limited magical potential and a fair few not even having enough to be worth mentioning. But there are some who will possess proper magical power, or rather the potential to attain it. A few hedge mages already exist without a proper organized tradition, but even if you establish one it will always be a minority of your population than can dedicate themselves to it.

*(100 CP) Adept*: Your people are, to a lesser degree, inherently magical. Most if not all of the population possess trainable magic potential, with the most inclined developing naturally on their own even if not taught or focusing on it. Very minor amounts of magic are likely in regular usage, but becoming a proper "mage" as you might think of it still takes dedicated training such that spellcasters may well be considered something akin to a category of specialist professions.

*(300 CP) Enchanting*: At this selection there is no denying that your people are a deeply magical race since developing their abilities. It is used in everyday life by everyone who does not make it a point not to include the practice, and for a wide variety of different purposes as well. Beyond that the most well developed are truly powerful magic users who can count for quite a few more regular people through their magical power, though certainly not enough to win battles or solve major problems solo.

*(600 CP) Empowered:* Your people are not just magically inclined but outright magically powerful. Even children have significant magical strength and the practice of magic is woven throughout the cultural fabric to be made use of in everything from daily life and housekeeping, to communication and organization, to combat and self defense. The most powerful among your people could break sieges and entire enemy formations in battle though even more regular soldiers are likely to be a terror through the advantages magic adds, and this advantage is applied to more civic pursuits just as easily. This will likely only grow as your people progress through the ages and develop this power further, learning the ins and outs of the system and how to apply it at grander scales.

*(+300 CP) Inert*: Your people aren't magically inclined at all. In fact, the absolute certainty with which not a single individual of the race has even a drop of internal medical energy is rather unusual in its own right. This doesn't prevent your people from doing things like taking advantage of ambient mana or using magical artifacts, but they have no magical power to themselves and any time they wish to use something resembling magic that power will have to come from somewhere else.

### 100 CP Features

*Grace*: Your people have finally had time to come into their own and they've taken to it with gusto. This is not exactly "beauty", but a sort of air of confidence and capability that your people give off as they do things. It is not immediately obvious to those who first meet them, but those who interact with your people regularly will develop a certain respect for how they compose themselves over time.

*Recyclers*: Waste not want not, as the old saying goes. Your people likely have an equivalent, as they understand and readily practice this wisdom. The civilization you lead is quite skilled at repurposing and recycling the remnants of old work, reducing the amount of waste material that must be disposed of and decreasing the resource demand of daily living. Efficiency is a wonderful thing, no?

*Artistic Spirit*: Art and creativity is something that is found in almost all civilizations. Almost all people have the desire to express themselves, to create something beautiful in the world around them, but your people are even more taken with that desire than most. Art and creative works weave throughout your civilization through almost every level, and it is likely that your people will eventually (if they haven't already) gain a reputation among others for their skill at creative endeavors.

*Specialists*: Different civilizations and races often have different things they are uniquely talented in. Whether its humans' fascination and expertise with heat based energy technologies, many elves' great skill and capacity with weaving the benefits of living among the natural landscape into their civilization, or something stranger still. Pick something along these lines that gives your people a leg up in a particular narrow focus. You receive one copy of this for free, but it may be purchased as many times as you like.

### 200 CP Features

*Honesty*: The bane of almost all civilizations: corruption. Your people will not be TOTALLY free of it, but a policy of honesty and doing their jobs correctly has taken deep root within their culture vastly reducing its accrual, spread, and harm. This does not come with naivete, instead readiness and awareness, so this benefit will not significantly weaken should other people join yours.

*Titanslayers*: Your people have a rather peculiar knack for solving a specific brand of problem. Specifically overwhelming force concentration. This could be a massive giant devouring everything in the countryside, a rampaging dragon enraged by some unknown event, or an enemy civilization's mighty superweapon, but in any such case your people will be able to find a way to blunt such threats. If there's a way it can be given the resources at their disposal at least.

*Educated*: It is a sad fact that even in most well developed societies, literacy and a strong understanding of the world is not the default among the populace. Your people are one of those exceptions, with just about every adult within the population likely to have a solid general foundation in understanding the way the world around them works. This does not raise the "maximum intelligence" at all, but instead raises the "minimum expected" which provides a wide variety of minor benefits such as a somewhat less gullible populace, better widespread problem solving skills, and a larger pool to pull from for skilled labor.

*Fighting Spirit*: In a perfect world, civilizations would not need to defend themselves from violence. But a people living in a perfect world would not have needed your guidance and aid. Your people have taken the hard lessons of their world to heart and are culturally one and all ready to defend their homes and each other. This does not necessarily make them effective soldiers on its own, but in times of danger and war your people serve as an effective militia and home guard, making civilian areas just that much less of easy pickings for those who would do them harm. This can however be the natural result of a preexisting mindset and as such, ***you may take this feature for free if you purchased Martial in Story Of A Ruler: The Trek.***

### 400 CP Features

*Organized*: Running a country, or even just a city, is hard. There's quite a few moving parts and plenty of places where it would be easier to shrug and say "it's not that big a deal right?" only for it to complicate things years or even decades down the line due to the buildup of inefficiencies pushed into practice by previous disorganization. Your people are remarkably resistant to this issue, with a very well developed ability to keep things in order and running on time, along with the equally important opposing skill of identifying where the line between "organizing" and "obstructing" lies. While the effects of this might be slight at first, by the time you arrive things will already be running much more smoothly on the whole than they would have been otherwise.

*Cross-Culture Conversion*: An oddity about this universe, a feature it shares with few others, is that systems and powers that work for one species are prone to not functioning for others and occasionally being outright impossible. This is most evident with magical practices, but it affects spiritual powers, psionics, and even technology to a lesser degree. Your people can't *ignore* this limitation, but they *are* adept at figuring out alternatives. By studying the non-shareable power systems of other races, your people are able to develop equivalents or derivatives in their own terms to improve their own capabilities in ways they otherwise couldn't. Or, perhaps, do the reverse? This peculiar capacity may have developed as a precursor to something greater, ***you may take this feature for free if you purchased Not So Different in Story Of A Ruler: The Trek***.

*Living Legends*: Almost every civilization has legends. Of grand heroes who can face up to impossible odds, of larger than life figures that beget rumors and myths. And for your people, they are real. While every civilization has their heroes and celebrities, the ones of your people seem to be just that much closer to the stories, less prone to the ever so common crushing truth of really only just being ordinary people. The stories circulate, and hold up to scrutiny, acting as a point of pride for your burgeoning civilization. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

*Caravaneers*: While your people are mainly settling into the "promised land" you reached at the end of the previous jump, they might have continued to explore the lands beyond. With this feature they have not only been charting the surrounding areas but charted actual routes to the more lucrative areas whether that be trade routes, resource outposts, or whatever else, ensuring a steady flow of foreign goods and information back to your heartland. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

### 600 CP Features

*Psionics*: Very rare are those who possess the power to directly interact with the minds of others. Telepathy, empathic senses, mind reading... Even the mental domination of weaker willed individuals. Your people have this talent. While the exact extent and manifestations may vary your people can use these powers not just on others of their own kind but any other race possessing minds to interact with, and should they run into other races with these capabilities your people will be much better equipped to block or defend against these powers should the need arise.

*Overseer*: A deeper glimpse into the realm you rule. Whether by a culture of comprehensive record taking or some kind of diabolical observational magic, the governing bodies have near total access to the state of the civilization they lead. You as the leader are nearly guaranteed to know everything from public sentiment to the exact state of all resources at your disposal to which areas are having bureaucratic concerns due to outdated laws. Problem identification is likely to be trivial, and all but the most experienced and dangerous infiltrators have no real chance of success against you and your people.

*Environmental Mastery*: Your people are masters of their domain much more literally than most. Your people have learned how to develop a deep bond with the realm they inhabit such that it will actively (though generally not intelligently) seek to aid them. Plagues are dampened, wildlife do not come after crops, the weather favors your people and hinders your foes... At its greatest, in times of true need when both your people and the countryside are threatened the very land itself might roil and violently destroy invaders to protect your civilization.

*Synchronicity*: There is something strange that happens among your people. A peculiar form of... "Inter-relational luck" shall we say? A blacksmith finishes an extra batch of swords right when the guardsmen need to outfit a new group of recruits for a crisis. Villages produce more food than they know what to do with shortly before famine strikes their neighbors... The actions and gambles of your people are often perfectly places to help others around them who need assistance before news of the needed help should have arrived. It's never anything that wouldn't have been done anyways if news had traveled just a bit faster or better... But it's a useful trend for sure. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

### Racial Flaws:

*(+100 CP, can't be taken with Grace) Goofy*: Your people have a certain air to them, kind of like they're the comic relief in any given scenario. It's not that they're incompetent or clumsy necessarily, they're just... kinda goofy. It's hard for other peoples to really take them seriously until repeated demonstrations of power or prowess have happened, and even then there'll still be that impression that any onlookers should be waiting for a punchline.

*(+100 CP, can't be taken with Educated) Illiterate*: Your people have an issue with education. For whatever reason, initiatives to increase the education level of your general populace never really seem to stick, and the majority of your people don't really show interest in study beyond what's needed for their immediate interests. This won't be a *huge* hindrance overall, you'll still have scholars and trained workers, but skilled labor will need more deliberate training and your populace as a whole will be less well informed on the greater world.

*(+100 CP) Superstition*: Superstition is a strange thing. Even mostly rational people can have strange hangups about things like good luck charms or spirits that aren't really there. In a world that quite possibly HAS things like that it's even easier to fall prey to, and your people are prone to it. From the individual level to the cultural your people will much more readily acquire unfounded beliefs in unprovable phenomena. This will almost never be dangerous or damaging, but it *will* be annoying and occasionally complicate planning when it runs afoul of these superstitions.

*(+200 CP) Demanding*: Your people for some reason just seem to need more resources to sustain themselves. Building materials, food for the populace, every expenditure for keeping the

civilization humming along smoothly is just a bit higher for your people than it is for others. Who knows why.

*(+200 CP, can't be taken with Organized) Hindsight Is...*: Patience is a virtue, and while decisiveness can be as well impatience generally is not. Your people seem to have a recurring problem of making organizational decisions a little too quickly. Not mindlessly, or carelessly, but decisions which have hidden costs further down the road often have those costs missed instead of a full analysis, resulting in organizational snarling over time that then requires extra effort to undo and fix... Or might even just need to be left as is, with the cost to fix it not worth removing the annoyance.

*(+300 CP) Reliance*: Your people have a problem. An analogue for individuals would perhaps be addiction to a performance enhancing drug. Some form of substance, process, technology, or other is deeply crucial to how your civilization runs itself. While different variants and perhaps even upgrades to it (humanity might have been considered to go from firewood to coal to petroleum for instance) will come and go, this central feature is a founding pillar and should it be sabotaged or removed your people's society will be crippled until they can find a replacement. May be taken multiple times to give your civilization multiple such single points of failure.

*(+300 CP, can't be taken with Honesty) Corruption*: Trust is the lifeblood of a functioning civilization. The government has to be able to trust its people to do their jobs, and the people have to trust their government to keep itself running. Now they can't. Regardless of how friendly or cooperative your people are there is a consistent and constant issue of individuals... "skimming from the top" so to speak. Taking a little bit for themselves, handing their friends positions of power... All these little things that SURELY couldn't ruin everything... But if you've ever seen an empire in decline you know how much it can.

*(+400 CP) Collapsible*: Kingdoms crumble, empires fall... And while it is not truly INEVITABLE... There's a very good chance you're going to have to pick up the pieces from it happening. Something about the way your people cohese as a civilization is prone to domino effect organizational catastrophes. Once downslide begins it seems to be almost impossible to reverse until the main polity has imploded on itself and fractured into countless factions. Perhaps you'll be able to totally prevent it from happening in the first place... But it might be better to make plans for how to handle and recover from it instead.

*(+400 CP) Disastrous Effect*: Your people have spectacularly bad luck with major disasters, effectively being disaster magnets. This won't cause new disasters that wouldn't have happened before, but instead disasters that were on their way to afflict your people always seem to hit at the worst place and time for the expect possible places to hit. The unusually bad stormy season has its worst floods right before harvest, the fires start right in the middle of your forestry industry instead of out in the wilds where it would burn out before damaging too much. There never seems to be the option to simply ride it out, take heed of nature's fury because it is painted squarely on your people's backs. This will also affect unnatural disasters like wild magic

surges or industrial accidents, but will NOT affect deliberate enemy action such as WMDs or infrastructural sabotage which will be no worse than they normally would.

***(+600 CP, see bottom Note if you've taken previous Red Drawbacks) Barbarism***: Your people have a "problem". Kleptomania is not quite the right word, but not quite the wrong word either. They have a reputation of pillagers and raiders, a reputation which is absolutely deserved. Whenever your people need something, if they can get it by taking it from another group then that is just about always what they will prefer without other significant reasons not to. This isn't *laziness*, mind you. If the option ISN'T there, they'll just as willingly do it themselves as they would without this... They just really, *really* like taking things from others. This is a foul option, you should not choose it.

## The Promised Land

Your people have established themselves in promised land which their god created for them, and now it's time to learn the full extent to which it benefits their early efforts. The greater world beyond was mostly chosen in the previous jump, so right now we'll just concern ourselves with your people's immediate surroundings and neighborhood.

### Resources: choose one.

Your people's promised land is well stocked with various resources to make use of. How much so? This is in comparison to the rest of the world, your choice of world Fertility in Story Of A Ruler: The Trek will determine how much value this gives in absolute terms.

*(+100 CP) Abundant*: Your people's promised land is well supplied but not exceptionally so, and can be considered to be fairly normal in terms of high resource density areas for your world.

*(free) Great Fortune*: Your people's promised land is a true bounty, one of if not the most valuable tract of land in the world. The area is equivalent to locations of high resource density to be expected on worlds with a Fertility rank one higher than yours is.

*(100 CP) Overflowing*: The place where your people have established themselves is blessed beyond all doubt, the most resource dense place on the planet by a very wide margin, equivalent to most high value spots on worlds with a Fertility rank a full two steps above the world your people reside on.

### Neighbors: choose one.

The place you brought your people to in the last jump has surroundings, like most places do. What are your neighbors like?

*(+100 CP) Normal*: While the place your people have come to settle is quite idyllic, the neighboring areas are about normal. There are other races and cultures around, some who

could possibly be befriended, and some who may well want to lay claim to your home themselves for its natural abundance.

*(free) Absent*: Miraculously enough, the promised land your people settled in is not in a particularly populated location. In fact there's no meaningful presence of competing tribes in the area at all! This will make expanding (and defense) significantly easier.

*(100 CP) Submitting*: Well now this is unusual. Whether by some intervention by your people's god during the creation of your people's homeland, bizarre luck, or the arrival of other previously unknown bands of your people's race, the surrounding area is inhabited by who are already willing to work with and perhaps even under your people's burgeoning civilization. Barring serious blunders, it would not be too hard to convince them to join properly, giving you already established territories to work with beyond your central starting region.

### Suitability: choose one.

Different locations suit different races to different degrees. While your people's promised land most certainly doesn't fit them poorly, there's always room for better.

*(+100 CP) Neutral*: Advantageous terrain usually means advantageous to anyone who might want it, and your people's promised land is one of those cases. While it certainly has everything your people want or need right now, there's not a lot that makes it particularly specific to your people. Aquatic species might have an area of lakes and crisscrossing rivers, but not deep ocean to claim. Other races may well want it for themselves, and would be just as at home if they managed to claim it.

*(free) Advantaged*: Some places are better suited for some species than others of course, and your people's home fits them like a glove, offering advantages that might be less prevalent in more universally advantageous areas. Deep sea for aquatic races, high peaks and cliffs for avians, or maybe full of sinkholes and caves for a people who are more subterraneanly inclined.

*(100 CP) Specified*: Your people's home land goes beyond just advantageous, everything about it seems to be tailor made for your people. The plants and animals are those best for your people to use and/or eat, the terrain is perfect for training themselves, for their architecture, for their peace of mind. All of it comes together exactly how your people would want it... and does so in a way that makes most other races consider it significantly less attractive a space to settle than your people do.

### Defensibility: choose one.

Of course, the peaceful days your people know now will not last forever. Whether it be in this jump or not until later ones, they will eventually be called upon to defend their home. How conducive is their promised land to defending it from hostile forces.

*(+100 CP) Sound*: While not more difficult to defend than places usually are, your people's homeland is not especially *well suited* to defense either. It will be up to your people to make note and use of the terrain and features at their disposal, and prepare defenses appropriately.

*(free) Protected*: Your people's promised land is more defensible than most. Perhaps in an aquatic region there are currents that must be charted to be safely navigated by outsiders, perhaps it is ringed by cliffs and mountains with easily defended mountain passes, or any number of other things. If your people mount a capable defense, they will hold out far better than they would in most other places.

*(100 CP) Hardened*: Your people's homeland almost comes pre defended it seems. Many features make invading unbelievably difficult, or favor your people in ways that are so conducive to combat and defense that even civilian militia could take on military numbers well beyond their own. While the terrain might not be actively fighting against your people's foes, it may well feel like it to them. Invading your people's home may not be impossible but it will certainly be a very, VERY unpleasant experience for any who try.

### Access: choose one.

While this will likely be less relevant right now, it will be important later as your people expand more and more. How well positioned is your people's homeland geographically speaking?

*(+100 CP) Remote*: While perhaps not a *bad* thing, your people's promised land is geographically isolated. There's no major features around, and the areas that will likely be most traveled as civilizations develop are fairly far away whether by treacherous terrain or simply large stretches of infertile wilderness. Your people won't get NO visitors, but there will be distance between them and others.

*(free) Somewhere*: Geographically, your people's homeland is "somewhere". Not in remote isolation, but not in a naturally central place either. It will be up to your people to decide whether it will become a hub or cut off from the world.

*(100 CP): Central*: Your people's promised land is not just an immensely valuable place in its own right, it is also in a geographically useful location. Perhaps it is right in the middle of a network of natural trade routes, perhaps the lands around it are valuable too to a lesser degree. Whatever the case is, your people are in prime position to expand further once they outgrow their little slice of tailor-made paradise.

## The Coming Challenges

Dark days are ahead. The exact requirements of the scenario will be outlined further down as usual, so feel free to check further down before you make your selections here. But for those of you going through in order, some basic information so that you can understand your choices here.

Your people will soon be beset by a series of disasters both natural and less so. You will not know what they are in advance, but each one will be of a different kind, each randomly chosen from one of the following types which has not yet been faced:

1. Pestilence: Locusts, rats or something else that will see your people beset by a veritable plague of vermin to the detriment of all.
2. Plague: Disease and illness. This does not necessarily mean upon your people, it could well end up being a blight upon your farmland with all that entails.
3. War: Invaders from outside. Perhaps a large rival tribe, perhaps a wave of evil spirits, or strange forces from the skies above, whatever it may be your people will have to defend themselves and their home.
4. Fire: Volcanoes, wildfires, mystical storms of flames... Fire is a very destructive force and your people will bear its brunt.
5. Air: The sky holds a wrath all its own. Tornadoes, hurricanes and derechos. Your people will be buffeted by winds and what comes with them.
6. Earth: The earth can be just as dangerous. Sinkholes, earthquakes, and landslides are all possible disasters to strike with this category.
7. Water: Often related to the whims of the sky, but a different problem entirely. Flooding, poisoned groundwater, or maybe even tsunamies and sea level rise for coastal regions.
8. Summer: The Sun is a harsh mistress. When rain vanishes, when temperatures rise and stay high... Water dries up, keeping cool enough to survive becomes critical, and starvation is often not far removed.
9. Winter: Of course the opposite is no better. Bitter cold that lasts well into the spring can ruin crops, and consistent bitter snows may make lasting the depths of winter hard.
10. Madness: Something that is very rarely of natural causes, madness and violence seeps into your people through some pathogen, requiring careful monitoring of your own people... And hoping that those you hold close do not succumb at a bad time.
11. Titan: These realms hold mighty beings and monsters. Perhaps a long dormant AI awakens and goes haywire, or a sleeping leviathan rises from its slumber to disastrous effect. This is likely to be a problem that will need to be solved, not just waited out.
12. Decay: Sometimes death comes quiet and creeping. The earth sickens, plants wither and animals die for no apparent reason... Persevere and do not succumb.
13. Esoteric: And there are yet stranger threats still. Mysterious vanishings of people and places, manastorms that ignite furious surges of wild spellcasting... Whatever it is, it will be strange and terrifying.

Similarly, depending on their position in the sequence the disasters will be of different intensities, one of four:

1. Regional: A single but large event. Perhaps not enough to topple an empire on its own, but certainly to weaken and harm a growing city state. A bad winter that harms the harvest, a great hurricane that passes over the area, or a single destructive earthquake.

2. Extended: While most disasters will happen and only last for a short while, leaving you and your people to manage their aftereffects, this one lasts longer. Perhaps repeated flooding that leaves the land waterlogged, swarms of poisonous biting flies that pass through during a series of intense migrations, or a great wandering dragon that moves in and terrorizes the area until driven off or killed.
3. Cataclysmic: A continent wide or greater disaster, the kind that ends eras of civilization, that marks every country and culture for centuries to come. A massive volcano that blots the sky with ash and rains molten rock across the land even beyond sight of its summit, a terrifying madness of violence that sweeps through the lands leaving violent gibbering lunatics wandering the streets of every settlement that does not quarantine them, or a horrible creeping dying of the land that leaves the soil as dust and seems to settle a malaise upon the very air itself as far as any traveler can go.
4. Apocalypse: Not truly the end of the world but for many it might as well be. There will be nothing your people can do except desperately hunker down and try to survive. You will be tested jumper, whether it be a violent shattering of the structure of the planet that rearranges every geological mass to unrecognizability, a seemingly endless swarm of invaders from an adjacent dimension that slaughter everything in their search to find Something, a searing sunstorm that scorches the planet's surface day and night for months on end until the surface is a veritable oven, or something else still.

At base, your people will face two disasters, both regional. **Up to six times, you may gain 100 CP by adding more to what is coming.** The first time you take this will add another regional and an extended disaster. The second will add a regional and cataclysmic. The third will add another regional and extended. The fourth adds two extended disasters one after the other. The fifth will add one last regional and cataclysmic disaster. The sixth and final selection will only add one more, of apocalyptic proportions.

**You may also choose to *spend* 100 CP, removing two disaster categories from what may befall your people each time, up to six total.** If you have purchased enough extra disasters that your people will have to weather more disasters than there are remaining categories, there will be multiple disasters from the same category but still a promise that every possible category will occur at least once. Obviously if you have taken it six times, all experienced disasters will be from the same category.

## The Ruler:

A true ruler must always be learning and growing to keep up with the demands of their people.

### Perks:

You receive a number of discounts that you may freely assign to any perk of the listed price or lower. Two each for 100 CP and 200 CP, one each for 400 CP and 600 CP. 100 CP perks are free when discounted, and two discounts may be applied to the same perk to make it free.

*(Variable CP) Lessons Learned*: It is never too late to learn from your past experiences. You may purchase perks from previous documents in the SoaR series using your CP and discounts from this document if you so choose.

### 100 CP Perks:

*Bureaucrat*: Running a kingdom takes paperwork. Lots and lots of paperwork. While it is not always required of a ruler to handle it themselves, it may be a good idea to know how. Purchasing this perk gives you the skills and knowledge of a professional bureaucrat, so that you can more easily keep on top of such things if you take a direct hand in it.

*Accountant*: Basic financial literacy is a skill that an alarmingly large number of rulers lack, but perhaps you would prefer not to be on that list. Take this perk and you will receive all relevant skills of an expert accountant, financial advisor, and economist with which to manage your civilization's treasury.

*Courtier*: Politics, can't go without it no matter how much you wish you could. While it's likely to be significantly less of an issue with ruling your own people, knowing the moves to the dance of political jockeying and maneuvering for power can still be useful. This gives you those skills, that of an experienced politician and noble.

*Architect*: Planning out a city, and beyond that planning out a kingdom, is quite difficult. Even just designing a single building to do its job effectively can be a very complex affair. Should you desire to be involved in this sort of work, this perk can help by giving you the skill and knowledge of a novice architect, civil engineer, and civic planner (enough to follow along with your advisors and experts), as well as the skills required to update and deepen your knowledge as your people's understanding progresses.

*Lover*: Of course for many individuals, power and status comes with certain... benefits. This perk gives you the... "skills" involved in that. How to be a good lover, how to use your wealth and prestige to benefit those around you (both with or without grifting from that which you rule or lead), and the knowledge of how to tell when you're being catfished or otherwise led on for the sake of abusing your position beyond just sharing your 'benefits'.

### 200 CP Perks:

*Administrator*: Every system, every bureaucracy and government, has to start somewhere. This perk can make that place be you. Not only does this perk grant you immense skill and ability as an administrator with the knowledge and expertise to set up effective, efficient, and durable hierarchies, but it also gives you a little bit 'extra' on top. All such governing and/or managing systems you establish will be significantly more resilient to internal degradation. Internal corruption will be guarded against better and changes will be less likely to weaken other parts of the structure. This isn't absolute, and does nothing to help with outside compromising, sabotage, or attack, but keeping that initial momentum going that much longer can be a huge boon when trying to make a civilization last.

*Warrior*: While the wisdom of it can be questionable, some kings are expected to lead from the front. If you wish to be one of them, this perk will give you extensive prowess and skill with the fighting styles of your people so you can be an effective and powerful combatant. As an added bonus, it ensures that should you fall in combat but not be outright killed by an attack, you will either be captured or safely recovered by your people. No simply bleeding out on the field of battle after being hit with a stray arrow or sinking into the ocean after your ship is destroyed.

*Philosopher*: When most individuals think of royalty, they do not often think of learned men, of scholars and philosophers. But enlightened rulers do exist and you could perhaps be one of them. This perk greatly improves your personal study and logical thinking abilities. You will quickly pick up new subjects and learn new things when you set your mind to them, reaching a level of comprehension that will allow you to truly stand on equal footing with your contemporary scholars entirely in your own right. While this does act as a straight improvement to your rate and capacity for learning, the biggest benefit is in decreasing efficiency loss for having such learning be a secondary focus. You WILL be leading your people after all, keeping up with those who dedicate their lives to knowledge would be rather hard when you're running a country otherwise.

*Poet*: There are some rulers of course that become well known for their artistic pursuits rather than what they do as leaders. Hopefully you will not be one, but those skills can be useful nonetheless. This perk gives you great natural talent for artistic and crafting type works, whether that be poetry, painting, sculpture, woodworking, weaving, or more beyond that, such that dedicating time to it even as a hobby will see you becoming a well versed expert in the craft. Adding to that, you receive a particular knack for spreading your ideas through your works. Tapestry and songs manage to carry the ideas you create them to convey far into the future, understandable even once the culture has shifted unrecognizeably.

*Celebrity*: A good ruler knows the value of being beloved by their people. This will make that a bit easier. If purchased, you will receive a significant amount of knowledge and skill with the 'beloved by the people' side of popular support; how to make sure your aid to others is noticed, how to spin events and stories in your favor, how to handle yourself in a way that the people will adore you even when you make mistakes. As a bonus, this improves your physical appearance in a strange perhaps not fully mundane way such that all those who may fall under your people, regardless their individual culture or even species should your civilization branch out, will find your form appealing and your actions graceful and regal, a shallow but definite aid.

### 400 CP Perks:

*Legendsmith*: A ruler should have only the greatest equipment to use, why not make sure of it by doing it yourself? With this perk your skill with smithing, armoring, and similar such trades becomes the stuff of legend. Other kings and queens would pay fortunes to possess articles of your work, both for their beauty and their sheer effectiveness. If your people have other

professions involved in these works such as enchanting or crystalmancy you gain those too, whatever is needed to reach this formiddable prowess in all such works of your people.

*Cosmopolitan*: At the top of the world it can be quite easy to become disconnected from those you rule. One should take care not to completely forget those they rule, and so this perk will keep you constantly tapped into the cultural and social flow of your people, or any other civilization you're part of. All the major cultures and subcultures, all the art and political movements, the ingroups and a significant number of the outgroups... All of it will be accessible to you with just a thought, able to communicate in all but the most private circles as if you had always been a member. And of course, it's certainly a faster and more reliable way to judge public sentiment than surveys and statistical guesswork.

*Majesty*: The bearing of a ruler does not come naturally, and to most it only comes in favorable circumstances. Except for you. With this, you have a palpable aura of authority and strength, that of a natural leader which anyone can feel merely by being around you. You can tone it down of course, and it will flavor itself to match however you are trying to present yourself (a terrifying presence for a dark warlord, or an air of wisdom and understanding for an enlightened sage), but while it is active it will always give an impression of your strength and draw the attention of those around you, to impress your might and majesty upon them.

### 600 CP Perks:

*Archmage*: Your people's world may or may not have natural magic supplies, but it exists in these realms whether it's locally accessible or not so you may as well make it one of your advantages. You have access to a great pool of inner magic and a natural talent for exploring and understanding it, so much that once you've trained enough you could easily rearrange a small town's worth of area and fully recharge from such a feat in mere hours. The exact details of the magic system are up to you, but if your people have one you will be locked into using it as well.

*Mastermind*: The powers of the mind can be remarkably useful to one who rules over others, and as such this perk grants significant psionic power. You are now capable of reading minds, telepathically communicating with others, influencing others' thoughts, and of course protecting yourself from the same. Keep in mind that while these tools are quite useful, they are still limited, you won't be dominating the minds of an entire crowd with them so subtlety will be likely required to make the best use of this. If your people have psionics of their own this perk will follow that same system of psychic functionality.

*Lord And Land*: A ruler is only as great as the realm they rule, taking good care of your land and people is essential to being a truly successful leader. Take this and your ability to act as a good steward will greatly increase; more opportunities opening to you to develop your land, you will better be able to see where you need to act to keep your people happy and productive, and gain a second sense for which initiatives and projects truly have a chance to go far... This is not, however, *skill* with stewardship, more of a mix of fortune and talent for finding opportunities and

recognizing how to go for them. Should you actually learn how to take good care of your realm from a standpoint of true competency as well you will be able to work true miracles in your stewardship of the land.

## Items:

You have a 500 CP stipend to spend in this section only. Imported Companions get 200 CP for their stipend instead. Items do not need to take the exact form described even when a variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as the Messenger Dove instead being a small magic construct that carries short audio messages as opposed to notes and letters. Post jump, properties may be imported into jumps or kept as warehouse extensions as you see fit. Additionally you may import appropriate existing fiat-backed items into your purchases here to merge their capabilities unless you've taken the pseudo-gauntlet toggle, and all items purchased here or in previous jumps of the series will automatically update to incorporate developments accomplished by your people to stay cutting edge (or as close to it as possible under the purpose of the item).

*(Variable CP) Ancient Relics*: You may also select items from previous SoaR documents as if they were available in this section, using regular CP or the item stipend at your discretion.

### 100 CP Items:

*Noble Arm*: While you will rarely be without guards or other protection it may still serve you well to have a means of defending yourself. This is a sword, spear, or other "primitive" melee weapon made with exquisite craftsmanship. It is perfectly balanced for your usage, and will never degrade through wear and tear or lack of maintenance.

*Carriage*: Most rulers and nobles have some way to get around in comfort and style, this is yours. This can a carriage, personal use chariot, a palanquin, or something of similar idea. You will find that it is both much more resistant to damage than such a civilian vehicle should be and that barring such events as crashes or attacks rides in it will be much smoother and more comfortable than you would normally expect. As an added bonus, guarantees that such "early vehicle" technology (or technology equivalent) exists among your people in some form.

*Private Collection*: Easy access to the finer things in life is just one of the benefits of being in charge. This perk gives you a "collection". This can include paintings, sculptures, exquisitely grown plants, perhaps a small but replenishing supply of delicious food... Nice things, but perhaps not particularly valuable beyond what others might pay for them if you found the right buyer. As an added bonus, you may pick three forms of creative expression that are guaranteed to present and actively enjoyed among your people, though your people must have the required physical capacities to appreciate a form of art in order for you to choose it.

*Workshop*: Even nobles need a workshop when they wish to create. This is a high end workshop of your choice, for stone carving, for smithing, for woodworking, or whatever else you have in mind, that boosts your skills and focus while performing the relevant craft. This structure

will be added to your warehouse as an extension after the jump. This will also guarantee that your people have notable work and developments in the selected form of crafting.

*Garden*: There are so many wonderful things that can be grown in the soil, plantlife (or things filling the same role) is almost as ubiquitous as life itself. This gives you an extensive royal gardens area a few hundred square meters in size, the growing grounds of which are split between edible and ornamental plants as you see fit. The grounds will be maintained by servants and workers while you are in this series, and outside of it will self maintain as an extension to your warehouse. As a bonus, taking this ensures that your people will have effective irrigation and agricultural knowledge, or at least a functional equivalent of it.

### 200 CP Items:

*A King's Ransom*: Hopefully you won't need to use it for that though. This is a large stockpile of wealth in various forms; money, rare materials, luxury goods, and so on that in total value is enough to make you twice as rich as the next richest person in your civilization. The stockpile replenishes itself over time at a constant rate such that if nothing were used at all it would double in value after ten years, and whichever civilization you start in/part of will determine the target wealth in jumps outside of this series.

*Focus*: This is a simple item, seemingly innocuous at first glance, that in the hands of individuals with certain capabilities can be very dangerous. This is a power focus of some kind such as a wand or channeling amulet, helping users of a supernatural force such as magic or psionics to concentrate and direct their strength as they use it. This one is reinforced, able to aid you in channeling no matter how much power you push through it. Never breaking or wavering, never leaking strength, as long as you can handle the throughput so can it. As an added bonus, purchasing this will ensure that your people have developed similar such implements, though that is likely to be less helpful for a race without psionic or magical potential.

*Messenger Dove*: Discrete message delivery is critical to any ruler. This purchase will give you a small messenger bird, specialized golem, or similar device, critter, or tool that allows for sending small messages across great distances faster than can be traveled on foot. All messages sent with it are guaranteed not to be intercepted by groups you don't want it to reach, and if it is unable to reach its destination somehow you will be notified. Buying this ensures your people will have developed early communication technologies.

*Royal Regalia*: It is useful for leaders to be recognized on sight by those they lead and to give off the impression they desire at just a glance. A good outfit helps with this, so you now receive five sets of clothes in the styles you desire of high quality fabric. Wearing these outfits slightly improves your charismatic abilities and makes the demeanor you're taking on clearer to those looking at you. The outfits also take modification unusually easily, meaning a good tailor can change them up with some new fabric and time to work if you decide you need one to look different. Additionally ensures that your people will have developed technology (or equivalents) for textile production.

*Dowsing Rod*: This is a peculiar looking metallic rod with a branched handle up at the top and a small slot in the side. When a metal or other mineral is placed in the slot, this rod will vibrate when pointed towards veins of the relevant material, vibrating at different frequencies and intensities based on the distance and size of the vein from the rod. Unrefined ores can be placed in the slot to search for specific kinds, while purified resources can be slotted in to try and locate any vein holding the relevant minerals. This rod maxes out at roughly a 3 kilometer range, but can be adjusted to only search down to a certain depth by twisting the handles. Comes with a bonus of ensuring that your people have developed mining and metalworking of some kind (though the dowsong rod works through fiat and will not be replicable by your people, or at the very least not replicable yet).

### 400 CP Items:

*Roadlayer*: When the road ahead is unclear or nonexistent, you clear it yourself. This is a large carpet or roll of tough leather that when rolled out across the ground with particular intent will instantly lay down fifty kilometers of well developed era-appropriate highway starting from where you unrolled the item. The roadlayer's ability recharges once a month, will safely go around, over, or under obstacles as needed, and you may undo the highway placement any time before the ability recharges, though you don't get the used charge back for doing so. As an added bonus taking this item ensures that your people will have developed notable inter-town infrastructure capacity such as roads and/or messenger relays.

*University*: This item provides you with a large university or similar structure of scholarly pursuits, focused or generalized as you desire. This property will be run optimally to attract and retain the brightest minds of the region (and perhaps even beyond) and will encourage the geniuses who come to reside or work in it to focus their studies in the directions you choose, ensuring that you get a cut of all developments and breakthroughs made. It is not supernaturally advanced, but a well run gathering of so many great minds will push understanding of the world forward in leaps and bounds. This becomes a warehouse extension that may be imported into future jumps outside of this series, and taking this item ensures that your people will have developed a formalized educational system for their civilization.

*Ritual Site*: A place of power for those who can work its wonders. This location, perhaps a temple or tower, perhaps a meticulously curated park or collection of monuments, is actually a large static power amplifier for a supernatural power system such as might be acquired through the Magic or Psionics racial options. If a group of people with the relevant abilities make proper use of it, the reach, duration, power, and even stability of their activities may be greatly amplified in various ways. The site purchased here is self maintaining and will optimize its own power channels for your purposes, here and outside this series where it will become a warehouse extension, but as a bonus this purchase also ensures your people will have developed some kind of similar supernatural infrastructure abilities which will not necessarily benefit from the self maintenance and automatic tuning as those are fiat backed for the purchased item.

## Companions:

*(0 CP) New Friends*: You may freely export anyone you find in this jump as a new companion. All you need to do is convince them to come with you after you've explained your nature as a jumper, at least in close enough terms that they'll understand the general gist of what it will mean for them. If you convince someone while you still have open companion import slots they will gain the Timeless Emperor perk to prevent them from dying of old age before the jump ends.

*(100-300 CP) Old Friends*: With this option, you may import pre existing companions or design new ones. 100 CP gets you 2, 200 gets you 4, and 300 the full suite of 8. All companions get 500 CP to spend on perks and items, as well as the perk discounts, an item stipend, and access to all the choices in the Personal Specifics section except the "origin". They cannot pick anything from The Kingdom or import companions of their own, but *can* take personal drawbacks.

*(0 CP) Returning Advisors*: Any companions who were imported into any previous Story Of A Ruler jump may be imported as stated under Old Friends for free.

## Drawbacks:

These are personal drawbacks, and unlike the ones in the racial and setting options all are fully dispelled at the end of the jump, and will not plague you in future jumps of the series (unless you take them again I suppose). Take as many as you think you can handle.

*(+0 CP, must have been taken in all previous SoaR jumps) No Gods, Only The King*: This is the pseudo gauntlet toggle, disabling your warehouse and all outside purchases except for your body mod and purchases from previous SoaR jumps. You still get 1000 CP to start (and your companions get their 500) and your item stipend(s). In exchange, dying here simply constitutes failing the jump, removing all your purchases from this jump and sending you onwards. Additionally all purchases in The Kingdom are discounted (100s become 50, not free). Show the world that you are truly a worthy ruler for these people.
A few important notes: Companions cannot take this drawback, as it affects all of you, and will respawn in the warehouse instead of the jump if killed leaving them unable to return for the duration if they die. Additionally, this toggle must be taken if you wish to continue taking it further into the series.

*(+100 CP) Discomfort*: Hey remember the part where this is (probably) taking place in a primarily bronze age equivalent early civilization? That doesn't come with hardly any of the comforts or conveniences of modern life. All of your hygiene and comfort perks are disabled, and any other fiat *and* outside context non-fiat advantages that would let you feel more advanced luxury than your people are hampered. You get to live without toilet paper until you're done here unless you get it invented for you.

*(+100 CP) The Crap Age*: Animals stink, and most people are still animals. Beyond that, the workings of civilization often have an "unpleasant scent" of their own. Really, cities didn't start smelling okay until quite recently here on earth and usually they still don't. You are now stuck with hypersensitive olfactory receptors. You will catch that stink all the time unless you constantly take specific measures to mask the smells around you.

*(+100 CP) Yearning*: Leaving the Garden was hard for your people. Going from a perfect bubble designed for their living to the wider, uncaring world. Many of that exodus's generation struggled with a heartache-a homesickness for a simpler time and place. Now, generations later, you find yourself as the last Garden-born, and will feel that same homesickness while you are here when it has otherwise faded entirely to the subject of myth and history. You can adapt, those you led from the Garden certainly did, but that yearning will haunt you for your time in this jump.

> *(+100 CP, requires Yearning) Nightmares*: It seems that your separation from the Garden being further lengthened has not eased the yearning, but worsened it. While you are here your dreams will frequently be plagued by nightmares of the Garden's final dying days. Visions and memories of those death throes playing through your mind while you rest. If you do not need to sleep for some reason, they will instead plague you as haunting daydreams and flashes of memory during the times that you are not busy. It will be difficult, but be sure that you rest anyways, someone as important as you needs to not be dying of exhaustion at their post.

*(+100 CP) A Plague On Your House*: Pick a non-dangerous critter you hate. Despise, absolutely can't stand being around despite it not being a threat. If you don't have one you will be provided one. Got that in mind? Good, you personally attract them in unreasonable numbers for some reason. It doesn't matter where you are or what time of year it is, you will run into at least three of them up close every single day of your time here. This doesn't have to be more than the mildly unfortunate experience of having a cockroach get into your bedroom and won't ever be worse as long as you're vigilant, but it's still unpleasant.

> *(+100 CP, requires A Plague On Your House) That Stings*: A mild addendum to before, the critter you're being targeted by now has to be something that bites or stings. Still nothing actually dangerous, but something you'll know when it's happened. It either has to hurt right when you're stung or itch for a while after (with fiat ensuring these effects take place even if you normally would be too tough for it), and you will have it happen at least once a day. Once again really just a dose of daily discomfort, but it's every day for at least ten years so I hope you can acclimate to it.

*(+200 CP) Ugly*: If it was worth doing once, right? You're ugly. Everyone thinks you're ugly, and it turns out that it's not just your people who think you're kinda unsightly, it somehow extends to all other peoples as well. Maybe you could wear a mask or something?

*(+200 CP) Sick*: As population density increases, so does the threat of plague. All of your disease immunity and resistance perks are disabled, and your immune system is weakened. As

long as you can keep your people in good hygiene and sickness management practices you'll probably be fine, and you're guaranteed not to outright die from something as difficult to totally prevent as infection... But it will still leave you significantly less useful as a leader whenever you're ill.

*(+400 CP) Connected*: They say a king is nothing without his kingdom. For you that will be literally true, your physical health directly tied to the well being of your people. If they are overcome by a plague you will become deathly ill, major catastrophes will leave scars and wounds upon your body, and in times of famine you will grow thin and listless. Should your people be destroyed or scattered...? Well. A king is nothing without his kingdom, a ruler is nothing without a people to rule, so too would you become nothing.

> *(+200 CP, requires Connected, jumper exclusive) Mutualism*: There is also the idea in some places that the health and wisdom of a ruler is reflected in their people. When you personally receive injury, it will be reflected in your people. Poisoned? Many of your subjects spontaneously fall ill. Have your legs broken? Your people will find it difficult to move quickly as a group until you heal. Fortunately this drawback will not transfer health problems directly inflicted by other drawbacks, but I recommend being very careful with your person anyways.

*(+400 CP) Dissenters*: You are the chosen leader of their creator, the one who led them from the Garden and brought them to their promised land. Normally, you would be above petty politics, your position unquestioned. Now? Not so much. You are also an outsider, and an interloper even if it is in response to your people's earnest desires and needs. Those who were in charge previously will resent your arrival and regularly question your authority and competency, though perhaps only behind closed doors should you prove capable beyond anything they could've hoped to achieve. This won't brew into outright rebellion... Unless you give your people a good reason to chafe under your command.

> *(+200 CP, requires Dissenters, jumper exclusive) Disloyalty*: Or you could take this, and guarantee rebellion instead. It may not be open, depending on how well you manage and contain the traitorous elements it might never amount to more than political sabotage and periodic unrest, but there will always be elements within your own people trying to undermine you and remove you from power. Leave this to fester too much and you may face a takeover attempt, or outright infighting in an attempt to remove you. And because you wanted the CP so badly, if you are removed from your leadership position it will count as jump failure as if you had died, even if they don't kill you on your way out.

*(+600 CP) Interesting Times*: Your people will be going through quite a lot during your stay here, but it's possible that you would personally be out of harm's way for a lot of it thanks to your position. Not anymore. Upon taking this drawback you guarantee that you will somehow always end up in the direct path of danger for every major catastrophe that threatens your civilization. Storms that wipe out your farmlands to threaten famine seem to happen while you're visiting for administrative reasons, uprisings or attacks always seem strike the area you're in, and you can

absolutely bet your personal guard will be constantly having to stay in their toes to keep you safe from whatever waited to go wrong until you arrived *this* week. Stay sharp your majesty, you're in for a memorable stay.

*(+600 CP) Unwanted Attention*: It seems that the source of the incoming spate of disasters is a bit more... *Directed* than it might have otherwise been. Something-no, someONE-very powerful is trying to kill your people as an act to spite their fallen god. And after you pulled them through great threats twice in a row, they're coming for you personally. At some point in your stay strange things will begin happening around you, disasters that directly threaten your life in staggeringly unlikely ways. Should you investigate them you will eventually find them to be the intervention of some foreign power. A minor god of some kind who will, in the final year of your stay if you skip the scenario or during the final disaster if you continue to aid your people, come for you in person with enough personal power to destroy a small city. Should you find a way to locate and kill them early they will not return, but it will also not avert any of the coming disasters.

*Once more you finish your choices, once more you descend to the world below. As with both times before, the choice is yours whether to help your people through the coming trials or simply stay for ten years then move on.*

## Story of a Ruler

As always this scenario is, strictly speaking, completely optional, but must be accomplished in order to take the next jump in the series. Failing or abandoning the scenario does not count as failing the jump in and of itself, but will send you onwards immediately if you are past your 10 years mark.

But wouldn't it be a shame to leave them behind so soon after their civilization has begun?

Upon retaking your place at the head of your people's civilization you will be brought up to speed on what has happened. Overall, things have not been too eventful since you last left, instead it is what is coming that concerns your presence more. Disasters are approaching your people's civilization.

Of exactly what kind are still unknown (you determined their rough outline above as you were making your world option choices), but they are coming, and your people have called for your aid to make sure that these disasters do not bring their new home to ruin.

Some time a little more than ten years after your arrival the first disaster will hit. And from there the others will strike one after another, roughly five years between each one such that if you only have the mandatory two it will be about fifteen years from your arrival to the final disaster, and if you took all of them it will take around seventy.

Winning is simply a matter of survival. Failure is simply a matter of destruction, whether through scattering to the winds or through outright extinction.

You will not leave right when the last disaster subsides however, your goal in this series is to ensure that your people survive *as a people* through all of it and the consequences of the coming catastrophes will likely take more than just a year or two to recover from. While bringing your people all the way through to the other side of all the disasters counts as victory for the scenario, you will have the option to stay until your people have begun to properly recover.

Once your people have stabilized themselves again in the wake of that final trial, the jump will end. Your people's ability to sustain themselves without you will still be critical; while they will continue to have the previous light "plot armor" in your absence, if you've left them utterly dependent on yourself through these difficult times they might still fall once you leave, preventing you from returning for the fourth jump.

**Scenario Reward:** *Cataclysm In A Can*
While some might consider keeping your people alive to be a reward unto itself, a jumper comes to expect a bit more from their mighty works. This is a small set of glass jars, twenty of them in total, with a strangely marked and carved lid capping each one. On each of these lids is a dial with thirteen different options, each labeled with an image reminiscent of one of the disaster categories you may or may not have encountered in your time here.

Upon smashing a bottle in a location, you will attract a disaster of that bottle's selected category there within the next few days, at roughly the strength of the regional disasters in this jump. You do not get to choose exactly which form a disaster will take beyond the selected category, so it is recommended to only use them in places you are willing to condemn to destruction. Used bottles will be replaced at a rate of one per year, with all missing bottles being replaced upon entry into your next jump.

## **Bonus Objectives**:
While the main goal above is your primary objective, there are a few other tasks you can aim for that may make things easier in the future. All of these require you to complete the main scenario in order to reap their rewards, if you fail or abandon it you may not complete these secondaries. They are also, unlike the main scenario, entirely optional to continuing, but you will receive something special should you complete the bonus objectives from the beginning of the series to the end of it.

### **Bonus Objective 1:**
Ancient legends found in ruins near your people's home and rumors from the surrounding tribes tell of a strange artifact. A shard of glass that flickers with color and broken symbols when times of danger approach. While you already know that times of danger are approaching, and roughly when they will arrive, some of your advisors will suggest that such a thing is worth looking into.

And it will turn out that the legends and rumors are based in truth. Not just true, but understated. As you investigate further and further you will eventually discover that there is not one shard, but many. Little slivers of arcane glass that all flicker and display tiny pieces of some kind of image as disasters approach. Each individual shard only predicts disaster in their immediate area, and generally only right before it happens; on the order of mere seconds, but gathering them together seems to increase their power, just a tiny bit.

There's nearly a hundred of the tiny pieces, and finding them will require acquiring them from crumbled structures in surrounding lands, retrieving them from other tribes, and perhaps even traveling a little bit further abroad to claim them. If you retrieve them all and bring them into one place the shards will remerge, assembling themselves back into the smooth and flawless crystal sphere they once were.

Completed, and sent to rest in the heart of your civilization, this ball will show soundless images with small descriptive notes a year or so before any major disaster comes to strike your people. This will not be everything, but even a little forewarning can be tremendously helpful.

**Bonus Reward:** *Advance Warning*
Your reward is pretty simple, a near-copy of the orb you recovered for your people. It works slightly differently, forewarning you of disasters to you yourself rather than the general area/civilization you're in. This does mean it will often cue in on things that are 'less important' overall and will miss larger disasters when they won't personally affect you, but in some ways this difference in targeting makes it much more useful for the future.

## Bonus Objective 2:

Disasters come with hardship, with difficulty and pain. It's easy for focusing on the people who rely on you to fall to the wayside in favor of focusing on absolutely ensuring survival. Even easier to lose sight of protecting those less immediately under your purview. The primary enclave of your people is not the only one. The promised land of your people contains a number of outlying settlements, and there may well be others loyal to you beyond its borders who nonetheless do not live under your banner so to speak.

They will need assistance too. Your task is simple: to provide aid to those loyal to you when they suffer from the disasters besetting your people. Honest disaster relief efforts, it obviously does not need to be sending everything, but the people need to be able to see that you are indeed trying to help them. While it would be good to ensure the continued survival and prosperity of those beyond your civilization's core, all that this bonus scenario requires is that you try. If it ends up not being enough despite your best efforts, that will not count against you.

The effort will bolster your people's culture with resiliency, with a more deeply ingrained social sense of community and determination in the face of catastrophic events. Your people will bounce back from disaster easier, and more readily help recover from losses and destruction.

And beyond that, it will solidify your legacy as a ruler who helps and looks out for their people, something immeasurably useful when you really just need people to do what you say when you ask the first time.

**Bonus Reward:** *Disaster Relief*
It is an unfortunate fact of reality that any organization, big or small, whether it be a civilization or just a gathering of friends, will have to cope with and recover from disasters of some kind. Organizational fallouts, the more literal kind of disaster, or something beyond that, this reward greatly improves your ability to recover from such things and ensure your associates do too. Not only does this grant you great skill in organizing recovery and relief efforts, it silently improves the effectiveness of contingency plans, bolsters people's ability to work together, and tilts future events ever so slightly so that all efforts to return any group you're part of to its glory prior to disaster striking will be favored and go more smoothly. Once the group you're part of or leading has recovered the non-skill based effects stop having an effect, but they will help even if you join an organization after it is thrown into disarray by disruptive events.

## Bonus Objective 3:

There is a saying used by some individuals; "Never let a good crisis go to waste." Normally this is a motto of conmen and populists, but it holds a spark of truth: disasters often clear away obstacles even as they introduce new ones. A keen eye can spot and claim opportunity from even the greatest catastrophe.

During your time here, you will notice a small voice in the back of your mind soon before a given disaster is set to arrive. It will prompt you towards certain actions you would not normally have intended to take, which seem strange but not immediately harmful. Should you ignore this little voice it will dampen, and then go away entirely. If you wish to claim this bonus scenario's reward you must instead heed its advice.

This advice will do two things. First, it will make the disaster worse in some way. It will generally not result in greater injury or massive destruction, but it may complicate organization or render certain resources inaccessible. Second, it will ensure that should you adequately respond to the increased difficulty caused by taking said action you will gain something significant from the effort of overcoming the difficulty introduced. Perhaps a series of organizational failures will be exposed and tightened up to greater standards than before, or a warehouse full of precious minerals that falls into a crevice during an earthquake results in the discovery of ore veins worth far more than the lost goods.

Following these little nuggets of advice all the way through to the end will not do any singular thing for your people but will instead result in a variety of different gains, as opportunity is pulled from the injury of every single disaster to have befallen them, putting them on the path to come out stronger for it despite all that happened.

**Bonus Reward:** *A Good Crisis*

Having pulled opportunity from the eye of disaster so many times, a flickering power awakens within you. A form of luck... or perhaps closer to what many places would call "plot armor". This doesn't prevent bad things from happening to you or completely remove setbacks. Instead, it shifts chance, fate, or whatever other such mechanisms are at play to ensure that you will not suffer any irrecoverable losses. Every defeat will have an opportunity for growth, every loss can be replaced and more. This will start out small, just a nudge in the right direction, but every time you defeat the apparent odds and rise from the ashes it will get stronger. Every difficulty, whether it caused you to falter or not, will contribute to this ability on and on until it overwhelmingly ensures that you can recover and even gain from any struggle or setback.

### Special reward: *Mutual Aid*

As always, if you complete all three bonus objectives their power intertwines, synergizing and creating an additional effect beyond.

The power of the warning sphere, your ability to further improve aligned organizations' disaster resiliency, and your strange form of resurgent luck all tie together. You and organizations benefiting from Disaster Relief gain a form of danger sense, conscious for you and 'subconscious' for affected organizations. You will have the capacity to head off threats and struggles ahead of time (and doing so for ones which you would have overcome without will boost A Good Crisis as if you had gone through those troubles normally), and boosted organizations will maneuver to head off threats to their structure even before they've been identified or noticed.

This is not the primary effect however, as you now gain the benefits of related organizations' resilience in the face of disaster as an added benefit to your own. Every trouble that boosted organizations pull through will boost the strength of A Good Crisis, and the disaster sense that moves them to protect themselves will move them to protect YOUR interests too. Your minions and allies will make up for your weaknesses and protect against the consequences of your failures without even realizing it, such that at the higher levels of strength your foes may defeat you soundly only to discover that your friends or subordinates had already finished your plans elsewhere. Perhaps even to your own pleasant surprise as well!

## Another Chapter Closes...

You have found your way to the end of another jump, and so your story continues on to the next barring the crushing failure of your chain as a whole. You now have a choice:

**Going Home** is an option as it always is. If you died outside the pseudo-gauntlet it's your only option.

If you haven't fallen, you may also **Move On** as jumpers usually do. If you completed the scenario and didn't doom your people you will return in due time.

Once again, you cannot Stay, there are still chapters yet to be written before you can call this realm your own.

You *can* however, if you are willing to forfeit your chance at the rest of this jump series, give your people **A New Home**. This will give you the sum total of the people who defer to you as their leader as followers, as well as the territory/land they can rightfully claim as their own, to carry with you on to your next adventures. This does not require you to have beaten the scenario and can be taken whether you choose to Go Home or Move On, but *does* require you to both have surviving people under your banner as well as to have not failed the jump itself.

## Notes:

v1.2:

- added Lessons Learned and Ancient Relics.

v1.1: fixed a couple minor issues (notably, a few personal drawbacks that were supposed to be jumper exclusive are now noted as such).

v1.0: Full jumpdoc

- Editing pass
- Added a note clarifying Titanslayers a bit.

v0.1: jumpdoc created and opened for suggestions

Special thanks to JesterFoxFlame for help with brainstorming, and The_Nonexistent_Tazz for pointing out a few errors and points of ambiguity!

For those wanting a recommendation on where to place this jump in a chain, it can slide in fairly easily as a relatively early chain option but not quite near the start by my reckoning. A lot of people would probably consider this jump's overall power level to be perfectly acceptable as a first jump though

The Scientific Expertise slider is NOT required for long term advancement. Other methods will be available or present themselves, be that through integrating non-scientific understandings, magical development, or other weirdness. Consider technology to be the "reliable" option, scientific advancement can be performed at any time and as long as resources, desire, and skill are there progress can and eventually will be made. On the other hand having to wait on new magical bloodline powers or the like to progress your civilization's ability will involve some degree of luck or major risk to further advance your civilization's development unless you're willing to forfeit "more advanced civilization" as an advantage (though outright falling behind the bulk of your competition guaranteed can be avoided with basic diligence and taking opportunities as they come).

Technological advancement DOES get more difficult the further you go however. Expect to have to put more and more resources into scientific advancement the further ahead of the competition you want to pull.

For the Magical Advancement slider the altform will grant you roughly average magical capacity for your people unless you take the Archmage perk.

As with most details that are not explicitly outlined in the species builder you can choose the exact ways that technology and magic develop for your people. I'm leaving it in your hands to handle it responsibly and with the rough power scaling given for the setting in mind. Assume that while rare you WILL run into other groups with the equivalent of the 600 slider point benefits, anything you wouldn't give an "AI" group for that benefit shouldn't be given to your people when OOC balancing.

Grace/Goofiness from this jump and Beautiful/Ugly from The Trek fulfill similar purposes but not the same. Last jump's perks provide a more obvious but mostly immediate effect. Grace/Goofiness take time and repeat contact to help, but are much longer lasting and don't "dispel" as easily.

As a note to something that might not be immediately obvious, Honesty vs Organization may have similar surface effects but function very differently. Honesty greatly reduces the "organizational upkeep" caused by corruption and bureaucratic entrenched interests, while Organization basically makes your people extremely good at removing inefficiencies and streamlining different works. Honesty prevents a specific but dangerous form of weakening, Organization not only blocks a weakness but replaces it with a strength.

Titanslayers' advantage against high force concentration is roughly comparative to the matchup. Infantry forces could potentially benefit from the bonus against superheavy armored tanks, likewise coastguard type vessels against enemy battleships. This isn't enough to win massively lopsided battles alone mind you, but if someone or something tries to wipe out your entire military with a single bioengineered kaiju thinking it's invulnerable to conventional military forces and therefore guaranteed to win they're going to be very disappointed.

Psionics is meant to be the feature for "mind related abilities". If you want your race to have powerful physically oriented psionics but not the stuff like telepathy or mind reading you could take an option in the Magic slider and flavor it as being psychically powered no problem, or if you wanted both to be part of your people's capabilities you could take both and determine them to be part of the same power set. Likewise, if you want your people to have the abilities under

psionics but flavor it as something like magic or an exotic biological process you may do that too.

Reliance: I do not recommend taking this a bunch of times. Every time you take it will give your people a new, completely independent critical weak point and the more of those you have the more likely one is to get hit and send everything crashing down. Especially since if you've got multiple it's much easier for losing one to keep you from maintaining the others. If your people lose more than one or maybe two that's almost certainly game over for their civilization and your chances at continuing the series.

Abundance slider: Yes, the layout of which resources are found there is not set here. And yes, "plus 2 Fertility ranks" DOES work on a Cornucopia world. If you took Cornucopia in The Trek and then took Overflowing here the resource availability in your people's central starting area is probably mind boggling. Keep in mind though that it IS only one relatively limited area. No matter how good it is, this one spot won't keep an entire empire fueled.

When figuring out what disasters your jumper and their people face, I recommend just using random.org. You obviously have the right to decide them yourself if you're writing something with this, I just humbly request you be honest about the difficulty level. If you're having difficulty figuring out an appropriate disaster, just keep something in line with the general theme, the examples are definitely not comprehensive and are merely meant as prompts to give the general idea of what to throw out.

All perks that have overlap with benefits you can gain from the free altform STACK with the free altform instead of being redundant. For instance, taking Legendsmith when your people have high level Craftsmanship from The Trek will make you the stuff of absolute legend among even your own people's prodigious skills, and taking Archmage when your people are at a high level on the Magic slider would likewise increase your magical power even further to make you an Archmage among an already magically mighty race.

Items that ensure your people have a specific type of technology are simply to guarantee its presence. It's still possible for your people to have developed similar things if you don't take those items, the items merely ensure the presence of such technologies as an added benefit. This will continue to be true throughout the series.

The Workshop item's effectiveness is still limited by your people's mastery of the world around them. If you choose something like 'particle accelerator lab' you're probably going to end up with an unstable and mostly useless magic lab built from stuff out of nearby ruins.

The Roadlayer's instant highway will displace transient natural features such as flora and fauna, can tunnel through large features such as mountains where it wouldn't be disruptive, and will go around artificial or inhabited structures instead of disrupting them. If someone or something is in or on a highway structure (such as tunnels or bridges) that would put them in danger when you remove the highway they will be deposited in the nearest safe place when the highway disappears. You could theoretically use this to strand someone in the wilderness or make a quick getaway (or approach) for an army without being successfully followed, but not to directly harm enemies.

Red Drawback notes:
If you have Chosen previoUs red dRawbackS, there arE other effects. YOu should look For all relevant effects below. Be adVIsed, mOre effects Like thEse *and* uNlike the seleCtion here will accruE in future jumps.

Currently the only added effects from previously taken Red Drawbacks are the obvious compounding effects of placing multiple on your people at once, and some further CP gain. For each of the following you've taken previously, Barbarism is worth 200 extra CP (1000 total if you've taken both):
***Violent*** in Story Of A Ruler: Gatherer.
***Xenophobia*** in Story Of A Ruler: The Trek.