Story of a Ruler
King and Country

Jump by Pionoplayer
v1.0

You wake up in the sky once more, far, far above the realm which you established and have thus far guided through its harshest times.

No longer a nascent city-state however, it has grown to being a fledgling kingdom in its own right, or at least you surmise from the greater height in the sky which you occupy at present, and the mental tugs that tell you numerous settlements you can see scattered across the landscape belong to your people.

Welcome back once more, jumper. Once more time has passed, and you will be aiding your people in their newest bout of troubles. The world is moving, events and political gears churning as other kingdoms rise to prominence and power to set the paradigm of the new age. You will ensure that your people are among them.

Your civilization grows and takes its place among its peers. Take your **1000 CP** and make your decisions. Choose carefully, the early days of a people's rise can often be the most pivotal.

Important Notice: This is the fourth jump in a series! If you have not completed the main scenario of the first three jumps in the series, or if you left your people in such disarray at the end of Settled 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:

As ages come and go, your people learn and grow. Once more there are new options to spend on and learn about your people, and as always all purchases in this section will be applied to the provided altform to reflect the developments your people have made during your absence.

Your baseline expectation of development before jumper empowered tampering moves up to the range of late iron age or medieval to the lower edge of rennaissance technology equivalent, though various factors are available that may further influence that and your people will almost certainly look very different from equivalent civilizations in Earth's history.

Spirituality: Choose one.

In many realms spirituality is no more than a way to find personal peace in a chaotic world. However, this universe truly has gods and ghosts and demons. How does your people's spirituality aid them as individuals and as a civilization? There is a chance traces of this manifested in their earliest days, as such **you may take any level of this slider for free if you purchased Divine in SoaR 1: Gatherer**.

(0 CP) Comfort: Your people are much like most others: there's nothing innately powerful about the spirituality they pursue. While it may be a method of balancing oneself and interpreting the world, its potential benefits are much more based in psychology and sociology than anything supernatural.

(100 CP) Inner Strength: For many, religion is about cultivating strength of mind and heart, improving willpower and gaining insights from a higher power. Your people benefit from this more than normal, as keeping on the "straight and narrow" for them provides substantially more benefits than just balancing their life normally would. This could be anything from improved intelligence and inspiration to greater willpower and sense of self, potentially even to greater physical strength and improved learning abilities. Nothing grand or world changing for any one person, any single person's gains could be brushed aside as "simple talent" or luck by skeptics, but when entire communities are benefiting from this it makes an indisputable difference.

(300 CP) Holy Might: In many worlds as fantastical as this one, there's something *more* on top of the more subtle personal benefits of spirituality. And regardless of whether your people have a god or not, their system of spirituality provides it. Blessings, sacred ground, sanctifying rituals, even holy warriors - the sorts of things you may see from "fantasy world" clerics and paladins are within the remit of what your people can do should they truly devote themselves to their spiritual growth. Of course, it doesn't have to be that specific set of benefits. Perhaps it takes the form of spirit communion, or the development of ki and chi to manipulate the physical world through applied personal energy flows. Whatever it is, your people are capable of overt supernatural feats through piety and development of spirit.

(600 CP) Divine Favor: Of course many spiritual systems promise more than just personal improvement. At this level in addition to the previous two's benefits, widespread devotion and spiritual health will have greater effects on the whole community. If everyone believes and earnestly practices it may have various effects from bountiful harvests to great protection on the land to great luck when interacting with other nations. Great and varied blessings await your people, so long as they look after their own and each others' spiritual health.

(+300 CP) Stability: Spirituality for your people is not something to strengthen them unfortunately, it is to protect them from their own worst selves. Your people have an unfortunate tendency to descend into depraved and barbaric lows, requiring pursuit of spiritual strength just to reign in those impulses instead of gaining proper benefits from it. If your people are not careful to tend to their own mental and spiritual health they are prone to some form of innate corruption; it could be something subtle like becoming cruel and destructive to others around them or something overt like outright turning into monsters reflective of the personal flaws they failed to conquer, but either way spiritual health is a mandatory concern, it can quite literally destroy those who don't maintain it.

Warfare: Choose one.

It is an unfortunate but unavoidable fact that your people will have to defend themselves if they wish to stand the test of time. As the ages of empires and grand politics begin to arrive their mettle will be tested. How skilled are your people at the art of war? Some cultures may have already begun to develop this quality, as such **you may take any option here for free (except the 600 CP option, which will be discounted instead) if you purchased Martial in SoaR 2: The Trek**.

(0 CP) Neutrality: Your people are not especially adept at combat and warfare. While they aren't unusually bad at it either, and may learn and develop their capabilities as any other civilization might, they have no unusual talent for it and innovations in the field of combat must be done through hard work and unfortunate object lessons.

(100 CP) Fighters: Your people seem to have a natural affinity for combat, quickly picking up skills and abilities used for fighting and easily being trained to an effective military level of skill. Raising an army will be much easier with your people, and this increased talent for warfare

means that your soldiers will maintain better morale on difficult campaigns, as well as be much savvier and more dangerous combatants in comparison to soldiers of similar training or skill in most other armies.

(300 CP) Mighty: Not only are your people quick to learn combat and effective fighters, but they quickly form dangerously strong *armies*. Your generals pick up on strategy quickly, your soldiers are effective as an extended force just as much as individually, everything meshes together in such a way that your military is greater than the sum of its parts in all metrics.

(600 CP) Unconquered: Some peoples feel like they were born for war, yours is one of them. The benefits of the previous two levels are massively increased to a point that your people's military might is greater than numerically equivalent forces by a truly staggering margin. Even recruits fresh out of training camp fight with skill and coordination on par with most empires' elites, your generals and commanders seem to near unanimously be tactical and strategic geniuses, combined arms comes naturally to your armies, formations coordinate well even when communication is hampered, and morale never wavers even in the face of catastrophic defeat and disastrous retreats.

(+300 CP) Pacified: Whether or not your people *are* pacifists it would likely suit them much better than actual warfare. Your people require more training to make into effective soldiers, your generals tend to be less creative and skilled, and perhaps most problematic at all is that your people just don't have the mindset for extended warfare. Not only do your armies fatigue faster but civilian morale tends to drop during long campaigns and difficult extended wars as well, making things harder both at the front and at home.

Heroism: Choose one.

While history can be and often is about the motions of people and the dynamics of large scale psychology shaped by circumstance, rare indeed is the nation totally unshaped by exceptionally talented or lucky individuals. How pervasive and instrumental to your civilization's strength are these "heroes"? Your people may already be predisposed to the fortune or fortitude required to create rising stars, as such **you may take any option here but the 600 CP cost one for free if you purchased Providence in SoaR 2: The Trek or Living Legends in SoaR 3: Settled. The 600 CP option is discounted if you purchased one of those, or free if you took both.**

(0 CP) Great Men: While many worlds get heroes, what *most* get is Historical Figures. Perhaps Genghis Khan, perhaps Gandhi, perhaps Albert Einstein. People who are amazing (and let's be honest, usually quite fortunate as well) in their own way but who are technically still within the limits of mundane capacity. People who only shift the flow of history by having the right skills in the right time at the right place, but shift it all the same. Your people, like most others, have a number of figures like these who crop up at the right place and time to guide their history... And unlike Earth's, they will near-unanimously do so for the better.

(100 CP) Champions: Most cultures are full of stories of great, larger than life heroes. Scientists who crack great mysteries of the universe generations ahead of their time or warriors who fend off entire formations of enemy soldiers on their own. In addition to the previously described "historical figures", your people periodically give rise to true champions, who more than just a conjunction of mundane excellence and historical serendipity truly are "greater" somehow, in a way relevant to the mark they can make on the world. These pivotal heroes cannot be everywhere, cannot do everything, but a single legend in the right place can do much to bolster a civilization in times of hardship or make a golden age even brighter.

(300 CP) Land of Heroes: If you were to listen to the mythologies of certain realms, you would think that the entire land had been shaped by people greater than the general populace. For yours it may well be true, with both historical figures and champions rising frequently enough that at any given time there is likely to be at least a few active in any region of the kingdom. They will be of many professions, the majority of them will be in specialties that your people already prize and excel at but there will still be some who are not, such that even a militant warrior culture will sometimes give rise to legendary orators and artists amongst the renowned warriors and strategists.

(600 CP) Endless Legacies: Some worlds however seem to have no short of excellence. Your civilization throws up champions and historical figures with almost alarming frequency, it seems like every village and town has *someone* exceptional they can call upon or claim as having come from there. And your heroes will come in every walk of life, not just warriors, adventurers, and leaders, but artists, craftsmen, cooks, archivists and more. And even among the champions there will be some who seem to be even greater, paragons and exemplars that seem not just larger than life but perhaps supernaturally great, champions among champions. Your realm will be a land of legends, where giants walk among and alongside mortals for the greatness of all.

(+300 CP) Faceless Crowds: Most civilizations have exceptional individuals who stand above the others by strength or circumstance. Your people do not. While they are still individuals, from the grand scale it is a single mass. Those who act as faces are brought by training and the fluid dynamics of group psychology, those who appear to be exceptional elites could truly have been replaced by others with similar skills. While this won't actively decrease your people's ability to do things, to be trained and empowered to a greater degree, the forces that create heroes and legends will never come from within. Only from external pressures and fortunate circumstance.

100 CP Features

Forged From Adversity: Heroes can be born in many ways, but the most traditional is through great trials. This feature boosts the "effective level" of your choice on the Heroism slider by one, in exchange for causing it to also spawn "villains", who will generally have roughly the same chance for capabilities but who will generally hinder or damage your civilization from within instead. So long as your civilization remains healthy your "heroes" will generally be able to deal with them, but there will sometimes, maybe even often, be damage and complications to the greater populace on the way there.

Monument Valleys: Many cultures end up building grand monuments to honor individuals, events, or even just their own prosperity; statues, great fortresses, beautiful sculpture-towers, and more beyond that. Your people have a particular affinity for these kinds of grand projects. Not necessarily able to give them greater functionality than they would otherwise, but better at handling the engineering, avoiding setbacks, and quickly and efficiently building the grand monuments they will come to be known for.

Designers: Every race's design sensibilities are different. What is beautiful to one may be eerie and unsettling to others, but your people have no such issues. Your people's concepts of beautiful and well-designed crafts and constructions echo with most if not all other races that can appreciate the idea of aesthetic appeal, making your cities far more beautiful to visitors and your artisans' artistic works more greatly sought by other cultures.

Patriotism: There are many ways to motivate people to make sacrifices for their country. You are lucky in that many if not most of your people consider helping their people as a whole a good enough reason all its own. Your people have a heightened sense of loyalty and belonging in your civilization, decreasing the chances of betrayal and general disloyalty among members of the populace.

200 CP Features

Merchantry: Money makes the world go 'round, so some people say. If it does, your people have a deft hand at keeping it turning. The exchange of goods through barter, money, or other transactions of an economic nature come quite naturally to the people you lead. While this can act as a helpful sort of "organizational lubricant" for some civilizations, the main use this has is in the acquisition of useful resources from other civilizations. These could be raw goods or finished products, but trade is often a good way to establish relations both above and below board as well. Perhaps your people have already begun on this path, **you may take this feature for free if you purchased Caravaneers in SoaR 3: Settled**.

Siegemasters: While the ideal situation for any invading army is to smash aside the defenders in one rush to quickly take what they desire, against fortresses and other heavy defenses this is almost never possible. Your people have a particular affinity for siege warfare, both offensively and defensively, from use of war engines and sabotage to how to best design defenses and bypass blockades to how to keep soldiers vigilant and prepared across long, difficult months of nearly static combat fronts.

Test Of Time: Your people seem to have a particular talent for building things to last. Not necessarily stronger or more resistant to damage (though that can certainly be the case), more that the wear and tear of time seems to touch what they build much less. This isn't absolute of course, and builds off the quality your people are already capable of reaching, but the cities your people construct could very well remain standing for ages to come even if something were to happen to the people living in them. This also has some obvious benefits in reducing

maintenance costs and requirements across the board, though it's still not a good idea to overly delay that kind of thing if you wish for things to keep working at their best.

Occupational Safety: Simply taking the land is not where conquest ends, getting its people to accept your rule is just as critical. Whether through mastery of propaganda or genuinely knowing how to quickly establish infrastructure such that your rule is better than what they had before, your civilization is better at getting newly annexed territory to settle down and fall in line, regardless of the method of acquisition.

300 CP Features

Resonant Builders: Sometimes an empire's great works have more purpose to them than simple grandeur. Mass roadworks to facilitate travel and trade, great power crystal relays to provide magical strength wherever needed, geomantic power networks that protect the kingdom as a whole, and many more besides. Whatever it may be, your people are exceptionally skilled at building great projects such as these that benefit from being built on a large scale across the land and provide kingdom-scale benefits to match their investment.

Word Spreads: Kingdoms, just like people, have reputations. Your people have a particularly strong one, one that for some reason travels much farther and faster than one would normally expect. Word and rumors of your people's strength and greatness travel to distant lands and makw an impression before your people themselves even arrive, and disseminating all through the populace of your neighbors in a way that you find most beneficial. This has great potential to give major benefits for diplomatic relations and managing the expectations of foes and allies alike.

Guildsmiths: Even the most menial of tasks has tips, tricks, and lessons that can make its laborers more effective. Your people have a well established culture of workers organizations that act to effectively pass down this working knowledge to new workers and to old workers who simply didn't pick it up before. This could be unions, guilds, or something else entirely, but whatever the groupings look like your people's laborers, both skilled and unskilled, will generally be noticeably more proficient and productive as a result.

Monster Mastery: Many worlds hold great monsters and mighty beasts that are too great for most races and civilizations to have any hope of taming, instead having to settle for simply killing, placating, or avoiding them. Not your people, your civilization has an understanding of how to handle and tame creatures that most would dismiss as "monsters" and use them to your people's own advantage, often in ways that regular technology would be hard pressed to replicate let alone match. Though of course, this requires you to go through the trouble of not only finding them but investing the often high costs in manpower and resources to keep them happy under your yoke. Useful, but perhaps not reliable.

400 CP Features

Civil Engineering: This is an age of early machinery. Windmills and waterwheels, aqueducts and towers of arcane power, powerful siege engines and great machines of construction. While exactly what form these developments take will vary from civilization to civilization, your people are adept at constructing their own forms of engineering and architecture, improving both quality and assembly speed across the board for such projects.

Elite Blood: Some races are rather homogenous, others will have physical differences between genders and bloodlines... But some peoples have *more*. Your people have one or more specialized "elite castes" who sacrifice a bit of the versatility of ordinary individuals in order to be much, much greater at a designated specialization from a physical and neurological standpoint. This could manifest as hulking warriors similar to how many ant colonies work, perhaps there are designated bloodlines that are more frail physically but have vastly increased magical power... You can choose to have one single "elite caste" that is vastly stronger in their specialty, a number of different groups in various different vocations to a lesser degree, or you could purchase this multiple times. Two purchases will give you access to various "specialist castes" at the lesser degree and one or two "elite castes", while three purchases will cause all of the different specialist groups to be significantly stronger like the full strength "elite" you would otherwise only get one of.

Spymastery: Espionage is a difficult craft to refine, especially in a world where "races" can be and usually are genuinely entirely different species. Your people have picked up great skill at it nonetheless; infiltrators, spy networks, setting moles and finding useful stooges, all of it. And this works in counter-espionage as well, it can be quite difficult to leverage your own spies if your enemies can take that information right back through your own government after all.

Who We Are: Some cultures are more durable than others. Those few people who, in the face of destruction, genocide, and scattering to the winds, hold on to their identity and remember their past. People who remember where they came from long past the point the oppressors and calamities that tried to undo them have been forgotten. Your people are one of these, they will never forget who they are, never truly have their heritage and culture stripped from them, until they have been utterly erased. *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

Spirit Source: Depending on choices you've made previously, the world your people live on may or may not be one of gods and spirits. But not all gods and spirits are of the same origin. While some are outgrowths of nature or cosmic power, others are manifested through the activities or belief of civilizations. Your people manifest such gods and spirits through their activities, whether through worship, byproduct of psychic phenomena, or other methods besides. Most will be of similar capacity to your average denizen, the greatest might be more powerful than any individual of the civilization could hope to match alone but those will be few and far between. Regardless, the spirits and small gods generated through this feature will have a loyalty to your

people and the civilization that spawned them, acting as another source of strength for those you lead.

Otherworldly Architects: Many realms have tales of mystical dominions and kingdoms held apart from the physical substance of the main world. Your people are, through some method, able to do this, cutting into adjacent dimensions or forming sub-spatial pockets wherein they can build their domains and perhaps even escape to in times of trouble. Few things make a city harder to besiege than the absence of a physically contiguous path to reach it by.

Empire Builders: There are kingdoms, and there are empires. Your people are one, but they are prepared for becoming the other. There is a certain strength and adaptability in your people's culture, an eye for the next stage above and a willingness to rearrange slightly to make room for the changes that greater civilizational power and prestige demands of a culture. This is not yet much on its own... But the day will come when grandeur calls, and when it does your people will be ready to answer. *This feature's full potential is not yet readily apparent, but will grow into its full form in future jumps of the series.*

Oracular Blood: A desire to know the future is something shared by many, many cultures across disparate worlds and races. Many are the cultures that come up with superstitions or myths to convince themselves that there is some way that they can truly grasp forward into history instead of just back. Your people are somewhat unusual for having fixed onto something... *Special*. Perhaps it's a nascent field of unusual analytics, or perhaps a form of augury which seems to hold greater chances for guiding one to the future. A method that is not, unfortunately for some, truly reliable, and as such your people's cultural interest in this method has been supplemented by a general understanding of the nuance in gaps between "predicted" and "certain", useful even to those with more consistent predictive methods. *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 take with Test Of Time) Obsolescence: Sometimes things just aren't made to last... For one reason or another, your people's works are generally less "durable" than would otherwise be expected for crafts of the given quality. This doesn't necessarily mean "falls apart immediately", and the degree varies, but your people's works can generally be expected to have a lesser usable lifespan than normal.

(+100 CP, can't take with Designers) Passion: Is not a replacement for skill. Your people's sense of aesthetic is awful, and pretty much every other civilization will agree on this point. Your people's artists and architects are likely to be the laughingstock of the international artistic community.

(+100 CP) Migration: Something about how your people's culture has developed results in there being large numbers of seasonal or roaming population. This can have uses in some cases, but

it can be a bit difficult to plan for large variations in housing requirements over time, and it can act as a point of instability during large internal migrations as well.

(+100 CP, can't take with Pastoral) Urbanites: Some races quickly adapt to urban life and then don't adapt back out very well. Your people are one of them, creating a very "top heavy" civilization that naturally over-condenses to urban centers. While there will still be people willing to live in more rural areas to maintain the infrastructure and settlements needed in such areas, there will be significantly fewer people who are really happy with living out in the sticks, making providing a workforce for rural industries such as farming and land management more difficult.

(+200 CP, can't take with Urbanites) Pastoral: Some races on the other hand just aren't built for urban living. Your people do very poorly in dense urban areas, making it much harder to develop large cities and centralize administration or industry due to the strong dispreference for living in crowded urban environments. This will complicate industry, administration, and more as the costs of attracting people to large centralized settlements will get higher the larger those settlements become.

(+200 CP) Luxuriant: Your people have become mildly "decadent" as the term goes. Your people really really like "exotic" wares, especially among those of higher status, and populace morale will drop off noticeably when novel luxury goods and long distance imports are unavailable for extended stretches of time.

(+200 CP) Fight For Peace: A culture of activism and fighting for peace and morality can be good for a country. A total inability to stomach warfare and violence in general is not. Your people are the latter, with civilian morale dropping significantly during any wars that cannot reasonably be framed as existential or at least critical matter for your own nation or a close ally.

(+400 CP, requires Fight For Peace) Misplaced Pacifism: Well there's not liking being at war and then there's this. Any time your civilization is openly engaged in military conflict of any kind civilian morale will plummet all the way to the point of widespread civil disobedience and periodic sabotage, and that's if it was starting out at a point of widespread contentment and happiness. The only thing that will prevent this is when circumstances are close to home enough that the civilians in question are very close to becoming either combatants or targets whether they join the actual military or not.

(+200 CP, can't take with Word Spreads) Whispered Rumors: Your people have reputation trouble for some reason. Regardless of how well they get along with those who hold closer ties to your civilization, what spreads beyond tends more towards "negative gossip" than anything you would really want. This can obviously be overcome, especially with good diplomacy work, but it is still likely to be a consistent pain in the neck.

(+400 requires Whispered Rumors) Pariah State: Your people aren't just unlucky reputationally, something about your people makes other civilizations all but totally unwilling to engage diplomatically with you. It would take overwhelming threat of force, a massive individual

advantage to gain for them, or themselves being largely disconnected from standard diplomacy in some way to even begin considering it, and even getting them to actually trust let alone ally with you will always be an uphill battle.

(+300 CP, can't be taken with Patriotism) Anti-Establishment: As a ruler it is essential to keep your people happy or at least complacent. Unfortunately something about your people results in them constantly springing up malcontents and revolts no matter how good of a ruler you are. These will be isolated and barring taking certain personal drawbacks will be aimed more at your government than you personally, but if you give your people real reason to be unhappy this could quite possibly spiral out of control and give you quite the unpleasant situation to handle.

(+300 CP) Stratified: Your civilization suffers from extremely limited class mobility and high inter-class segregation. This doesn't necessarily always result from snobby and/or intentionally cruel upper class and nobility, but you know what they say about malice and incompetence. This is going to cause great amounts of friction in keeping orders and organization clear and effective all the way down the line of the command, and is almost guaranteed to make managing the morale of the lower classes much, much harder just because of the intractable disconnect between the common people and those who act as implementers and enforcers of your verdicts.

(+300 CP) Focus Of Attention: Your people are eye-catching in a bad way. For some reason your nation just seems to draw the eye of other political factions no matter what they're doing. This effectively disables staying quiet to build up strength or other strategies of political stealth because those around you will ALWAYS be paying attention to what you're doing. This will not help reputation as you don't get to choose which things they focus on, and while being big and bombastic deliberately could perhaps mitigate the effects of this a bit, never being able to step back from the geopolitical spotlight can make things... *difficult*, especially over extended periods of time.

(+400 CP) Daemonic Uprising: Not all spirits and small gods are helpful, not even those that are spawned from a specific people. Similarly to Spirit Source further above, your people and their activities somehow spawn a variety of malicious spirits and smaller beings. Demons, ghouls, and other things such as that. Fortunately, they will be vulnerable to works that would fall under the Spirituality slider's purview, even if you took the free or drawback options, so even if your people's technology has no answer for them, there will still be a way to keep people safe. But the threat of more appearing and causing mayhem will always be present, a part of your people that can't be so easily peeled away.

(+400 CP) Supervillains: Where evil lurks in the hearts of men... Your civilization very occasionally generates high danger villains who must be dealt with or else become major threats to the civilization. While this could be rampaging comic villain sorts of things, it could also be central political figures turning out to be conspiracy grandmasters who control both the nation and some of its enemies behind the scenes, or evil cults that will plunge the kingdom into darkness if not stopped.

(+400 CP, can't be taken with Spymastery) Critical Vulnerabilities: Information security is critical for any nation state. To keep military matters confidential, to keep spies and intelligence agents safe, to keep other nations from taking advantage of potential vulnerabilities in civic systems, and more. Your people are awful at it. Perhaps it's rampant corruption, perhaps its just extensive naivete, but other civilizations that target yours with infiltration and espionage will find their work much, much easier than it would be with almost anyone else.

(+600 CP, see bottom Note if you've taken previous Red Drawbacks) Sadistic: As your people have developed and gotten more powerful, they have also grown cruel and capricious. To put it in simple terms: your people enjoy inflicting suffering on others. Bullying, torture, and idle violence have all become regular and expected occurrences within the civilization you rule, and attempting to push back against it just makes the individual who tries a greater target for the more "extreme" end of such things. This choice is awful, you should not even want it.

The Surrounding Lands

Your people are not the only ones rising to prominence at this time. Previous choices have determined the natural condition of the world, but what competition (and potential cooperation) can be found in the kingdoms beginning to flourish within your rough geographical neighborhood?

Geographic Conditions: Choose One

The exact details of the area will vary, but certain general trends may be more or less useful for your people as they grow and claim their place among other powers.

(200 CP) Ideal: It turns out that even beyond the borders of your people's homeland, the whole geographical area is overtly advantageous to them in some way. Certainly not to the same extent, but enough to ensure that your people will almost always have at least some degree of advantage from local terrain and geography. Perhaps the whole area is riddled with caverns and tunnels a subterranean race could take advantage of, maybe rocky hills and cliffs can be found throughout the subcontinent for an experienced race of climbers, something which can be relied on to benefit your people over most others but not to an overwhelming degree.

(100 CP) Separation: Whether a scattered archipelago or a cross section of great mountain ranges, the various rising civilizations are all relatively isolated from each other, requiring greater effort than normal to travel between them. Of course, methods to make doing so easier will be developed, but even then within this age it ensures that any given faction will have an advantage defending their own territory, reducing the immediacy of political dangers.

(0 CP) Mixed: Or perhaps no single term describes the whole region adequately. Being a large region of land, there's plenty of space for a wide variety of different geographical features and trends; a mixed bag as it were.

(+100 CP) Clear: Open plains, clear and smooth rivers... The area your people are growing into is for the most part quite easy to traverse. This is a complicating factor because it means limiting the movement of enemies and rivals is extremely difficult, near on impossible sometimes. Managing borders will be hard for everyone, and defending against invasion likewise.

(+100 CP) Hostile: The local geography is very hostile. Burning deserts, poisonous deserts, sheer chasms, nearly impassable mountains, and more besides. This will frequently strain diplomatic relations as usable land becomes a highly contested resource, and will require preparing for a variety of different threats and problems when trying to acquire and hold new territory.

(+200 CP) Disadvantaged: Your people, it turns out, are in a rather unfortunate spot. While your people's initial settling point remains as it was, the lands surrounding it for quite a ways out are not areas that your people are well adapted to. Maybe an aquatic species finds themselves far inland with few rivers and lakes to make use of, or maybe the air currents are turbulent and unkind to an avian race. Whatever it is, expanding outwards and interacting with others will find your people at a near constant though rarely extreme disadvantage compared to normal.

Political Cooperation: Choose One

While there will always be the political dance for power and position the exact amount of violence present may make your job here more or less perilous. How cooperative is inter-civilization diplomacy in the area your people are expanding to.

(200 CP) Harmony: The local political region is almost bizarrely harmonious. While there *are* disagreements and competition, actual armed conflict between civilizations is extremely rare. Diplomacy and social politicking is the name of the game here.

(100 CP) Alliances: The area around where your people have sprung up is marked by shifting alliances and interconnected political networks. There are still wars of course, but there is peace too, and opportunities for any who are looking should they just have the patience and courage to seize them.

(0 CP) Struggles: Your people are expanding into a tumultuous time. While the civilizations in the surrounding area are as reasonable as to be expected, everyone can feel on the air that it's time to claim their hold on the world before the others around them do, and so conflicts and jockeying for power are common. Most other polities around will be focused on expansion and security, with all the competition that entails.

(+100 CP) Hostility: It turns out that your people are emerging into something of a "political powderkeg". Not outright warfare of any kind, nothing so uncouth, but border skirmishes are a near constant, and loyalties between nation states are exceedingly rare. Fortunately, without extended escalation it at least won't turn into a massive multi way war across the entire region, but tensions are likewise unlikely to cool without similarly drastic events taking place.

(+200 CP) Eternal War: Or perhaps, open warfare *is* the local standard. Almost everyone is at war with almost everyone else, and what few alliances exist are often temporary things of convenience or necessity. And just like those already present in the political field, your people will have to fight to defend themselves from those around them throughout your entire stay here.

Local Imperialism: Choose one.

Everyone is expanding, it is an age of competition and establishment, of expansion and conquest. How aggressively are your neighbors trying to move up in the world?

(100 CP) Caution: The world is a very big and scary place, and the people around here know it. While expansion will be continually happening, it will be at a very careful and measured pace, giving your people plenty of time to prepare themselves at a reasonable speed.

(0 CP) Forwards: It is an age of growth and recovery. The empires of ages past have long since fallen, and those who rise now must claim their place among the civilizations that rise alongside them. This will be present in all your fellow rulers' minds, and while they won't be reckless about it, growth and expansion will be major goals for all your political rivals.

(+100 CP) Empires Ascendant: There's something on the wind, and all the other countries can feel it. Expansion and security will be at the front of almost everyone's thoughts, pushing all potential political rivals forwards at all times to be better and stronger until their position in the next age is secured or they are forced to admit defeat.

(+200 CP) Manifest Destiny: This goes beyond just ambition and pursuing legacy. A strange fervor has gripped all realms in the surrounding region, and everyone is trying to scramble to the top of the pile almost at the expense of everything else. Expansion and power is the name of the game, if you do not keep up you will be left behind and then consumed to feed the ambitions of another. But do not mistake success for security, the pace some of your rivals are trying to move at may end up helping them now only to gut their stability once this period of manic growth ends, and you wouldn't want your people to meet the same fate.

Climate Stability: Choose one.

And of course, the area may be more or less hospitable over time. Unexpected disasters and hardship can stir up trouble in even the most stagnant political landscapes. How stable are the environs themselves?

(100 CP) Tranquil: The local geographic region is actually quite stable climatologically. Periodic disasters are rarer, seasons tend to be milder, and overall the variances of nature will play less of a disruptive role in politics while you are here.

(0 CP) Average: The local region is quite standard for the world as a whole. There will be natural disasters occasionally, but only to the degree expected, neither exceptionally frequent nor exceptionally rare.

(+100 CP) Active: With this choice the local climate is rather... Volatile. Disasters *will* strike, and seasons may be unexpectedly harsh or erratic. Nature has its own hand to play in the local politics, and everyone will have to keep an eye out for what it does.

Other Details:

There are various other things that may or may not be present in the surrounding regions. Take as many of these as you want.

(200 CP) Scattered Fiefdoms: While there may be many political rivals, not every civilization in the area wants to get involved in the coming conflicts. The region is dotted with many city state areas ready to be vassalized (or conquered) by enterprising nations, potentially representing infrastructure and population that may be repurposed more easily than creating it wholesale.

(100 CP) The Mountain: Somewhere in the region, or perhaps a handful of somewheres, there is a large single geographic figure of major note that will greatly shape local politics in the years to come. It might be a great volcano whose regular activity alters the weather through great ash clouds, or it might be an exceptionally mystic grove with resources valuable to anyone who can acquire them. Whatever the case, it will be a fixture for your time here, and one that can be taken advantage of by an astute ruler.

(100 CP) Sleeping Giant: Somewhere in the region is a polity rather exceptional compared to the others. It is small, isolated, and reclusive. Its people are not interested in the worries of the others in the area unless roused to action by events they cannot ignore. And pertinently, despite their small size and lack of imperial ambitions, they are more than capable of wiping any single group in the area off the face of the planet should be they be sufficiently angered, to the point that it would likely take the combined strength of all other regional powers combined and cooperating to defeat them through force.

(100 CP) Old Hands: It is not the first time this game of empires and thrones has been played, it turns out. The region contains scattered tribes and nomads that up until no later (but potentially far earlier) than the end of your time here in SoaR 3: Settled, was a burgeoning kingdom and empire of their own. While they are not in any position to return to power before newer and more vigorous civilizations rise to dominance, they still remember through tales and records much information that is otherwise lost or yet undiscovered. Information that they could perhaps be persuaded or forced to part with.

(+100 CP) The Horde: One of the biggest powers in the local region is not a single power it turns out, but a large array of tribes and unincorporated settlements that periodically band

together to leverage enough might to menace any and all of their neighbors at once. They are at once a wildcard and a major but not consistent military threat to anyone within reach.

(+100 CP) Foreign Influence: This is not the only region of the world where empires are beginning to rise, and one of the local powers is actually just a colony or outpost of a much greater civilization that is otherwise too far off to be part of the regional politics. This outpost will have backing from its larger parent (though obviously limited and most likely on a delay), and will most likely be primarily interested in ensuring its ability to make back the investment placed in it by its homeland.

(+100 CP) Cursed Lands: Not all wounds fade so easily with time. Scattered across the region are scarred patches of land, maybe by ancient wars or curses, perhaps by divine wrath, perhaps by suffering something more natural. Whatever the case is, large areas of the land are functionally uninhabitable by all present major races, inhibiting expansion, trade, and diplomacy. Some of these areas even have spillover effects into the surrounding regions, complicating life for those who border them.

(+100 CP) The Empire: It seems that another civilization in the region got a head start over the others. One other political rival is significantly larger than everyone else in the area, and while they have proportionally increased territory to protect, problems to solve, and pressure from surrounding polities, they're still a force to be reckoned with.

(+100 CP) Ethnic Tensions: Elves vs dwarves, Catholics vs Protestants, or something beyond or below those. In similar vein to the long running generational feuds of other worlds, the geopolitical landscape your people are growing into is marked by long running fights that are something less than "reasonable". Others will regularly be drawn into these conflicts even when they don't have stake of their own, and they will be a constant source of conflict throughout the area.

(+200 CP) Meddling Powers: There are larger things than just kings and kingdoms in these lands. The region's politics are pockmarked by roaming legends of various kinds, limited and determined by world options you've made, but at the least you can be certain that the gods and monsters roaming the land and influencing wider events can pose a significant violent threat to any nation that doesn't take them seriously enough. Another wildcard feature that all present must stay wary of.

(+200 CP) The Raiders: There is a group, maybe a polity, maybe not, that has little interest in the growing political games. Through some method, they sit nearly untouchable by the other powers of the region within an isolated stronghold, and regularly leave it to engage in raiding and assaults on the various civilizations of the area. They will be a constant thorn in everyone's side, stealing away resources and people or destroying outposts and villages with little rhyme or reason, just because they can get away with it. Attempting to actually stop them will be met with harsh reprisals, and any effort to permanently remove this menace will likely take great effort and time.

(+200 CP) Divine Dynasty: A new power has risen in the far flung reaches of the region. One that has a similar advantage to the one you provide your people, but somewhat different in nature. A rogue machine intelligence, a mighty physical god, a creature from the heavens above, or something stranger still has thrown its weight behind a specific other civilization and will do whatever it deems necessary to keep that power ascendant. The direct power of a god is nothing to scoff at, but the power behind the throne is but a single entity and could, potentially, be snuffed out all at once to topple its dynasty in one blow.

The Ruler:

As your domain grows, so too must you to best guide it.

Perks:

You receive a number of discounts that you may freely assign to any perk of the listed price or lower. You receive two discounts for every price tier. 100 CP perks are free when discounted, and two discounts may be applied to a perk to make it free.

100 CP Perks:

System Builder: As the ruler of a growing kingdom you will need to be able to understand the complex interlocking societal, administrative, and environmental systems. This perk gives you extensive skill with systemic thinking and planning, so that you can better implement complex or far reaching plans without overlooking small but important details or multi step complication sources.

Art of the Deal: There is a difference between being a good accountant and manager of money versus being a good merchant and acquirer of money. This perk gives you skill with the latter, everything you need to know to be a good merchant and on top of that the skills to expand that prowess up to kingdom scale to use your civilization's resources to bring in vast wealth, whether for your people or just yourself is up to you.

Slayer: There are many legends of great leaders riding out and slaying mighty beasts to protect their people. This is not really a good default response, it's better to not have your king eaten by the dragon after all, but just in case you want to be able to this perk grants you assorted skills and the physical strength and endurance expected of a great monster hunter.

Heroic Potential: There are many champions and heroes across the land, and while you most certainly already qualify as one, perhaps you'd like to cement your position? Choose a single skill, something specialized like lumberjacking, sword fighting, or managerial work. You gain no immediate skill boosts there, but instead your mastery of that skill is totally uncapped for you. While practicing or training that skill you will never suffer from diminishing returns or hit a point where you can't improve any further, allowing you to continue to improve more and more for as long as you live. This perk may be purchased multiple times.

Terror: There are certain names that hold a degree of dread and fear even long after their owners are gone. Genghis Khan, Vlad the Impaler, Dark Lord Sauron... With this perk you could give yourself a boost towards that position. Your presence and reputation easily acquire a "dangerous edge" to them, such that with enough work the threat of your wrath could send even the most stubborn and foolhardy nations into conniptions just with some well known demonstrations of your military might, no atrocities needed. Make good use of this and your enemies will all think twice before they cross you.

Beacon: Be a beacon to your people. An inverse of the above perk, some rulers lead their people to glory through their reputation, and you now gain a boost to doing so. Your people gain morale boosts just from knowing that you lead them, your soldiers fight harder and better, and discontent stifles as you prove your worth as a ruler. Shine brightly and they will never forget you.

200 CP Perks

The Creed Of War: In the times to come you will almost certainly be called on to lead, direct, and command your people's armies, whether in defense of your own people or in assault of others. You could just leave this to trained generals of course, but if you take this perk you will be given the skills and talents of a certified military genius; tactical, operational, and strategic. Be prepared for leading your people in both peace and war.

Master Manipulator: At the international stage diplomacy takes on a new and complicated dimension to it; the realm of multidirectional competing interests. Managing diplomatic relations gets more complicated as you engage with more other groups who themselves engage with each other, but this perk gives you the political predictive and positional skill to juggle such things. You can figure out how a given party will react to your actions, and how others will react to that. Which alliances will improve your standing with others when broken and which will just see you dismissed as untrustworthy. And of course, how to play your enemies off of each other with such knowledge.

Spymaster: Building up a network of spies and informants can be quite difficult, especially when you want to keep it discreet, especially when you're starting from a position where everyone already has their eyes on you. Despite that, you are one of the best in the business, an expert at building systems of information acquisition and at maintaining or keeping them concealed alike. Knowing all of this also makes you quite good at counterespionage as well, to protect your own kingdom's secrets from those who seek them.

Defector Detector: No ruler can do everything themselves, but that fact comes with the danger of subordinates who can betray you if chosen poorly. This perk gives you a sort of "loyalty detector" sense, allowing you to silently intuit how loyal someone with a few feet is to you and what degree of effort it would take to shake them from that loyalty. The better you know them the quicker and easier it will be to get a reliable measure of how they feel about you, but those

who are actively planning and working to betray you will be extremely obvious to you,regardless of how well you know them.

Lineage: While the wisdom of it is questionable, most kingdoms are ruled by, well, kings. Should you choose the same, you'll want to make sure your progeny are up to the task of carrying on your legacy, so this perk gives you all the skills you need to pass on your leadership prowess. Child rearing, teaching, how to be a good example and how to forge strong familial ties. Additionally, this allows you full control over your fertility to avoid accidental heirs, as well as the ability to choose which genetics from you and your partner(s) are passed on to your children at conception. In particular, you can set certain unusual genetic lineage features to be passed down by certain rules such as a distinctive birthmark passed down to the first child of each generation, or a certain hair color being guaranteed every alternating generation.

Holy Might: Religion is a mighty force for any growing civilization, even moreso when there is actual power behind it. You gain the full strength of a favored holy warrior and caster in combat. If you've taken higher levels of Spirituality, then what you gain from this will be appropriate to how it works for your people. If not, it will function roughly like being a cleric or paladin from Dungeons and Dragons, with the power source being based on how well you live your own personal ideals as opposed to the ideals of another being.

400 CP Perks

Legacy Builder: As a ruler your legacy will often be determined in full by those who come after you. This perk will make sure they can maintain it. With this perk you can choose to selectively "lock in" specific values or features of an organization that you control or own, causing them to be held and maintained by the organization even if you leave or disappear. These "locked in" traits will be valued and sustained by the organization to the best of their effort for as long as the organization itself persists, preventing value drift or internal decay on the tenets to as much of a degree as is physically possible.

Legendary Luck: There is a certain strange luck that the greatest heroes of legend are known to sometimes possess. With this perk you gain this "plot armor" for yourself, benefitting from fortuitous circumstance that benefits your endeavors and protects you from permanent lethal harm. It won't stop inconveniences or setbacks, but it will provide you with advantages and lucky breaks, and will ensure that you can't be defeated solely through the same. If they want to finish you off as a leader or a combatant, they'll have to work for it as appropriate for someone of your status.

Daemoncaller: It's always good to have someone at your beck and call, but sometimes circumstances may separate you from your servants and guards. With this that won't be enough to isolate you, as you can now at will create minor spirits as described by Spirit Source to do your bidding with a minor expenditure of personal energy, and have the ability to summon greater ones from distant locations to your aid through brief rituals (though you have no

guarantee they'll want to help if you summon one that has no loyalty to you). This can be used for backup in critical situations, or just to have obedient help no matter where you are.

Witch-King: There are tales about sorcerous rulers and mad scientist-tyrants who are able to enact great changes from the safety of their personal sanctum, and now you too may join their ranks. This perk enables you to perform great rituals or construct mighty devices which cause grand effects across wide swaths of land from a single point. They'll still generally require the same amount of investment as doing it the normal way would if not even more, but it can be done from the safety of a single fortified location all at once instead of spread across that whole area with an extended period of time where it could be interfered with before completion.

600 CP Perks

Spirit Ruler: Normally the realm of spirit is one which mortals have no command over. Not you. Any spirit that is attached to or defined by a people, civilization, or realm that you rule over will defer to you with the same reverence your mortal subjects will. This can and will allow you to command gods and expect to be obeyed should they rely primarily upon worship from people you lead, or nature spirits who are dependent on locations that fall within your territory.

Call To Glory: Do you need champions? Heroes to heed the call to adventure? Once per year you can use this perk to release a declaration, calling heroes, champions, and adventurers from across the realm and nearby ones who will be both willing and able to help with a problem you have. This works better if you also send out a regular, non-perk backed call for aid alongside it, and it's best to have an appropriate reward at the ready for those who answer, but you have a guarantee that if there's anyone who could possibly help, you will get at least one person to answer the call.

Chooser Of The One: They say everyone is the hero of their own story, but you can make it true. This perk allows you to, with a brief physical touch, apply the benefits of being a "hero" as outlined under the heroism slider to any person you want. This will not immediately boost their skills, but will massively boost their potential in *at least* one field they are interested in, as well as granting them a limited degree of personal "plot armor". What they do with these gifts, and how far they develop what they have, will be up to their own motivation and willingness to pursue excellence, but no one you favor will ever have to suffer nameless ignominy in the face of striving for greatness.

Phase Shift: The best battle is one where they never even get the chance to harm you. This perk gives you a slight degree of dimensional fluidity, granting you low effort combat-speed short range teleportation good enough to use for dodging and attacking, a form of strange gracefulness to your movement that allows you to twist in borderline impossible ways on impossible's side of the border, and the ability to enter a sort of spectral form at will that renders you untouchable by physical attacks. Use these three wisely and no opponent will ever be able to lay a hand on you.

Items:

You have a 600 CP stipend to spend in this section only. Imported Companions get 300 CP for their stipend instead. Items do not need to take the exact form described even when variety is not explicitly noted, you may instead have it be a comparable form with similar abilities such as Blasting Rod instead being a magic fire staff or a large psionic crystal that projects bolts of solidified energy. 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).

100 CP Items:

Tin Can: Of all the resources your people have you're probably the most important, so keep yourself in one piece. This is a suit of heavy armor in similar style to what your people make and use, with two added bonuses. First, it does not hinder your movement at all, and secondly the armor will repair itself at a rate that would take it from twisted scraps to back intact over 24 hours, even if you're still wearing it. If fully destroyed it takes 3 days to be replaced. Taking this item guarantees that your people will develop heavy infantry armor at least roughly equivalent in purpose to chainmail or plate armor.

Paperwork: This is a small shelving unit for holding records. The paper, tablets, or whatever is held in it seem to be generic paperwork of no interest until you or someone you've authorized pulls it out with something specific in mind relating to the kinds of things you might have personal records of. Holdings, official connections, legal history... The records held by this item are always perfectly correct (as far as what you're looking up, if the official legal records you're looking over are incorrect it will show what's incorrect, though you could also look up records of what actually should've been recorded) and update automatically as changes happen, though you can also still look up older versions. Taking this item guarantees that your people will develop unified standardized administrative, monetary, and legal systems.

Watering Hole: This is a large tavern or cafe, the food and drinks it prepares are always to your taste and the clientele are always enjoyable company. And on top of all that, it seems to follow you around, taking different forms and aesthetics appropriate for where you are, but always recognizable for what it is and always a good spot to relax and grab a bite to eat. Taking this guarantees that similar such gathering spots where good food, drink, and company can all be found in one place will be a cultural staple for your people.

Into The Distance: This is a set of surveying and navigational tools including a spyglass, astrolabe, mapmaking charts, and so on. These tools, in addition to the normal benefits of fiat backing, are minorly self correcting and somewhat more accurate than they should be able to be (for instance the spyglass is not limited by planetary curvature, just the fact that a hand spyglass only magnifies things so much) allowing for more surety in navigation and more

accurate mapmaking. Taking this ensures that your people will develop robust navigational abilities.

Auto-Plumber: This item is a nifty little box that, when opened inside a single building, will instantly apply (or repair and update) sanitary plumbing for the whole structure (up to 250,000 square meters of floorspace at least). This plumbing will be fiat backed to be fully self sufficient and never stop working short of major structural damage that would physically disrupt normal plumbing. The box will be replaced one week after use. Taking this guarantees that your people will develop proper plumbing and equivalent sanitary capabilities.

200 CP Items:

Blasting Rod: While perhaps a bit ahead of the roughly equivalent earthly time period, sometimes you really want to be able to kill someone from really far away. This is a primitive musket, it is a bit bulky, and has a bit longer of a reload time than is strictly convenient, but it is almost as accurate as a modern firearm, has noticeably better range and stopping power than a weapon of this development level should probably have, and you'll always find that you have ammunition and powder to reload it with while it's on your person, whether you packed ammo or not. Taking this item guarantees that your people will develop something militarily equivalent to firearms.

A Royal Ride: This is a large, armored carriage designed for carrying royalty (you) in comfort while protecting them from harm. This comes with an added effect that forces from outside the carriage will not be able to harm anyone or anything within it as long as the carriage is intact. If they want to get at you, they'll have to either smash it open or get inside themselves. You can, if you so desire, mount weapons on it, but combat situations are much, much more likely to result in the conditions under which the protection fails than just fending off accidents and assassination attempts. Taking this guarantees that your people will develop vehicular transportation.

Heavy Metal: This item is a large metalworks building for the processing of ore into refined metals under your control. This already useful if mundane function is supplemented by two bonus effects. First: it requires no raw materials to make its final products, neither stuff like coal for heating or the actual ore the metal should be coming from. Second: it is entirely autonomous, requiring no workers to keep it running except for something to take its produced ingots out of the loading area. The building's output capacity is dependent on the "rarity" of the material it is set to make, things like iron or copper will be churned out at the full speed you would expect of something this size, setting it to something like gold or titanium would greatly decrease the output rate but still be quite appreciable, while something like orichalcum or mithril would likely barely produce an ingot per day. Taking this item guarantees that your people will develop metallurgy or equivalent material capabilities.

DEUS VULT: A large siege engine such as a trebuchet, siege tower, or battering ram. While already of expert make, it comes with a few added bonuses. It does not require a team to man

it, effectively being an autonomous weapon following your commands. If it is a ranged engine it does not use up ammo (though must be given an example of variant ammunition types to use them, a non ranged engine can be provided modification examples to augment itself instead). It is capable of moving at either five times the speed of a normal example of its type or the same speed as a light infantry soldier, whichever is faster on the terrain it is passing through. Taking this item guarantees that your people will develop siege weaponry of their own.

Filling Stomachs: This is a set of about 10 granaries and water storage tanks that can be either kept in a cluster or placed in different locations. They clean and purify food or water placed into them, are resistant to disasters that might destroy or ruin their contents, and always seem to have twice as much foodstuffs or drink to take out as was actually put into them in the first place. Taking this guarantees that your people will develop sophisticated food acquisition and storage capabilities.

400 CP Items:

Fort Royale: This is a small, strangely carved geode that when smashed against the ground will create a large and ideally organized fortress for defending the location. The fortress will be based on the best defensive technologies available to your people, and if created in a spot that already contains notable natural or artificial structures it will integrate them into its composition. The geode will be replaced 6 months after usage. Taking this guarantees that your people will develop extensive fortification and defensive capabilities.

Home Sweet Home: This item grants you a large palace and surrounding personal estate. The grounds are unbelievably luxurious, self-sustaining, manned by respawning NPC followers, and decorated beautifully to your tastes as well as possible to your people's potential abilities. Any individuals visiting these grounds, especially foreign dignitaries, will be impressed with your wealth/position/demonstrated strength within your sanctum, and will generally be more willing to listen to what you have to say, offer, or demand. In case the built-in scaling capabilities as you advance in the series aren't enough for you, any luxuries you acquire from future jumps may be incorporated into this palace as well. Taking this guarantees that your people will develop advanced luxury goods, services, and other such things that are good for turning exorbitant wealth into easy and pleasurable living.

At Arms: A modestly sized military compound. This guardpost hosts roughly a platoon of elite infantry and the appropriate accompanying heavier weaponry and support, dedicated as your personal guard. They are 100% unwaveringly unbreakably loyal to you, have their maintenance and living needs automatically seen to by fiat, and will respawn in the compound one day after being killed or otherwise rendered combat incapable. If the natural scaling upgrades as you continue the series aren't enough for you, you may provide upgraded equipment for your soldiers here, which they will quickly acclimate to and respawn with as they would their original equipment. Taking this guarantees that your people will develop advanced military science and strategic understanding capabilities.

600 CP Items:

Personal Dinghy: This is a large multi decked war galleon (or powerful landship of equivalent strength if your race is normally oceanic/water based) easily able to act as the flagship of the grandest fleets of this era. Not only is it a marvel of naval military engineering, it is significantly more durable than even something of its make should be, and is as agile as a vessel quite a few classes below its own despite its great size. Taking this guarantees that your people will develop sophisticated naval abilities... Or groundside capabilities if that would be more appropriate.

Wyrmlord: With this purchase you are now in possession of a great personal mount, a true monster. Perhaps you have a tamed dragon, or maybe it is a mighty ocean leviathan the size of a building. Whatever it is, it is powerful, undyingly loyal to you, and a surprisingly fast method of personal locomotion provided you don't need to navigate urban spaces with it. It will be revived as fiat backed pets normally are should it be killed, or a 1 month respawn time if you don't have a standard method. Taking this guarantees that your people will develop some kind of elite beast corps, whether that be dragonriders, wolfpack rangers, wargknights or whatever else.

Syndetic Ascension: This is a mighty and beautiful cathedral, with a palpable aura of holy power that wards away evil spirits and malicious supernatural forces. It acts as a functional and safe place of worship, helping those who visit its halls find inner peace and improve themselves spiritually. Perhaps more useful than either of those, this place can power the sanctification of equipment, allowing you or anyone you authorize to bless weapons, tools, armor, or whatever else you have that can be brought into these halls. Every item requires a complete five minute ritual, so things like armor and vehicles with many distinct parts will take much longer than individual weapons or tools, but everything that is blessed will work much better overall, and be especially effective against supernatural opposition.

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. Anything that was already discounted drops to 1/4 price). 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 medieval 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, requires Nightmares) Guilt: As ruler you have been through a great deal. You have had to make hard choices, and you have seen people both your own and others suffer over the years. Your nightmares and heartache have expanded, not just hurting for the loss of the Garden but for all the times, places, and people that have been lost to calamity, misfortune, and the ravages of time in this world. The burden is so much heavier to bear when they were yours to keep safe.

(+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.

(+100 CP, requires That Stings) In The Walls: Your experiences with vermin stretch farther. The thing you're targeted by now has to be something bigger than just a bug, mouse sized at minimum, and something that can cause infestations. You will have neverending problems with these creatures. They will get into your food, they will poop in your bed, and nothing ever seems to get rid of them. Yes, you are still guaranteed to get bitten by one at least once every single day, though you are also guaranteed to not get infected or otherwise suffer actual harm from the guaranteed bite.

(+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 mostly 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 and catastrophe no matter where you go. 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) Knives In The Dark: Assassination, such a dirty and underhanded way to acquire political power. Unfortunately your political rivals all seem very fond of it. Fond of trying to assassinate you, personally, actually. Nobody else around you seems to have greater difficulties with it than usual, but it will feel like you can't go a week without some revolutionary or foreign agent coming for your head. Nothing says that these attempts will be particularly elaborate or unusually dangerous unless there's reason for them to be at least... But you have to get lucky every time someone tries, they only need to get lucky once.

Another round of choices complete, another descent to the lands of the people you lead. It's up to you whether you will lead them through the latest difficulties or simply move on after ten years have passed.

Story of a Ruler

As always this scenario is, strictly speaking, completely optional, but must be completed 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 year mark.

But do you really want to abandon your people right when they are on the cusp of greatness?

As you are brought up to speed it is not immediately apparent what you have been called for. Your people are expanding, even in the wake of your previous visit's disasters they have recovered and prospered.

The issue is that so have others. Your people are not alone in this time of expansion, and tensions have already begun to flare in places even this long before the unclaimed territory runs out.

There will be quite a lot of competition in the times to come, and anyone who rises too high above the pack runs the risk of being piled on by their neighbors to halt their growth before they become unstoppable.

In order to win, you must bring your people decisively to a position where their continued power will not and cannot be put into question by any other power or coalition of powers in the region. Whether through forging a political net that makes your people unassailable, placing them atop an unrivaled empire, or simple elimination of all meaningful competitors, you will not leave until there is no question about who the local victors are. Other rising nations will be pursuing the same objective.

Once the dust has settled, with your people no longer meaningfully challenged for their position, the scenario will end in victory. Remember, in order to continue the series your people must be able to sustain themselves without you. If their hegemony is so dependent on you that your absence immediately shatters their power and scatters the populace, you will be unable to return for jump 5 despite beating the scenario.

Scenario Reward: *Right To Rule*
As you step forward victorious from another challenge, you are rewarded once more. For beating the scenario you receive this perk, which instills with you a fiat-backed diplomatically recognized right to rule. In any future setting where you do not currently act as the primary regent over at least one country you may claim a land as your own and all others you desire to will recognize your claim of being a real country legitimate.

Now, it is worth noting that others may still contest what you are claiming as part of your domain. Just because a country acknowledges you as a political entity doesn't mean it will recognize your claimed territory, especially if you staked it on land they already controlled. But should you send out diplomats, should you fight back and maintain your hold on your territory, the other governments will acknowledge you as the ruler you are regardless how unusual your circumstances may be.

Alternatively, if you would prefer a path a bit more tried and true, this perk is extremely useful for solidifying the legitimacy of your rule after performing a coup or making your move in a succession crisis.

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:
There are ancient legends in the region of something that fell from the skies far above, something which when it fell shattered and contaminated the ground wherever its pieces landed. Long was it sought after to either remove the corruption or harness its powers, but the contamination faded on its own and when pieces were recovered they seemed lifeless and dull. The item was forgotten... Until your people inadvertently dig up the core of this forgotten artifact in a valley filled with strange metallic crystals.

Your task is to find the other pieces. They will be scattered across the region, and while there is little interest in them right now, that will change once one of your rivals gets an inert piece to

make more of the strange crystals... Killing everyone involved in studying it through strange ethereal poisoning, but bringing everyone's attention to the artifact.

Most of the pieces are still where they landed, surrounded by the inert form of the strange metal crystals, but it will take much exploring to find those. And it will take detective and archaeological work to find the ones which were removed from their impact sites.

Fortunately, unless you do a great deal of ill advised tampering, you do not need to worry about it creating more of the active form of the crystals. When reassembled, the device will disgorge a small sample of the inert version of the material, and accept something new. Placing new samples inside of it will reveal that its purpose is actually to "grow" materials from limited supplies of the raw form. Place its detachable pieces into the ground, and overnight they will grow new ore veins or cause massive growth of the desired kinds of plants.

It will require careful management, and without a way to replicate it it can only generate so much resources in a given amount of time... But used wisely your people will never run out of what they need most.

Bonus Reward: *Resource Seeder*
As your scenario reward, you receive the original main bulk of the machine that was ruined by its catastrophic atmospheric reentry. The larger version of the machine holds a "charge" once an item is put into it, charging up over time to a maximum of 5 years, and when "fired" it generously seeds the reached area with the designated resource.

You may use up any amount of charge, but the amount of charge used exponentially increases the amount of volume seeded. MASSIVELY exponentially. A single year of charge will barely make more than a few large trees worth, three years could fill a large city with ore veins over a kilometer deep, while the full five years would seed an entire continent.

This device cannot be used to directly cause structural degradation or physical damage, and any kind of containment measures will prevent it from being able to "read" the material sample (no using it to "seed" an area with explosives basically, if you can't safely toss it around by hand without it detonating, disintegrating, or undergoing chemical change the machine can't seed it). I'm sure you'll still be able to find a way to use it offensively if you're really determined to, but you'll probably get more use out of it by just making the resources you need in easily accessible areas.

Bonus Objective 2:

The thing about civilizations, especially larger ones, is that almost no group of such size is truly just a single group. Political factions, subcultures, and all similar such things spring up naturally as a result of the diversity and variance to be found in people of any race or society.

While this is, in its own way, a good thing... The difficulty in getting all such factions to come together and work harmoniously under one banner is immense. But if you could find your way there during this time where your people are forging themselves so rapidly, it may just stick.

Your goal in this objective is to obtain Loyalty. Not just to the history and long dead god of your people, but to *you specifically*. Such that were their god to somehow come back, or a similar figure rise up to challenge you, they would stay by your side. That they will see you, even for the flaws and mistakes every ruler has, as theirs. The one most fit to lead them.

And no half measures, this will not settle for simple majority. You must prove yourself (or at least be good enough at propaganda) such that at least 90% of your people would openly and honestly choose you as their ruler over any other.

Complete this objective and the benefits moving forward are obvious. Loyalty of your subjects only rarely questioned by even themselves. Massive improvements to morale just from the knowledge that you are there or will return when they need you once more. A foundation of legitimacy you would have to *work* to undermine for yourself.

Bonus Reward: *As You Wish*
This reward perk carries that weight of loyalty. Organizations you belong to and participate in, but *especially* organizations that you control and lead, will naturally find themselves gravitating in the direction you desire. You will find the people who work with and under you gradually come to look up to you, becoming very attached to you unless they personally have reason to hate you such that even the most inveterate backstabbers and rank climbers would be content to leave you in your position above them.

And on top of that, your mere presence and involvement will quietly cause the organization's ethos and goals to shift to match what you desire. This is, again, most effective if you are in charge, but changing company culture or governmental protocol in the direction you believe it should be done will gradually happen on its own unless major forces within the group actively and intentionally fight to keep them how they already are.

Bonus Objective 3:
In some legends they speak that you can feel the legitimacy of a ruler through the very health of the land. That under the hands of a tyrant the kingdom will wither and die, or prosper and bloom under one who is righteous and wise. You have found something about a strange ritual that does things the other way around...

The requirement of this objective is deceptively simple; you must become intimately familiar with your kingdom.

This is not just knowing the borders and statistics however, you must visit the regions, get to know your people, become acquainted with the regents, understand the culture of all the

different areas from the ideas and customs of the common folk to the etiquette and activities of the upper class.

There are perks that will help with this of course, but the requirement is that you go and engage yourself in each notable settlement and meet with those who live father afield. And every place you go, you must leave a tiny piece of power. You won't miss it, and it will quickly grow back, but it will anchor you to the place and ensure you don't have to return when the culture drifts while you are further afield.

And critically, you must continue to do this as your realm expands, you must visit the places your people settle or conquer, you must entreat with vassals and tributaries, you must visit wonders and learn local legends. You will be given extra time to complete this goal once the primary scenario has been completed, so long as you focus your attention on this bonus objective and do not dawdle.

Doing all this will make you exceptionally familiar with your realm, and your realm with you, in a way that few other powers or rituals could match. But that is not the real prize.

Bonus Reward: *Kingfisher*
As the fisher king's power bolsters the land, the land instead bolsters you. Your domains, within any jump you arrive in, improve your own personal strength and health based on how robust and powerful they are. Ruling a great and prosperous peaceful kingdom will turn you into a mighty man of word and commerce, while ruling an unchallenged galactic military empire could make you capable of crushing planets beneath your feet in a far more literal manner than normal.

This will typically not give you entirely new abilities unrelated to what you already have, instead boosting and evolving preexisting capabilities. And unlike mythical lands where king and kingdom connect, you *cannot* suffer from this. Your domains, whether nation, corporation, secret councils, or anything beyond, will only ever strengthen you. Never shall they tarnish your abilities, no matter what misfortune befalls them.

Special Reward: *Unquestioned Kingship*
Once again, if you manage to successfully complete all three bonus objectives their rewards intertwine together, making something new and even greater than before.

Your connection to your realms, your realms' connection to you, your gained artifact to manifest resources for those under you, all tie together and your strength flows back into those domains that grant you power. Effectively, as you grow stronger or better at certain things, so too do those groups you lead or rule over.

Unlike with Kingfisher, this effect isn't immediate, it's more of a "pull" by manifesting opportunities and resources that will be needed. Equipment lasts longer and gets stronger when

you are a powerful fighter, people find what they need to become smarter and better at their jobs when you are skilled and intelligent yourself, mines don't run low and food seems to be plentiful beyond what's reasonable when you're in good health.

And of course, the pull upwards can be used to leverage further advantages to continue growing and improving, further feeding back into the loyalty you generate among those who follow you as their loyalty is rewarded. And likewise does the benefits of Kingfisher further boost you as your domains grow from the power your rule lends them. A better ruler makes a better realm, a better realm makes the ruler better.

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:

v1.0: doc created and edited

Special thanks to paradoxdragonpaci and The_Nonexistent_Tazz for their help with cleaning and editing the doc!

An important note on spirituality: it does NOT have to be "religion" as such. More general mysticism, moral and cosmological ideologies, even on down to materialistic socio-ethical frameworks can fall under this umbrella (though that last one might be difficult to make work with the highest level. It would be really funny to have paladins that run on communist spirit though

so if you've got an idea to make it work go for it). If it's something that could be argued to be a cultural framework for spiritual and emotional health, you can claim it counts for this.

And an extra note: similarly to the divide between psionics and magic in the first jump, you are allowed to flavor the spirituality benefits as being an outgrowth of existing magical systems. It's worth noting though that spirituality's benefits not counting as "magic" has some serious benefits of its own and should you choose to invest in both sliders it may work out better if they're two separate but complementary methods of power. That's just my suggestion though, go for whatever fits the vibes you're aiming for best.

The Warfare slider simply sets your people's *skill* at warfare, not their preference. It is totally possible to take the max setting but still have a civilization that loathes violence for a sort of "sleeping giant" vibe where they won't fight unless provoked but anyone who sufficiently provokes them is in for a really bad time.

The Heroism slider should not be considered a replacement for having a baseline functional civilization. While an endless stream of heroes and legendary leaders could keep a crumbling empire going indefinitely under normal circumstances these are not normal circumstances: your people will need to be growing and progressing throughout the course of this series to make it to the end and if the only thing keeping your civilization alive is the exceptional few it will eventually fall behind and have its legs cut out from under it. Your general populace must *at least* be able to act as an effective foundation and supporting structure for the champions who arise from it and even that will only be a starting point as you move forward in the series.

Also worth noting: "historical figures" and "champions" happen as a proportion of population, if your people's population drops so will your hero count, and if your people's general abilities drop so will the average hero quality. Don't get so distracted by shinies that you neglect your fundamentals, seriously.

Occupational Safety: Just to make this extra clear, it's not just of benefit for violent conquest. Political mergers, purchasing land, and beyond can all run afoul of local discontent during the period of integration and this feature will help no matter how you gained the territory and new subjects.

Forged From Adversity: if you take this with the max Heroism slider level it boosts your people's "hero" rate to absurd levels. Historical figures are effectively totally subsumed by true Champions, which will make up nearly 10% of the population and be a status that is effectively open to ANYONE, any who truly strive for greatness will find their way there in some manner meaning that enemies who wish to contend with your people have to reckon with the fact that

any person from your people they encounter could be a potential hero, anyone has the chance to be greater than they appear to be and all it takes is being careless once.

Monster Mastery: This feature has an obvious synergy with Tamers in SoaR 2: The Trek, but does not require it to be useful. Actually domesticating monsters is likely to be much, much harder than regular plants and animals even with it though.

The exact mechanics of Elite Caste are up to you: it doesn't HAVE to be an actual economic/biological castes thing like the feature name implies (in fact my personal recommendation is to not have it be: that method comes with pretty serious issues of its own). It could perhaps be a developmental quirk that allows your people to physically specialize towards their interests as they grow older, or an actual process your people can undergo at their own discretion to better enable particular activities in exchange for a few weeks lost to the metamorphic process.

Who We Are is not as immediately useful as it looks at first glance. Just because your people's culture and heritage have survived and could theoretically resurface in the future does not prevent you from having failed to keep the root civilization from being destroyed and therefore failed the scenario. This *will* help in ensuring benefits from cultural diasporas and when reconnecting with distant migrants or those who have been separated for a long time, but its primary value is by far as a delayed gratification feature: the stuff you get later is what you're paying for, the bits you get now are just a bit of icing on top.

Spirit Source is written a bit wobbly, but the "default" to extrapolate power level from can be considered to be faith based god creation. Mostly this will take the form of small spirits and minor animistic deities, similar in total strength to regular people but in different avenues (perhaps having supernatural control over some aspect of the world but limited in what they can do by rules and physical failings). There will be larger outliers however, closer to mythological "physical gods", and the larger your civilization gets the greater these outliers can become (though barring immense work put into ensuring this you're much more likely to mostly have the number of outliers increase at a proportional rate instead of that power condensing into a contained set of increasingly powerful hypergods).
This also has an obvious potential synergy with the Spirituality slider and the two can potentially be connected to overlap functions such as having created gods be the primary vector for miracles and cleric assignment. Or go the reverse with the Spirit Source's created spirits being another manifested benefit of Spirituality's effects.
As always though, the exact details and aesthetic are up to you as long as you keep to the general idea of what the effects and power levels of the feature are.

Otherworldly Architects: remember that your people are not the only ones with unusual abilities. The method that your people use could be replicated, or bypassed entirely, by the right adversaries. And any foe determined enough to break through the barrier that holds your people apart from their blades will eventually find a way through, don't give them enough free reign of the world above to figure it out.

Supervillains effectively causes regular spawns of absolutely top tier "heroes" except only ones who are actively detrimental to your civilization. It is largely unaffected by the heroism slider, but the heroism slider acts as a fairly natural mitigator at the cost of regularly taking up your best heroes' time solving the crises before they can spiral too far out of control.

Geographic Conditions+Climate Sliders: Ideal and Disadvantaged are basically that most of the area this jump is concerned with have conditions that favor/disfavor your people. Certain other races may also be affected but it will be a minority. Hostile is in comparison to the normal danger level of the world set in The Trek, choosing it when you're on a death world will probably make your life extremely spicy. Similarly with the climate slider: these conditions are applied in relation to the world baseline you set in The Trek.

Regardless of what regional modifiers you take, there will be a number of rising kingdoms and nation states in the area to act as political competitors for the scenario. What you take from Other Details is just "added on top" so to speak.

Art of the Deal overlaps a bit with Accountant in the previous jump, but they target two different things. Accountant is more about balancing the books of large organizations and making sure money actually gets where it's needed while Art of the Deal is more about using the money you have to get even more money. Both of them are potentially very useful, and they will work well together if both are taken.

Master Manipulator also has a bit of overlap with The Negotiator from SoaR: The Trek but again they target different purposes that compliment each other. The Negotiator effectively makes you good at the actual in person meetings and negotiating, while Master Manipulator makes you better at planning that diplomacy out and what actions to take to indirectly influence political knock on effects.

Heroic Potential is a skill uncapper for a single specialty. There's wiggle room beyond specifically what's outlined (you could get away with general melee combat instead of just swords for instance) but you can't choose broad categorical professions like "engineer" or "leader" that would effectively be entire bundles of other skillsets.

Defector Detector does not work on those who owe you no loyalty in the first place... But that itself can be useful information under certain circumstances, such as if someone at a party is not actually one of your subjects like they should be.

Lineage's genetic passdown and customization features will work with anything you can pass down to your children at birth, including things like hereditary perks and supernatural mutations that you might have acquired in other jumps.

Witch-King is for stuff like massive weather altering rituals or mad science doomsday weapons. Stuff like raising an army or mass propaganda campaigns could likely still be done but would be much harder and more expensive than doing it normally. Trying to deploy an infrastructure revamp or enact an administrative overhaul across your empire is almost certainly going to be so much more intensive when done with this perk as to not be worth it. Additionally, since increasing the amount of area an action takes would greatly increase the resources and time needed to do it normally through resources, manpower, administration and more, increasing the desired area of effect can make doing stuff through Witch-King just as ruinously expensive.

Spirit Ruler does not guarantee absolute obedience. If a mortal of roughly equivalent temperament would disobey or defy you under a given set of circumstances, so can beings which fall under Spirit Ruler's purview. But beyond that it has no limit on "power", just don't piss off spirits powerful enough to squish you to the point they attack in spite of your authority over them.

Filling Stomach's doubling effect does not stack. You can't shuffle food between granaries to endlessly duplicate it.

Auto-Plumber variants should be health and comfort type things. Automatic central heating would be a valid alternative for instance, while wired up electricity would not.

Syndetic Ascension's blessings *can* be given to just some parts of a thing, but then only those parts will benefit from the blessing. If you only blessed the engine block of a tank the tank's weapons would be no more effective against supernatural foes for instance, but the engine would run smoother and be much harder for supernatural forces to damage or tamper with.

Yes the strange metallic crystals originally created by the first bonus scenario's artifact are basically crystallized uranium. It's probably not ACTUAL uranium, different laws of physics and all, but a similar "very poisonous but useful to certain advanced technologies" material.

Unquestioned Kingship is subject to a degree of diminishing returns. The growth Unquestioned Kingship gives to your realm will never be enough on its own to give you continual power boosts through Kingfisher, as eventually the "upwards pull" from Unquestioned Kingship will be matched by the downward pull of basic necessity and organizational limitations. It should, however, be very easy to use that power cycle to give an effective baseline from which other improvements both to yourself and your realms grow further.

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.

The added effects on ***Sadistic*** are determined by the number of red drawbacks you've taken previously, up to the current three possible to have before now:
Violent in Story Of A Ruler: Gatherer.
Xenophobia in Story Of A Ruler: The Trek.
Barbarism in Story of a Ruler: Settled.

If you've taken *one red drawback* before, Sadistic is worth 800 CP instead of just 600.
If you've taken *two red drawbacks* before now, Sadistic is worth 1000 CP instead.
If you've taken *all three red drawbacks* previously offered, Sadistic is worth 1200 CP and comes with a free bonus Feature for your people. *Slavers*: Your people have quite naturally developed a flourishing slave trade, knowing how to keep captives intact for "usage" back home during raids, skilled at pushing as much productivity out of captives as possible for a given acceptable amount of turnover, and with a second sense for how much punishment a slave can take before they break.