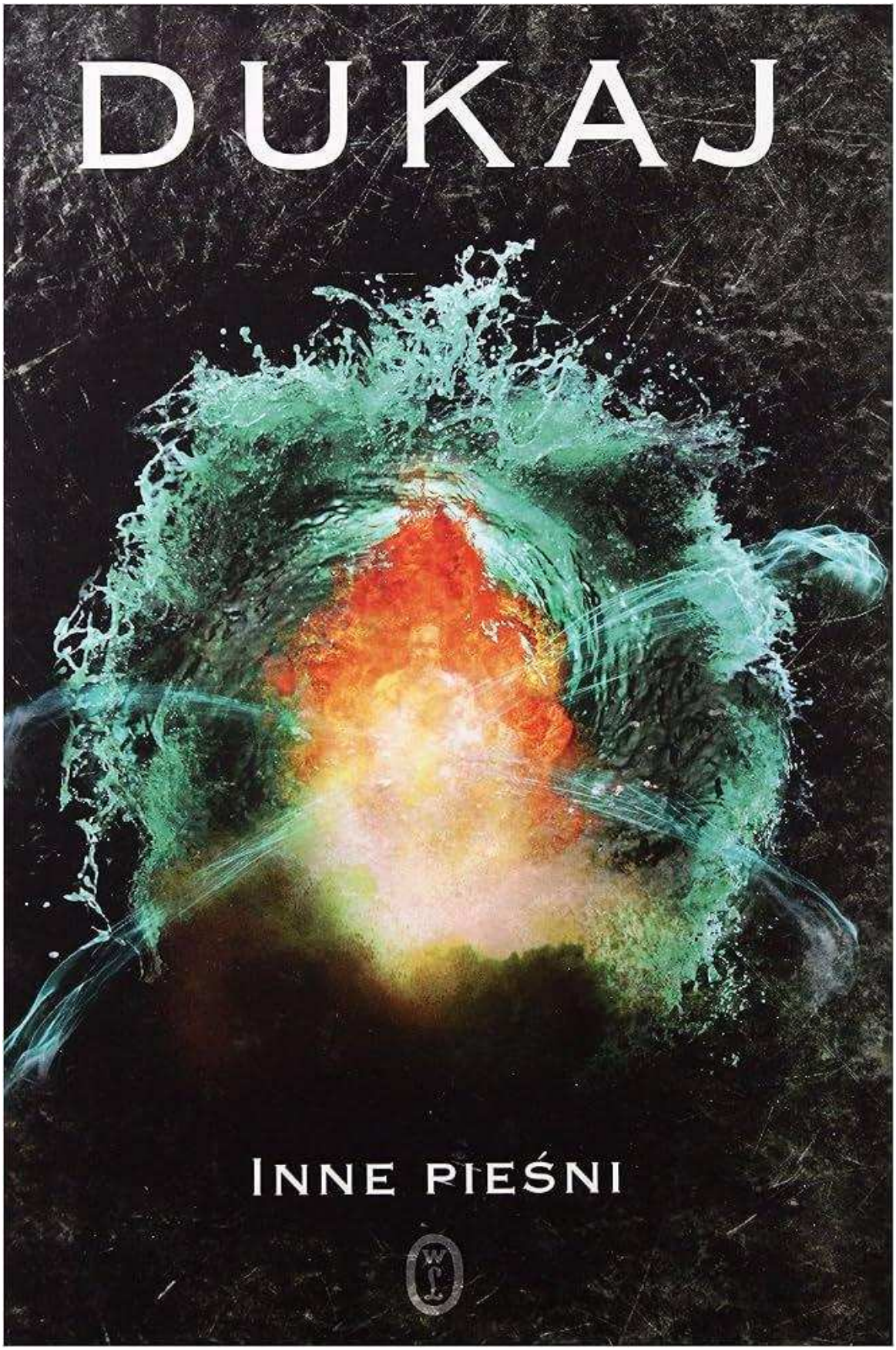
Other Songs (Inne pieśni) Jump

Version 1.0.2



The year is 1194 PUR, and it has just begun. The city of Neurgia rests in Central Europe, not covered by the anthos of any one kratistos, though their influence ebbs and flows washing over it. One can see the effect as the fashions popular with one kratistos come into vogue and those of another fade away. Still it rests between giants.

In the east the Warlock continues his expansion, seemingly the most powerful kratistos still on Earth after Illeia the Cruel was exiled to the Moon during the Kratistos Wars. In Babylon, Seven-Fingers rules, and in Aegypt Nebuchenezzar reigns as the great-grandson of the first kratistoi, or at least he claims that title and while it may not be believed it is accepted.

Still the world is not as small as it was when Alexander founded Alexandria. Hernon was discovered across the okeanos, and of course Illeia the Cruel was exiled to the Moon and it has since become habitable. And the world is in relative peace, while the kratistoi still jockey for power, would they be kratistoi if they did not, the last Kratistos War was centuries ago.

But not all is well in this world. While the kratistoi are relatively at peace, there is a threat coming to it from beyond the sphere of the fixed stars, but that remains unknown to all save those of the moon. The effects of their beachhead on Earth, the twisting distortion in the savage depths of Africa outside of the anthos of any kratistos, are being noticed by sophistae and those who research these things, but are not yet well understood, and perhaps astrologers notice the distortion in the paths of the fixed stars as these adynatoi approach the Earth.

It will soon become a clash of forms, pitting the strength of the human Form against that of an alien Form beyond comprehension or understanding. It is a world derived not from Newtonian physics – modified and elaborated upon with Relativity and nearly overthrown by Quantum Mechanics – but upon Aristotelian physics and metaphysics, similarly modified and elaborated upon but foundationally based upon his works. It is a world where the Earth is the center of the observable universe and the sun and planets orbit around it, moved in perpetual motion by the nature of aether. Where a rock does not fall due to gravity, but because it is attracted to the center of the reality which is the Earth. It is a world where materialism is a provable lie, where the Form – the metaphysical form of a being – shapes Matter into a Substance, where a horse is a horse because in it exists the metaphysical Form of a horse and it makes the Matter a horse and not just dead, inert matter. It is also a world where those with a strong Form can impose it on the wax of reality, shaping it, where an aristocrat rules as an aristocrat because they have a Form that will not bend and submit but can hold its integrity even

unto centuries where others would fade from the weakening of the Form's grip known as age. It is a world where every man, woman, and child shapes reality with their will, even if only to the slimmest of extents. It is a world ruled by the kratistoi to whom Alexander gave his empire, that is the Strongest, or later kratistoi whose Forms truly do reshape reality pushing it towards their image and desires.

Into this world you will be thrust. It is not a world kind to the weak, however. As such take these to help you find power of your own.

+1000 Krátos Póntoi

I'd wish you luck, jumper, but the powerful create their own luck, and the weak must abide by it. So good jumping, and may you stay true to your Form.

Origins:

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

Merchant: You are a member of a merchant house, someone in the business of pursuing that lowliest of goals: money. Though whether you're actually a merchant might be up for debate, perhaps you're an aristocrat fallen on hard times, a nimrod who works to lead jurgas for them, an ares warrior who makes money on the side by guarding their cargoes, or even some new hire straight out from the void. You may choose to forgo a background and connections in this world and take this as the drop-in origin.

Artisan: Or maybe just sophistes. You are a craftsman, researcher, or member of an academic or technical field. You could be a medic, or even a teknitos soma, a demiurgos or even a teknitos of some craft, or any of many other things. You are not, unless your other choices make you so, one of the powerful people who stand in rule over others, nor need you be overly concerned with their conflicts; every kratistos has use for demiurgoi.

Lord: You are of aristocratic blood. Perhaps you are an aristocrat raised from birth to power, and understanding well how to wield your authority over others and bring them into your anthos, though without other purchases you are more likely to be from a declining line and lack the true form of an aristocrat. Still yours is a house that has brought forth power in the past and could do so again.

Lunar: You are from the moon, born and raised in the morph of Illeia the Cruel the Moon Witch. Her anthos has made the moon a second center to which the four elements cling, giving it ge, hydror, and greater amounts of aeru, but it is still primarily made of pyr and aether, and pyr is in your blood. The moon is a place of disciplined warriors, and order far greater than the societies of the dirty, filthy, chaotic Earth below, and in Illeia's anthos perhaps you have picked up some of her talents.

Location:

You begin at a location appropriate to your nature and origin in this world. If you choose to drop-in you may begin in Neurgia, or the deepest depths of Africa if you took the **Impossible Being** perk.

If you'd prefer you may roll on the table below, or pay 50 CP to choose any non-secure location within the borders of the sphere of the fixed stars.

1. Neurgia.
2. Alexandria
3. The border of the Skoliosos in Africa.
4. Oroneia
5. Moscow
6. The Moon
7. Hernon (the Americas)
8. Free choice

Age and Gender:

If you choose to drop-in your age and gender are the same as they were at the end of the last jump. Otherwise your age and gender can be anything appropriate to your origin and in universe background, if such things even have meaning to it.

Perks:

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

Some Perks, such as all those that can be boosted by Perfection of Form, provide you with the Form of a certain role such as general, hunter, or kratistos. Given Forms are a combination of many things including, especially in these Forms of roles, personality, pattern of behavior, mindset, and the perception of others it is possible to 'lose' a Form by not acting within the Form. In the case of Forms granted by Perks, you will find it easier to maintain the Form with looser behavior, meaning that being a so-called impossibility like an ares that can pass for a slave will be far less difficult for you (and perhaps you could manage to be an ares-slave in full truth), easier to regain the Form if you cease to act within the Form, and that the Perk will make it easier for you to behave in the nature of that Form. They will not, however, lock your personality and behavior into that of the Form or forcibly change them; exerting the power of a Strategos may require you to act and behave like an archetypal master general who is never an optimist but always takes into account what could go wrong, but taking the Strategos perk will not force you to act like it just simply not give you the full benefits if you do not (and of course make it easier for you to do so).

In addition taking the perk assures that you will be able to use your anthos to shape the keros in keeping with the Form in future worlds, and even use it to influence the Forms and morphs of others, even when their substance is based on fundamental force of electromagnetism and nuclear physics as opposed to the imposition of Form onto Matter.

Angel (50 KP): You are a human of an aerial morph, normally the result of generations spent in the anthos of the Storm King. Due to the elements that make up your substance, you do not fall to Earth, but naturally float in the air, rising to a resting point somewhere between the Heavens and the Earth, requiring yourself to be weighted down with ballast to sink through the air to the ground. If an angel falls they will not fall, but float upwards. Even their hair naturally rises, as if floating in water, until they have reached a point where the elements of the air are thin enough to no longer push them upward.

Post-jump this becomes an alt-form.

Teknitoi of the Sea (100 KP): You possess the Form of a teknitoi of the sea. You are the archetypal master sailor, navigator, and captain. And when you keep to this Form and live within it, you will find that ships within your anthos ply through the waves at a greater speed, that they gravitate towards being shipshape slowly fixing minor problems, that they are less prone to being capsized by stormwinds, that the crew performs their roles and duties with greater efficiency, and in all ways a ship under your command and anthos will perform closer to the idealized Form of a ship.

At your option this Form may shift your shape towards that of an archetypal sea farer and captain, the image of a master of a ship at sea.

Ares (200 KP): You possess the Form of an ares, the archetypal warrior, master of combat, and doer of violence. You are a master of direct, physical combat, knowing how to fight and kill unarmed or with any common weapon.

As long as you maintain this Form, you will be made stronger, faster, and deadlier by it. You possess the speed, power, and skill to fight someone who can almost casually slaughter a lioness barehanded, plunging his hand through them to rip their insides out while they're still alive, and edge them out in every aspect of unarmed combat. And within your anthos everything becomes a deadly weapon, a dull knife being able to cleanly cut through wood that is tougher and harder than any real world wood, and even the fists of normal men being able to kill with ease. Wounds are harder to heal from as well, even long after your anthos has been left, those you inflict can resist the ability of strong Forms to reimpose their unmarred morph and leave scars on even strong aristocrats; since you're paying KP for this you can rest assured it will resist supernatural healing, biological healing factors, and the like that you encounter in future jumps. A teknitoi soma could still heal such scars and wounds, at least from an ordinary ares, and while an ares is a means of slaying a kratistos, one should be wary that while this will make it harder for their Form to ignore and recover wounds it won't necessarily stop them quickly.

At your option this Form may shift your shape towards that of an archetypal warrior, though we see at least one ares who was not in such a shape.

Court Flirt (200 KP): You are a demiurgos of love and beauty, or at least it others might call you such. You have no special skill in creating beauty in others, or shaping love save towards you, but you certainly seem to be quite good at directing it towards yourself. Your Form will impose upon your body a morph that is quite beautiful and aesthetically appealing, shifting towards your own ideal of beauty or that of the culture and society

around you; potentially over time changing the color of your hair and skin or shifting the features of your flesh. Beyond this you are a being who inspires love. Even if you're not an **Aristocrat** your ability to shape love in another being is almost comparable, and if you were an **Aristocrat** it'd nearly equal a **Kratistos**'s, and as a **Kratistos** may the gods have mercy on any man or woman who you decide should love you.

Form of a Goddess (200 KP): Illeia the Cruel was exiled from the Earth around 700 years ago, and for all that time she has been hated by the kratistoi of the Earth. But she still has secret cults across the Earth, who worship her as the goddess of the moon. You might not be a kratista, but like Illeia you seem to inspire worship, people being abnormally willing to accept you as a divine figure. Who knows you could be nothing more than a failed kratistos and begin a religion that endures more than 1200 years after your death.

Nimrod (200 KP): You possess the Form of a nimrod, the master hunter, the expert tracker, and the consummate man of the wilderness. You are the wolf made man, with all the skills one would expect of someone who is a master of the hunt across the wilderness wherever you may go.

This Form makes you almost supernaturally adept at wilderness survival and hunting. You seem to take this on more and more the more you are in the wild and away from cities and civilization, your instincts for the wild only sharpening as you enter deeper and deeper into it, until you are practically a creature of it. Even your senses seem sharper in the wilderness. And of course your anthos carries this so that those within your influence become better hunters, their shots more true, their movements more quiet, their senses somewhat sharper.

You may not be the equal to an ares in battle, but as a scout you would far surpass them, being inhumanly quiet, alert, and deadly. Of course, while an ares is certainly no match for you in wilderness skills, having no especial skills in such, as a hunter you are highly skilled in battle. You could effortlessly scale a wall, and then fight a lioness barehanded without injury, breaking its body, and even piercing its flesh with no knife save your hand to tear organs from inside of it. Even against an ares while you'd be at a clear disadvantage, you might be able to inflict some grievous injuries such as broken limbs before they brought you down.

Strategos (400 KP): Yours is the Form of the Strategos. That is to say the General. You are a brilliant military tactician, and as the name might imply strategist, able to plan battles, and understand how to command, lead, train, form, and maintain armies. An ares

may win a fight, and a nimrod may hunt for weaknesses of an enemy force, but a good strategos decides the course of wars for it is their plans that shape the entire conflict.

As long as you maintain the Form of a strategos, within your anthos, which tends to extend quite a bit further than those of others who are not kings or kratistoi, troops are more disciplined and work together as a superior military machine. You need but a glance at the field of battle to understand it, troops swear loyalty at the sight of you, your orders are obeyed almost from your mere thought of them without need to actually physically give them. The keros shapes around you to form a coherent, organized army, and to lend weight to your plans to give them military victory.

While your greatest talents are in military strategy, and within your anthos the keros is shaped to create military excellence and success, you are not called strategist for nothing. You are skilled in the art of strategy in general, whether it's chess, diplomacy, Machiavellian plotting, or just setting goals for yourself and determining the necessary steps to how to reach them. They are not your specialty, however, and it'd take one of the greatest, or foolishly arrogant, strategoi to dare to play games of politics and state against kratistoi.

As a final note, acting in the Form of a Strategos tends to enlarge one's physical form, and they are typically taller than common men, standing potentially over 7 ft tall, shorter only than kratistoi. Should you not wish to have the morph of your flesh shift from this in future worlds you may toggle this portion off without affecting the rest of this perk (though it may be slightly harder to maintain the grandeur of the Form without the immediate physical reminder of your superiority).

Aristocrat (300 KP): There is a universal order to things: every time two strangers meet, there is a clash of wills, and an attempt at submission. An aristocrat is naturally one who wins these clashes. They do not bend the knee in submission to another easily, oh to a kratistos they would but not to anything less without effort and struggle, and their Forms are stronger, their anthos having more of an effect upon the keros.

As an Aristocrat you possess a powerful, fearless drive for personal freedom, independence, power, dominance, and the like. This drive provides you with an iron will, which refuses to bend, and maintains the Matter that makes up your body, keeping your substance relatively perfect; you could stay in the prime of your life for decades, even centuries possibly longer with the help of a teknitoi soma, disease is little threat to you, and we hear of an aristocrat who has lost the same body part multiple times apparently having regrown it. This also means your body gravitates towards perfection; deformities

will not remain, scars heal unless inflicted by the likes of an ares, you become among the peak of human physical capabilities, and you are naturally beautiful.

But to be an Aristocrat is not just to have mastery of yourself. As an aristocrat your anthos is more able to influence the world around you, especially other people. It is the nature of things that non-aristocrats submit to the will of aristocrats, that ordinary people – that is the vast majority of people, all but those with the strongest wills and sense of independence – obey when an aristocrat commands, and that the morph of social situations shapes itself according to an aristocrat's will. In simple terms, you possess a great deal of Charisma, the divine gift that bends others to your sway. With a smile you can invoke love in the heart of a stranger, imposing your will to have them desire you upon them. Without ever demanding an oath, you can casually win the loyalty of others. When you command people want to obey. It is only natural that you command. Of course this is effective within your anthos and not beyond, but the loyalty, the love, and the feelings the impression of your Form on the keros makes are lasting and true.

As a warning, while this will not lock you into the personality and mindset of an aristocrat more than other Forms, save that of a kratistos, it is reliant on your mindset. Should you falter in your confidence, will to assert yourself, refusal to submit, and desire to dominate you will find its benefits weakening quickly for they are nothing more than you imprinting these things on the keros.

Kratistos (500 KP; requires Aristocrat): To be kratistos is to be the strongest. Two kratistoi must never meet, because it can only mean war which rends the keros and warps the world. The kratistos are those whose Form and anthos are strong enough to stretch across entire countries or continents – Alexander the Great's stretched far, and Illeia's covers half the moon – and whose anthos is capable of influencing everything from the way people dress to time itself.

As a kratistos your Form and anthos shape the keros, the fabric of reality, and your anthos extends far; for most kratistos it could be said to be their political sphere of influence, with the Warlock's stretching from Santa Klaus's domain in Siberia all the way into Europe and nearly touching Africa in places – and would reach north-western Herdon (America) were it not for Santa Klaus being in the way. However it is reliant on metaphysical strength and influence as well, so even where there is no political opposition of serious note it can be hard to stretch it; the moon has only a single kratista and yet it is only half in her anthos (and she is the strongest of all the kratistoi) and much of Africa remains outside of any kratistos's influence.

Still within their anthos a kratistos influences all of reality. The nature and personalities of people within it shift towards it; the more naturally submissive shifting much faster than more resistant individuals. The physical morphs of inhabitants shift as well, towards something like the kratistos's ideal form; under Nebuchadnezzar's anthos people are noted for becoming perfect and beautiful with an Aegyptian morph while in Babylon under the morph of the Seven Fingers people have six fingers on each hand and features befitting a Babylonian morph. Even climate shifts towards the kratistos's nature and form, with the Warlock's dominion bringing chill and cold, while a Persian kratistos might bring instead the climate of Persia with him. We are even told that clocks are unreliable crossing between the anthoi of multiple kratistoi, and that when there is a mass exodus of kratistoi they change their speed, because a kratistos's anthos has a small, but measurable impact on the flow of time. A powerful enough kratistos could even turn the moon into a second center of reality to which the elements of aeru, pyr, ge, and hydror gather.

Within a kratistos's anthos exists their crown. This is much smaller, usually only large enough to cover the palace complex in which they live, though the Warlock's was large enough to cover a small besieged city from outside of its walls. Here the power of a kratistos's anthos is felt much more thoroughly. People shift to match the kratistos much more quickly, and more deeply, both physically and mentally. Those who remain in a kratistos's crown eventually become their rat, a sycophantic mirror of the kratistos's will and nature, upon whose face and appearance the kratistos's own look is indelibly imprinted, and the kratistos's nature and usually slavish loyalty to it is imprinted deeply within them. Even within the anthos of a powerful noble and the greatest strategos alive, opposing a kratistos's crown was shown to be enough to strip them of the will to fight, and even live, laying down in their own waste and dying there. It should go without saying the charisma of the least kratistoi is beyond that of even a high aristocrat; it is the nature that if a kratistoi wants to be loved he is loved, if he wishes to be feared he is feared, and if he desires to be obeyed he is obeyed and only the strongest of wills and Forms can resist this. Even the strongest aristocrats will eventually buckle to a kratistos, though strong willed aristocrats can withstand it long enough to be used by kratistoi as intermediates and messengers.

This is done because two kratistoi must never meet. When two kratistoi meet there is war that tears the keros, as the two individuals who bear the Form of the supreme tyrant, the living force of dominance, the all-conquering god-king cannot abide each other. When they meet one must be shown to be the stronger force to work their will on the world and

a kratistos who is not most powerful is not kratistos; though we hear of 2 kratistoi combining their Form in an alliance so this may be possible to get around.

Of course not everything a kratistos does is change things. They impose upon themselves their perfect Form, a Form of power and authority, the idealized form of a god-king or god-queen. And they hold their Matter together to reflect their Form. A kratistos can live a millennium without aging because they maintain their Form, fears no disease – for what are they but a warp in the Form – and can take a bullet to the temple without flinching. This can be overcome; the more damage done the harder to maintain, and there are weapons that attack the Form not the Matter, but a kratistos is hard to kill even if an individual can resist the overwhelming authority and charisma of one to attack them. They also can resist the reality warping effects of others; while a kratistos cannot create something like a Skoliosos – a realm where reality is twisted and distorted even beyond recognition – they can impose the form of human reality upon it, even in the face of ones who could twist it; a kratistos could order a realm of pure chaos where time and space do not exist into something recognizably human. Since you're paying KP for this, it is guaranteed that you can continue to combat reality warping from other worlds, or which doesn't directly affect the fabric of reality (such as telekinetic 'reality warping' which works by subatomic telekinetic manipulation) to impose something closer to normality by your presence, and possess the ability to force even such things as the adynatoi into the Form of human reality. This is not a guarantee that you will win, simply that you can match your power to control the keros directly against their powers and clash so that the strongest can conquer.

Kratistoi are not without their limits though. They shape the keros, influence Forms, and give substance to matter; that is what makes a horse a horse instead of a pile of the four elements. They cannot, however, create something from nothing, nor can they turn ge into hydror (or even create completely pure ge from the substance of the Earth), and while they might create pyr from the right reaction, so too can any human with the right application of their capabilities. There are also things beyond kratistoi. A kratista has managed to make the Moon a second center of the universe, changing the laws of reality itself, but they cannot create something outside of human Forms, and they do not seem to be able to change such laws simply or easily – a kratistos could not change where down is in the midst of a fight or on demand. Not that they have such total conscious control regardless. A kratistos's Form imprints upon the keros, but while a human unlike animals can shape their own Form through conscious act of will, your Form is still the quintessential you, that which defines you as you in all of its aspects. Many aspects of a

kratistos's power move towards perfection and aligning reality with their internal order. Last, kratistoi do not seem to possess the ability to revive the dead.

Finally, the strength of your anthos is part of being a kratistos, but the Form includes the will to power, the dominating presence so great that it dominates reality, the refusal to submit to any other force, and the preeminent position in a hierarchy. You may allow an underling to shift your plans or oppose you, but not outright defy you. You may accept the need for alliance, but not submission. You can lose to superior odds or strategy but you cannot accept lasting defeat. None of these on its own will necessarily destroy the Form, there have been kratistoi known for their gentleness and mercy though it weakened them as kratistoi and led to their deaths and failures, and should you return to behaving like a kratistos you can recover it, but to be kratistos is to rule and if one does not control they are not kratistos, or at most one of the weaker 'wild kratistoi' found among savages. On that note, it is lonely to be a kratistos; they cannot accept equals, they can perhaps love another, but their power will twist them, inevitably pushing them into the form of the kratistos's morph, even aristocrats and kings cannot safely be loved by a kratistos for long.

Think carefully before accepting this mantle.

Perfection of Form (200 KP): You are no mere ares, nimrod, strategos, aristocrat, demiurgos, or even kratistos. No, when people search out the world for an example of the Form, you would be the natural one to select for the idealized type.

When you take this perk select one of the following perks you possess from this jump: teknitoi of the sea, ares, nimrod, aristocrat, strategos, kratistos, demiurgos, or shaper of life.

You are boosted in the field to the pinnacle of the type. As a teknitoi of the sea you would be the greatest sailor alive, able to bring your ship through storms no one else would even dare contemplate. As an ares you are the finest warrior in this world, stronger, faster, and deadlier than any person alive save perhaps a kratistos. As a nimrod you are the most skilled hunter, able to move through the forest with unnatural ease, and not a sound. As a strategos you are perhaps the greatest military mind alive, and with the sort of skills to herd kratistoi and be accepted by them to guide an alliance of such unequaled entities. As a demiurgos or shaper of life you are at the very top of your field, the best craftsman, doctor, animal or plant shaper.

As an aristocrat you are a high aristocrat. You are not a full kratistos, and will not shape the world like them, but your charisma and ability to maintain your the morph of your

body are near those of a kratistos, and your will is such that you could resist the influence of a kratistos's crown far longer than most.

As a kratistos you are one of the strongest of the kratistoi alive, at least the equal of the Warlock who is feared by the majority of Earth's kratistoi, and more likely the equal of Illeia the Cruel the Moon Witch who ruled half the world and whose power provoked an alliance of kratistoi to banish her to the moon 700 years ago, and who then managed to turn it into a second center that Matter would flow to, shifting its environment to one where at least on the half in her anthos humans could live, albeit with more pyr and less ge, hydror, and aeru than they were accustomed to, and who with 300 years of her anthos influencing it gave the Sahara a life giving morph that has lasted 700 years since she was exiled.

Regardless of what Form you choose for this perk it will also help ensure that you retain the full power of that Form even when you do not truly embody it. There are no half-Forms or optimistic strategoi, but you are paying for the right.

Impossible Being (1200 KP): The adynatoi are impossible to describe or define, because they are impossible for humans to comprehend while still in the Form of humans, only once their Form begins to conquer the local keros and impress itself upon one's mind can understanding become possible and at that point one begins to cease to be human. In fact it's impossible to say for certain that the adynatoi are beings at all, or whether they are multiple entities or one or somehow both. Given how Matter loses the substance given to it by Form in the presence of an adynatos surrounding it with a swirling cloud of opaque matter like dust or cloud, it's impossible to even directly perceive an adynatos from outside of the influence of its aura. Once inside of its aura either your anthos is strong enough to impress a Form comprehensible to humans upon it, or its is strong enough to impress an adynatos-like Form upon you.

What can be said about the adynatoi is that they do not show any signs of consuming or excreting anything. Beyond that you have only things that may be true. They may exist outside of normal space-time, only apparently forced into linear time from where they interact with normal space-time. They do not seem to have life or death as we know it unless it's forced upon them. They do not have bodies as humans understand them and possibly are not corporeal. There is no guarantee they are even made of the five elements, and not some wholly foreign form of matter. They operate on entirely different rules of reality, and within the heart of their anthos, where they exist, these rules hold sway incomprehensible and completely outside of human ones until such a point that a stronger Form impresses humanity upon them.

You seem to have become something like an adynatos. Perhaps you were twisted by one's anthos until you were indistinguishable to humans from them. Whatever the truth you are now a being similar to an adynatos. This will not give you the sheer power of anthos and alien Form of their kratistos, but like the adynatoi you create a skoliosos – or a warp in reality – with your presence. At the edges of it beings mutate into cacomorphs, as it goes deeper the elements do not act or behave as they should, and terrible monsters such as predators made of living blood and nothing else, or forests made of fire complete with a variety of mutant monsters, can be found, and deeper still the laws of reality as it can be understood and perceived by humanity break down completely to the point that even concepts like life or death and time or space cease to meaningfully exist.

And this is now your natural environment. You are now an existence incomprehensible to humanity without transforming it into something not human. You are a now a thing which cannot die for it is not alive in the normal meaning of the word, but simply exists in a place or does not exist in it. To exist in this form is to twist reality around you, warping and reshaping it, an invasive set of laws of existence unknown – perhaps unknowable – to humanity.

To exist near you is to engage in a combat of Forms. If their Form is strong enough it can impose humanity upon you, if yours is stronger you will turn them into something incomprehensible. Even in future, more materialistic worlds, you will find that this can be resisted, just like a kratistos, with those things that would constitute a being's Form here; willpower, sense of self, drive to enforce their desires on reality, spiritual/metaphysical weight, and the like.

As an Impossible Being your mind is so alien as to defy words and description. One could question if the adynatoi even have one outside of the influence of a human's anthos, but signs point towards intent in their actions, and you can rest assured while you mind is alien you are capable of volition and conscious wilful action. You will also be able to toggle this nature as an Impossible Being off, you have paid enough for the privilege.

If you have taken this perk you may take **Aristocrat** and **Kratistos** at a discount.

Form of Another World (300 KP; requires Kratistos or Impossible Being; 100 KP if taken with both): You have existed in other worlds with other laws of reality. In this world Matter is composed of the 5 elements, shaped by Forms born of a higher level of reality than mere Matter. In another matter might be born from at least 118 elements in the form of atoms, themselves in defiance of their name formed from sub-atomic particles

which bubble up from the quantum foam. In another the world might be formed by the song of its supreme God, or perhaps spiritual energy flows through the world in every breath which provides life, or any number of other possible cosmic rules.

You possess the ability to impose the metaphysical and physical laws of any other reality you have visited in a jump onto the local reality within your anthos. This can be opposed and resisted by others who are capable of warping reality – whether it's through the keros or some other means – and the stronger your Form and anthos the stronger this effect will be. Within this effect, though, matter might not form from the 5 elements, but 118, and people would die when their body was wounded regardless of the strength of their will, or whatever set of laws of physics you have been (re-)created into and through you care to impose. And perhaps with time, great effort, and masterful skill you could even learn how to mix and match these rules.

Merchant Perks

Counting Heartbeats (100 KP): You have some technique, such as counting your heartbeat, repeating a mantra in your mind, or something else of the sort which helps to center you, focusing and bolstering your will and sense of self, helping to remind you of your purpose and who/what you are in the face of external influence.

In the History Books (200 KP): Are you famous? Well if not yet, you seem to find it easier to spread your fame with your deeds. Stories of you seem to spread through the world just that much quicker and more readily, though you can toggle this effect off if you choose.

The real value is once you are famous, as you seem to find it easier to leverage fame and renown, even if it was past renown from a time when your Form was so different to nearly be another person entirely with shoes you certainly (and in this world likely literally) could not fill, into connections, social influence, and even things such as business deals.

Return to Form (400 KP): You can be damaged, you can be broken, but you seem to be remarkably capable of recovery and recuperation from such a state. You can eventually recover from any trauma or damage to your psyche, or your body, as long as your Form is intact, and even a demorphed form where who you are is twisted will eventually return to your true nature. You could be reduced to a broken shell, a shrunken, slavish being with no desires of your own, willing to obey whatever other will comes to command you, an example to all of how there are fates worse than death, and with the passing of years you could be yourself again, great, mighty, and commanding. In fact, if anything, you seem to grow somewhat from the experience, becoming harder to break in the same way again, and perhaps once you have returned fully a bit greater than you were before. Having outside help is useful, but it is not strictly speaking required.

This will even extend to social status, wealth, and prestige, though this will certainly require you to work for them, they do seem to gravitate back to you to return you to your old rank, or even higher.

Some things are too much to recover from such as death, or the utter destruction of your soul. Nor would I advise recklessly testing it with something like the utter loss of humanly recognizable form. If nothing else that might take a very, very long time.

Spitting in the Face of Power (600 KP): The Warlock, the kratistos of Russia, is the strongest kratistos currently on the Earth. Legends tell of a man who stood against him, besieged for weeks, months, within the crown of the kratistos. Where the other defenders of the siege became indistinguishable from the dead, no longer rising even as bodily waste built up around them and died of sheer lack of will to survive, one man survived, barely forcing himself to continue onward until the Warlock marched into the city directly. Even then the man did not kneel and prostate himself, or kiss the Warlock's feet – as is the nature of those within the Warlock's anthos – but broken, shattered, and reduced, he raises his head and spat in the face of the warlock.

You could be such a man of legend. While you may not have the anthos of a kratistos, or the full power to reshape the world to your power, you possess an odd talent in standing up to those effects. Your Form and morph resist the force of others to reshape it with a surprising tenacity, and the stronger your Form and those things that go into making it up – your sense of self, your strength of will, your metaphysical power and weight – the more strongly it resists out of normal proportions. You might be able to perform the fabled feat of kratistocide without being a kratistos yourself, walking up to a kratistos and killing them. Though don't expect this to be easy.

This will apply to other forces that would reshape you in ways other than the action of crude matter against crude matter. That is to say this won't protect you from a sword being used to cut your arm off, but the resistance of your Form will protect you from the will-bending charisma of others, from supernatural attempts to control or manipulate your mind, from magic that would reshape your body, assaults upon your soul itself, the influence of reality warpers to warp your person, attempts to impose another's reality or the shape of their soul onto you or the space your body occupies, or the like. This is not a perfect defense – the man who spat in the kratistos's face was left broken and shattered and he was an **Aristocrat** as well – but a power that would have reduced a normal man to death-inducing apathy in a week could be resisted for months and even then you'd still have the strength to resist a force that would reduce a near aristocrat to obeying orders without thinking within moments, and spit in their face. While this is not an indefinite and perfect defense, even normally 'absolute' and 'irresistible' effects can be resisted for a time, and the stronger your Form the longer you can resist such effects, and if you're strong enough you might as well simply be immune.

Artisan Perks

Sophistes (100 KP): You are a sophistes. Besides being generally well-versed in academic topics – though not necessarily practical skills related to them – you are adept in developing ideas through pure reasoning from observed facts and information.

Demiurgos (200 KP): You are capable of using your anthos to bend the keros to craft something within a certain field. A demiurgos of ge is capable of manipulating earth with their anthos. A demiurgos of the weather is capable of manipulating the weather. A demiurgos of love would be especially skilled at making others feel love. A demiurgos of beasts would be capable of altering the form of a beast, though their skill and capabilities are less than those of a teknitoi of beasts. A demiurgos cannot create something ex nihilo, the Form shapes Substance from Matter, but Matter must be there even for a kratistoi and demiurgoi are a far cry from their heights, but a demiurgos of hydror might pull water up from the earth to form a spring. Your power is also not infinite; even the best demiurgoi of love can be resisted by those with strong Forms, and this doesn't extend the reach or power of your anthos, merely makes it suited for manipulation of a certain field.

You may select almost anything, but it must be a Form that exists within the human form of the world; that is to say it must be something within human comprehension which exists in the setting so you could be a demiurgos of disease, but you couldn't be a demiurgos of mana (that's a different metaphysics) or a demiurgos of computers (don't exist yet).

You may take this perk multiple times, but only the first time is discounted (if it was at all).

Shaper of Life (400 KP): There are those in this world who are masters of shaping, or reshaping, life. The teknitoi soma can cleanse individuals of disease, help an individual regrow limbs, perform miraculous works of medicine, or reshape an individual's body to the extent that even a kratistos's rat would no longer resemble their kratistos despite the powerful imprint from their lord's anthos upon their Form. A teknitoi fauna is a master of the shaping of beasts and animals, able to cause inheritable changes to animals, create hybrid cacomorphs, or even create animal-human hybrids and other such degenerate Forms. A teknitoi flora is a master of shaping plants, shown to be able to create plants that combine aspects from multiple plants, plants that can grow where they should not, and otherwise engineer and manipulate the forms of plants. They may lack the raw power of a kratistos, but these teknitoi possess specialized capability which allows them to do what even the most powerful cannot do with power alone.

Choose one of these three fields. You may take this perk up to three times, though only the first purchase is discounted.

Teknites (600 KP): Those with the special talent for will ability to shape something are demiurgoi. But there is a higher title for those who can impose a Final Form on an object. You possess this skill. To impose a Final Form on an object is to create a state that it naturally moves towards. A teknites of aeru could create a final form of motion in air, creating a permanent air current around a device, a teknites of ge might create a sword that would naturally sharpen itself and retake the shape of a sword. This can be overcome, just like while it's the natural state of a rock to descend closer to the center of the Earth, it can be stopped by placing it on a table, and sufficient damage or force can break a Form even a Final Form; a sword might repair itself of minor damage but if it's broken and scattered it will not.

You do not need to choose something to be a teknites of. Instead for anything you can personally craft and create you can, with time and effort, learn to impose these Final Forms. It will take time and effort to impose them as well, the mark of a dedicated master of the craft, and the more complex the form and material the more time and effort you cna expect; it's easier to put the final form of a sword on metal than that of a sophisticated mechanism.

If you have taken the **Demiurgos** and/or **Shaper of Life** perk(s) you will already know how to impose final forms through those fields.

Lord Perks

Actually 400 Years Old (100 KP): Kratistoi can maintain their life, in sheer defiance to the rules of Matter, for centuries, perhaps indefinitely, with the sheer strength of their Form and control of the keros. Even mere aristocrats can hold onto it for centuries, with one high aristocrat at least appearing in her 20s when over 400 years old with no sign of slipping yet. Even if you are not an aristocrat, you can expect to live centuries at least, staying in the prime of life as your Form holds off the reversion to a more animalistic morph that is senescence, but retains the perfection of your physical peak.

But merely holding off senility and aging is not enough. You have a mind suitable for living 400, 500, 700, 1,000, or more years. It seems to expand as you age to give you more room for new memories, and your memories of a thousand years past will be no duller than those of ten years back. You will also find it easy to resist ennui and the depression that comes with centuries of an unchanging life. You can still seek out change, you resist ennui after all, but if you were born to rule you could do so for a millennia without growing tired of life.

King (200 KP): Well this won't truly give you the Form of a king, at least without being an **Aristocrat** and even then there is more to it than this. Still you would make a good assistant to one. You have the skills needed to administer a city, city-state, or kingdom. This is combined with a talent as a statesman, and for statescraft. You may not match a strategos in strategic capability – even off the battlefield – but you know how to manage a kingdom, ensure its bureaucracy keeps running, and do all the mundane tasks of state that are oh so often beneath the kratistoi. A kratistos would be lucky to have you helping to run their domain, and in the right circumstances you might be able to play rival kratistoi against each other to maintain a kingdom between the anthos of two or more, though that would be precarious.

Character Comes From Developed Habits (400 KP): Whoever you pretend to be, as long as you are consistent enough, that's who you will eventually become. Your Form responds more easily to your conscious will and is more easily shaped by your consistent and developed habits. If you make certain to always perform a thorough beauty routine your body and mannerisms will shift to become more beautiful. If you act like a strategos, you will begin to think like one and your body will grow tall, proud, and commanding. Act like a king and you will begin to look, and think more like a king with the charisma and skills growing along with it.

In future worlds this won't give you the ability these individuals have to influence keros, that's part of this world's metaphysics separate from changing yourself. However, not only does this mean you will have greater ease gaining skills and even talents and raw capabilities, but this does make it much easier to consciously self-edit your behavior and nature.

Could Alexander Die by Falling Off his Horse? (600 KP): You are your own force of destiny. Like how an aristocrat shapes the wills of people in their anthos, and a kratistos shapes the world in theirs, you shape luck and fate with your Form. Bad luck does not happen to you. Minor, random mischance is not part of your personal life. When you set out to perform a task you perform it perfectly to the best of your ability. Passively and (perhaps not so) subtly your nature shapes the world so that your luck is never bad and good far more often than it should be as if your will alone could make the dice come up showing six pips.

This is limited by the range of your anthos and the power of your Form. You won't happen to step where you slip, your horse won't misstep into a hole, and if somehow you were thrown by a horse you'd land well not badly, but unless you're a kratistos you won't be influencing events ten miles away, and this won't stop a nuke launched from across the globe. It is also tied to the strength of your Form; if you lose confidence or faith in yourself, or conflict directly with one whose Form is stronger than yours – even if they are not from this world and would never normally know they had a Form – you may find this failing. But outside of those circumstances you literally make your own luck.

Lunar Perks

Child of the Moon (100 KP): You may not actually have been born on the moon, but pyr is in your blood, and in your being. You are resistant to heat and fire, able to walk on the burning soil of the moon without pain, to drink its burning wine, and no desert on the Earth would be too 'hot' for you. This fire helps protect you from the cold as well, making it easier for you to resist its ill-effects with your own inner heat. It also has been shown to protect against the effects of blindingly bright light, making it harder for your vision to be overwhelmed by brightness.

If taken with the **Demiurgos** perk for Fire (or Pyr), you can even manifest scouring bursts of flame from your bloods that could burn away others while leaving you unharmed even as the fire comes out of your tongue through your mouth.

The Child is the Eidolon of the Parent (200 KP): Your children take after you, even more so you can impress your nature on them. The more time they spend with you the more they grow to resemble you and you can teach them your metaphysical nature, so that they develop talents and abilities like your own. You could even teach them your perks if you took the time to carefully guide them towards your Form; or at least something close, as this ability on its own won't turn them into exact clones of you. Of course there are some things harder to cultivate in them; if you want them to be free willed and make decisions for themselves, you must push them less into your form, and if you want them to be a kratistos in their own right they would have to break free of submission to you. If you want, though, you could raise your children to be all but clones of yourself, practically a perfect copy of yourself, though ultimately subordinate to your own being.

700 Years of Exile (400 KP): You will find that your influence on the world is abnormally hard to remove, even after they have long been removed from your anthos. Without the anthos of another kratistos interfering a plant species created with your anthos might still spread across the wilds of Africa barely changed by 700 years, and the climate could still show signs of your influence long after that of others would have faded. This is not limited to the effects of your anthos on the keros; a sword you make will resist weather and time better, an organization you create will be harder to destroy, and your legacy does not fade easily. It is not, however, self repairing; a sword you make is harder to damage or break but won't repair itself if broken or sharpen itself.

Witch (600 KP): A strategos may be the master of strategy, and kratistoi are naturally adept at getting people to do what they want, but you seem to take it to another level. You are a master of subtle influence and manipulation. You understand quite well how to make someone want to do what you wish them to do. Whether it's through seduction, careful manipulation of facts, subtle construction of a situation, or something else, you could even manipulate a strategos, or a kratisticide; someone every bit capable of looking at and understanding how they are being manipulated and who has proven themselves immune to charisma and manipulation of a kratistos in the ultimate manner. It won't necessarily be easy, but while a strategos might be able to outplan you and outfight you, even they cannot match you when it comes to predicting the behavior of individuals and manipulating them to your liking.

Items:

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

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

Floating Palace (50 KP): This is a palace created from materials whose Form have been changed by the morph of the Storm King mixing aeru and pyr into them to make them float at a height above the Earth. Even in future jumps this palace will naturally float a certain distance, up to two and a half miles, above the ground (this is fixed on purchase).

Keraunet (50 KP): This is a gun. Or at least this world's equivalent of one. We don't get great detail on them, other than they can punch through metal armor, and kill behemoth creatures larger than elephants with a single shot from a nimrod, or a youth not yet in the Form of an aristocrat within their anthos.

It will repair, maintain, and reload itself over time, and you will get a resupplying stockpile of ammunition and propellant.

If bought with **Hyppyroi Armor** this can be an aetheric keraunet designed for use on the moon. Circular in many ways and places the only information we really get about them is that they can launch spears half a stadium in length – elsewhere consistently used contextually as several hundred feet and a traditional unit of measurement roughly equal to 600 ft – long distances.

Aetheric Armor (100 KP): This is armor made for wearing out in the space between planets. It is made primarily of aether, with an aeromat which is placed over the mouth to draw enough air in to breathe from the almost airless aether of the heavens, and possesses a pair of ikaros – wings – designed to allow you to catch only those eddies in the aether that would guide you towards your destination and fly through the heavens.

In future worlds this will continue to function as a space suit, its aeromat allowing you to pull breathable air out of the very void of space, and be able to protect you as a full

pressure suit would. Likewise its gossamer-like wings will continue to be able to catch and move through ‘eddies’ in space even where there are no eddies of aether.

Oroneiges (100 KP): Oroneiges is stone whose Form has been changed in the Storm King’s morph, becoming imbued with aeru and pyr as well as ge, so that it rises to float above the world. How high it tends to float will depend upon the exact proportion of air and fire, though don’t expect more than about 2 and a half miles.

You will get regular shipments of this stone, enough to build a small palace every few years. You can select what ratio of aeru and pyr to ge they possess when you receive a new shipment.

Purinic Ge (100 KP): This is a box of nearly pure, elemental earth. Even the most skilled teknitoi cannot make truly pure ge, but this is *closer* to it, being a selection of metals and stones that are more pure. You can find in this marble that is soft and easily carved but retains the memory of its Form once shaped for thousands of years, stone harder than diamonds, purinic iron which can be used to make steel thinner than silk or light armor capable of stopping even high powered bullets.

It’d probably take a demiurgoi of earth, or some sort of specialized tools beyond this world, to work this, and a sufficiently skilled demiurgoi of earth could make it with time and effort, but you will receive additional shipments of these materials semi-regularly which is easier and less time consuming than making it yourself.

Self-Mapping Globe (100 KP): An impossibility. Something people have strived and failed to make. But something you now have. This is a globe that accurately reflects the world as a map and will even automatically update to changes in the world (or to a new world should you go there).

For an **additional 100 KP** this globe will now mark shifts and flows in the territorial dominance of the anthos of kratistoi, and even shifts in their focus. In future jumps this will show shifts and flows in the territorial dominance of political powers, and where their influence is shifting; this is not simply where they have legal claim, but real power, with shades of influence and control from external countries and how it grows or reduces.

Weapon Against Form (200): Outwardly this dagger consists of a narrow tongue of light metal, twisting like a flame or attacking snake. It is imbued with poison, but there is more than that as it is a weapon against Form not mere, crude Matter. It carries death within it. To touch its hilt barehanded is to invite a rash, or worse, and thick gloves are advised to handle it. A mere scratch can kill as well, with a single stab from this weapon enough to

bring down a behemoth of a cacomorph larger than an elephant. More it brings death that even a kratistos cannot resist; oh it might not kill them as easily, you might have to stab a powerful kratistos half a dozen times, but it is an attack on the very Form of life, and anything for which has a Form of death can be killed by it.

Its Form is also very strong and secure, resisting damage and even more resisting influences that would twist and demorph it. Where most objects would deform into mere hyle – chaotic mass of unformed elements – in the presence of something like an adynatos, this dagger could survive at least for a limited exposure. It is not as resilient as a strong willed aristocrat but it can resist those things that would change or twist it.

Crooked Sword (400): This sword is twisted almost like the influence of an anydatos. Some of that is that its blade is warped and curved, and blunt in a way that mars the Form of a sword, but more that it twists whatever touches it, warping and changing it; even the shadow it casts is twisted and warped. It is not a weapon against crude Matter, it does not cut with an edge, but it is a weapon against Form and the keros itself, a blade that cuts keros, no matter whose, what morph is imprinted in it. Human, Adynatos, kratistos, God, the world itself. If you can bring it to bear against a being this blade can kill it, even if the word 'kill' has no meaning for it, this sword can make it cease to be. We don't see it wielded against the world itself to know how well that'd actually work, but it was capable of killing an amorphous existence that existed in a realm with neither time nor space, imposing upon it an existence which could be killed; and it will be able to do the same in the future as well, twisting, warping, and forcing Form on that which it strikes till they become capable of death, changing their nature till that is a Form they cannot help but exist.

It is a weapon that is far more dangerous than the **Weapon Against Form**, and to be handled with care. While there is a hook to safely hang it from attached to the pommel, just holding the hilt will cause the hand of any but those with the strongest Form to find their hand no longer holds the Form of a hand, and even they should be wary of it. To help with this it comes with a glove of pure ge chainmail, capable of retaining its Form far better than any human, and a scabbard of the same material that is capable of holding it safely, though I would not advise trying to use the scabbard to block the blade. Nor would I advise touching the blade even with the glove.

This sword also is far more resistant to being de-Formed or twisted than even the strongest and most resilient human.

Floating City (400): This is a floating city… state. Large enough to have a mountainous citadel – admittedly more a ‘mountain peak’ than the full 2000-ft plus height from sea level – surrounded by satellite villages, or in short to be a full city-state including the farms that provide for it. This city floats a little over 2 miles high in the sky, and is surrounded by semi-perpetual storms, gathering moisture from the air to bring rains down upon it. You can influence the storms around it almost like you were a highly skilled demiurgos of weather or even a kratistos, making them dissipate or driving them to terrible hurricanes, though your scope beyond the edges of the city-state will be limited. You can also influence which way it floats in the sky, moving it through the air, though don’t expect it to move as fast as a ship at sea.

Merchant Items

Gold (100 KP): This is enough gold to afford 1 year of living an aristocratic lifestyle. At the start of each jump after this one you will receive enough gold to afford 1 year of living the lifestyle of the local 'upper class' or 'aristocrats' including the wealth to rent suitable accommodations.

Houses (200 KP): This is a fine, well-built house suitable to host aristocrats, and which even a high aristocrat or king wouldn't be ashamed to call their secondary dwelling. And another. And yet another. You possess one of these houses in the majority of major cities in this world, each one ready and waiting for you to take occupancy of it, or rent out to tenants, should you desire.

Post-jump this will give you the legal ownership, and associated keys, deeds, etc, to a similar upper class home in somewhere over 50% of all major cities or settlements within the scope of the jump. Taxes on these properties come pre-paid.

Purinic Chainmail (400 KP): This is a suit of chainmail made of pure ge, or at least as pure as can be produced by the finest teknitoi of earth working under the most powerful living kratista. This has rendered it an abnormally heavy suit of chainmail, but it is also the hardest and most resilient metal that can be found in this world, far harder than regular steel.

That is not, however, the point of this armor. Its Form and morph are extremely stable and resistant to being changed or warped, and it could be worn into the heart of the crown of a kratistos of the adynatos and retain its Form. It is nearly immune to being warped or twisted through manipulation of the keros, and will be similarly resistant to other means of reality warping, supernatural manipulation of its nature, esoteric science used to change it, or the like. Powerful enough force might break it, though it is likely harder than diamond, but more esoteric means are nearly completely ineffectual against it.

It won't shield the wearer from them necessarily – it's a suit of chain mail it doesn't cover everywhere and many of these effects don't actually have to pass through intervening matter – though, since you're paying KP for this, its gloves will protect the wearer from direct contact with weapons or objects handled, and protect them from ones inflicted by contact with weapons or objects, and even protect them from curses from objects they handle or weapons they wield, or effects where touching it directly is dangerous like a weapon so infused with poison it causes poison to seep into the wielder or that warp reality around them. Of course if the weapon uses the bond or curse for power you may be depowering it by protecting yourself from it, and not all cursed weapons need to

directly affect you to affect you some intelligent swords can simply twist in your hand. You can allow effects to affect you as if you were directly handling the object, but if you do they will affect you as if you were directly handling the object.

Merchant House (600 KP): You are now one of the major partners of a major merchant house. This is the center of a trade network and business connections stretching across the world. If you do nothing you're a partner who will get a steady stream of wealth to make you wealthy. If you actually involve yourself you could become one of the richest men in the world. But it's the contacts and influence provided by having the ability to influence and control a massive network of trade that is the true value here; whether you simply want to make use of those willing to do you favors in the hopes of receiving a small portion of the trade contracts of your merchant house, or wield its economic weight to create an influence on societies that even kratistoi must take into consideration.

You will be a major partner in a similar major conglomerate in future jumps. It will adapt to fit the setting, scaling to it and being an appropriate collection of business and trade interests.

Artisan Items

Pythagorean Cube (100 KP): This is a regular polyhedron composed of smaller polyhedrons that can be rearranged similar to a rubix cube. There are numbers on the sides of the polyhedrons that have ritualistic and symbolic meaning but it is more commonly used now as a mathematical game for children. Some oriental sophistae say that it can be used to find the Number of God, but whether that's true or not is in doubt. It does help to shape the morphe of children into something more inclined towards mathematics and becoming a sophistes.

Chests of Materials (200 KP): This is a set of large chests each holding some sort of exotic resource from this world. One might contain nearly pure ge, containing stone and metal ores that are more elementally earth-y than normal. Another could contain oroneigos, aether, purinic pyr, lykot wood (sturdy but light wood, not quite hard enough to replace metal for armor, but good for constructing airships), poisons and venoms from creatures of this world, and other sorts of materials and resources. You might even receive seeds from flora created by teknitoi flora.

These chests restock regularly. The exact resources each time are semi-random, though if you have little or no need for one it will become less common and if you have great need for one it will become more likely, though this will never become a certainty of receiving (or not receiving) a specific resource. You can expect a greater overall amount of resources from these chests than any one of the **Aether**, **Purinic Ge**, or **Oroneigos** items, but less reliability if there is one you particularly desire.

Sacred Garden (400 KP): This is an expanse of ground, about 100 hectares (or 1 square kilometer, something over ⅓ of a square mile, or a little shy of 250 acres), which a legendary master teknitoi flora morphed under the anthos of the most powerful of the kratistoi to roam the Earth since the fall of the Roman Empire, and which no other teknitoi flora has been able to replicate. The soil of this area allows plants to impose their Form upon it and causes each plant planted here to grow as if in its own native conditions and environment.

Since you're paying KP for this, rest assured and have no fear that this will fail when encountering plants of mere Matter, or supernatural plants of other worlds. Any plant planted in this ground will grow as if in its proper climate and environment, even if they would require supernatural soil or otherworldly conditions to grow. You could even grow cacomorph plants from a skoliosos here, which the Sacred Gardens in Alexandria likely can not (if nothing else the local kratistos's anthos would destroy them).

Library (600 KP): The Library of Alexandria occupies 20 buildings, and contains several hundred million volumes, and only rivaled by the Library of Pergammon during times of Seleucidite power. And now yours. Though you will lack the side branches of the Library of Alexandria.

Still this a massive library complex, containing hundreds of millions of volumes, and a full staff of librarians dedicated to the collection, copying, translating, and archiving of material carriers of human (and possibly should humans meet other thinking beings non-human) thought. They seem to receive the essentials for their life, and a steady supply of writing materials; certainly you could set up a printing press (or printer) that could do it with less work but this has the human touch and these scribes are experts in linguistics and the study and translation of languages who, if allowed, will go out and acquire new texts (possibly by trading copies of ones from within it) for the library.

Of course they don't have to do too much, as when you enter a new jump this library will expand, getting a large amount of texts from that world. This won't put it as the foremost collection of writings in a setting (if you only include the new materials) but it will make it a respectable library even if you only include the new materials.

You may choose to have this library exist as a warehouse attachment or insert itself into the local jump. If you choose the former the librarians will not be able to go out and manually expand the collection (though the automatic start of jump update will still happen).

Lord Items

Servants (100 KP): This is a cadre of servants with slave morphs. That is to say they are natural slaves, individuals who easily allow imprints from others and are happiest when they can simply go with the flow of authority. Whether they are legally your slaves or merely 'servants' will depend upon the local legality of slavery, but regardless of it they are absolutely loyal to you, and easily receive your morph from your anthos. They aren't anyone especially anything, no demiurgoi or teknitoi, but they are obedient and loyal, and since you're paying KP for this you don't seem to need to provide them with food or water.

Air Pig (200 KP): This is an airship. The wooden nest in which passengers ride is not even half a stadium (1 stadium ~ 600 ft) long and no more than 20 pous (or Greek feet) wide. It has 2 stories, though the lower floor is entirely a cargo hold, and the ability to strap hundreds of lithos (Greek word for stone, used as a measurement of weight) beneath it. Its aero belly provides lift, and it has various perpetua mobila to provide it with steering and speed using currents of air crafted into perpetual flow by teknitoi of the air.

It comes fully crewed by followers, including weather and air demiurgoi. This crew will not leave the air pig, however.

Horror (400 KP): The Horror is an organization in the Form of the perfect, invincible mercenary army. They have lost, but never in an even battle, only in unfavorable conditions or a hopeless balance of powers. They exist in a state of Lakadeamian (Spartan) rigor of diet and exercise, with absolute discipline and unwavering loyalty to the Form of the Horror. History records individual soldiers from the Horror deviating, but never betraying the Form of the Horror.

You have here 2,000 soldiers of the Horror. They are fully equipped and include among their numbers the expected number of specialists from pyresiders/canoneers, to teknitoi soma, teknitoi psyche, ares, up even to a strategos of a Form and experience as to be expected to lead 2,000 of the Horror. They have formed a permanent contract with you, agreeing to serve and follow you in all your future conflicts and the Horror always keep their contracts.

Should their numbers be reduced they will recruit additional troops from the local setting, training them, and imprinting them into the form of the Horror. They excel at passing on institutional knowledge so that the death of one, half, or even more, of the soldiers will not result in the loss of accumulated fighting knowledge, and the level of skill, discipline, and the Form of the Horror and will even guide new recruits into the Form of ares and

strategos as appropriate. The Horror also excels at the adaptation to new forms of warfare; while the details and backgrounds will change with this adaptation, you can expect the Form with its discipline, loyalty, and devotion to excellence upon the field of war to not.

Should your unit be completely wiped out, or reduced to numbers where they simply cannot adequately replace their numbers from the local recruits, you will receive fresh soldiers straight from this world at the end of the jump. This level of destruction may result in the loss of institutional knowledge.

Purchasing this an additional time will triple the number of soldiers you receive with each additional purchase (which are still discounted as normal for repeat purchases of items). This means you'll receive 6,000 if you purchase it twice, 18,000 if you purchase it three times, 54,000 if you purchase it four times, and more Horror soldiers than should be possible to hire even with a wait time of 13 years if you purchase it additional times.

City (600 KP): This is a small, but functional, city-state. It is not the equal of the great cities as Alexandria, Moscow, or Neurgia, but it is still a city of sufficient size, power, and influence to be considered a city-state in its own right if it is independent of a larger state.

Even if you are not a kratistos you possess the ability to spread your anthos through the city and the accompanying territory, and influence the keros here like a kratistos influences the keros throughout their domain but only while inside of this territory, and without the things they can do in their crown or direct presence (which means this won't help you survive). This will not equal the influence within the crown of a kratistos, and if you are not an **Aristocrat** will be equivalent only to the borders weakly held by a weak kratistos. Of course you may wish not to do this, and let the city have the diversity that comes outside of the influence of kratistoi.

If you are a **Kratistos** you will instead find it much easier to consciously control and influence effects of your anthos in this territory while you are inside of it, and may have your anthos continue to affect this territory no matter how far you travel outside of it.

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

Lunar Items

Aether (100 KP): Aether is the fifth element. Demiurgoi of the moon are known to work it into aetheric steel, and other solid forms, though on its own it is the substance of the Heavens and the medium through which the moon, sun, planets and fixed stars move. It is hard to work within the attractive force of the Earth, though can be worked within the lesser center on the Moon formed by the Moon Witch, and tends to break down under the force of the Earth. Still it is imbued with the principle of perpetual circular motion like that which drives the stars around the Earth, and with the force to rise against the pull of the Earth as the center of the world.

This is a box of nearly purinic aether. After all, while you can probably find the other four elements on most worlds, space is rarely filled with Matter especially not with perpetual circular motion imbued into it so this will ensure a steady supply. In future worlds you can expect it to have difficulties with heavy gravity fields – like those of the Earth – though not so much artificial gravity, and to have anti-gravity effects in addition to its tendency towards perpetual motion.

Hyppyroi Armor (200 KP): You possess armor made of matter drawn from the Heavens, purinic aether wrought as intricately as clockwork, and looking almost more like jewelry than armor. This armor is made of interlocking rings that perpetually move in circles, carefully crafted to allow you a fluid range of motion. These rings can expand, stretching out up to about 10 pous (Greek feet) in diameter, and lending momentum to thrown projectiles, granting them force to shatter boulders or fly with a hundred times the strength that would be expected from an unarmored man. Similarly they can be used to lend power to leaps and send you flying through the air.

This armor is unfortunately high maintenance under the heavy force of Earth, drawn instead upwards towards the Heavens where it belongs. Thankfully yours will automatically repair and maintain itself over time when not in use, though this will be significantly quicker when away from centers that pull in Matter like the Earth.

Moonboat (400 KP): This is a vehicle made for traveling the heavens primarily from aether and fire. From the outside it is a thing of heat and brightness and perpetual circular movement, a spinning vessel of burning star fire. When landing it rotates around a horizontal axis in the center of which is the entrance, and resembles a translucent scorpion with its claws unfurling into aether sails when it needs to fly. Inside this shell of aether there is a gesian belly in which the crew and passengers travel.

It is faster than an air pig, and better equipped for battle. It is, however, not well suited to the heavy pull of Earth, and needs repairs and maintenance after visiting such. It is designed, however, first and foremost to fly through the heavens upon the currents and eddies of aether. In future jumps, while it still won't have the best ability to deal with heavy gravity wells it will still be able to take off from at least Earth-like worlds, and fly through the void of space, catching cosmic currents as it once would have caught the flow of aether and using them and its perpetua mobilia to move through the void of space. It will somehow be vacuum tight, don't worry about that, and able to function as a spaceship even if this means that it will have an airlock it didn't originally. It will also maintain its own gravity in future worlds, as it can no longer rely on how the 4 Earthly elements are pulled eternally towards Earth at the same force regardless of distance.

This ship will automatically repair and maintain itself when not in use; though this will be substantially faster outside of the pull of such things as the Earth. Given it use sails, materials that float naturally into space, and perpetual motion machines to power itself it doesn't need fuel.

Uranois Torment (600 KP): Created from a cloud of purinic aether over a lunar crater, the uranois, or aetheric, torment was made as a prison for an adynatos. Yours is a similar prison made of a cloud of eternally spinning aetheric blades over a large crater nearly a mile in diameter. However as we're not given full details on how or why this worked to imprison an adynatos, and why it could not twist its way through the surface of the moon, or otherwise escape, your will simply work. If you can get a creature in this prison, it will not be able to exert its will on the world outside of it, or escape without outside assistance; you however are not so restricted. Minions or allies that were already working might be able to work, but it won't be able to teleport out, communicate telepathically, warp reality, or any of the like to escape, nor can it be escaped by mundane force simply rewarding the attempts with cutting blades of aether stretching and deforming around them to keep them contained. Getting them in this swirling prison of aetheric blades is however your own responsibility.

You may have this prison exist as a warehouse add-on, or insert into the world. It cannot be used to bring creatures with you to future worlds, however, with those inside of it at the end of a jump being put into permanent stasis if it is a warehouse add-on, locked beyond even your reach until the end of your chain, or being able to leave a copy of it behind with its prisoners if inserted into the world (if you choose not to leave the copy, they'll just be freed).

Companions:

Companion Import (50+ KP): For 50 KP you can import or create 1 companion with 600 KP; they gain an origin as normal, cannot take the Kratistos perk (even if given enough KP to buy it), and gain a discount on Impossible Being if you purchased that perk yourself. For 100 KP you can import or create 3 companions with these same rules. For 200 KP you can import or create up to 8 companions with these same rules. If you want more than 8 companions you can pay an additional 50 KP per companion to import them with these same rules. You may pay 150 KP to import 4 companions if needed.

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

Canon Companion (50+ KP): For every 50 KP you pay you may recruit 1 canon character. This can even be used to recruit kratistoi, though do so with caution as a kratistos who submits to living under the thumb of another is no longer a kratistos, and a kratistos companion might be more of a contradiction than an ares-slave.

Your Eidolon (200 KP): This is your son or daughter. They take after you, their Form containing within it a recreation of your own to pass on towards eternity, the only immortality that can be expected from one who is not a kratistos. They do not yet have much, they are but a child, but should they grow they will grow to possess all the Perks you have purchased in this jump. But they will grow to possess more than that. Should you shepherd their growth as a proper parent, they could grow to possess every Perk or Power you have gained within your Form as a jumper, becoming a near perfect eidolon of you. They may not quite match you exactly – in some fields they may be lacking, in other they may be your superior – but they will resemble you not just as you are here, but in everything you have brought here from previous worlds; things added to your Form after their birth in this world (that is in future jumps) will not be included. Of course if you are the more controlling type you could press your morph on them all the more, until their Form is nothing but a lesser reflection of your own. This would ensure that they would never quite become your equal, but they would be loyal, and even more perfectly like you… just a step down.

You may import an existing child of yours into this option if you wish.

Drawbacks:

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

Short Stay (Toggle): The book begins a little after the start of the year 1194 P.U.R. and ends a little before the end of the year 1199 P.U.R. If you wish you can reduce the length of your stay to only from the beginning of the year 1194 P.U.R. till the first day of 1200 P.U.R.

Ambitious (+100 KP): Are you an aristocrat? Well you will try and become one even if they can make you fall to your knees and immediately kiss their foot and beg them to accept you as lover with nothing more than a glance. Are you a kratistos? That won't stop you from challenging them. You now possess overwhelming ambition, constantly pushing you to be at the top of any situation you find yourself in, and at the very peak of the social ladder. This has its benefits in this world – this is part of what makes a kratistos a kratistos – but this does not ensure you have the willpower to not buckle and bend under (even the first sign of) pressure, just that you will always return sooner or later to the mad dash for power, and it doesn't give you the skills or wisdom to plan your ascent, in fact it will push you making you impatient to rise and haste can lead to mistakes.

Cruel (+100 KP): You are cruel, treating people as tools for your own gain, with only care as far as they serve and benefit you. Even your own children are nothing more than tools for your purposes. You have no sympathy or mercy for others, and are cold, heartless, and aloof.

Elemental Leak (+100 KP): Those with too much of a certain element in their make up, and especially demiurgoi of the elements, are known to display odd, and potentially annoying, elemental quirks. Demiurgoi of fire are known to produce smoke and steam and sparks from their body, demiurgoi of earth shed dirt, demiurgoi of water leak, and who knows what happens to demiurgoi of aether. This also influences their personality; one with too much fire is hot-headed and impetuous, too much earth might be overly pondering and slow to action, and so forth. Your elemental make up has now shifted towards one of the four Earthly elements to such an extent you occasionally showcase it accidentally in your body and it influences your personality. If you want this post-jump, take the Demiurgos perk for the element in question and it can show up if you don't stop it.

Eternal Jurga (+100 KP): No, you're not on an endless hunting trip, though maybe you have the resources to go on one. Instead you seem to attract monstrous cacomorphs wherever you go. Sea serpents larger than boats, monstrous behemoths to dwarf elements, impossible animals that go so far beyond an apex predator they would never survive in the wild, and the like are not daily occurrences for you, but you can expect to encounter them often. Even stranger things, like those that would only be found deep within a skoliosoi and break apart without its impossible warping of the keros can even be found wandering free as if hunting you. Sometimes it seems like life is just forming spontaneously to kill you; which happens but normally would only in the deep wilderness outside of the anthos of civilization.

Like Magnets (+100 KP): Between two masters in a field – two nimrods, two strategoi, two kratistoi – there is said to be a physical aversion like that between two magnets. There can after all only be one master hunter in a group, a second must either accept second place or fight for top. Whether this is true or not it is true now for you, as you find yourself possessing a hatred for those who would challenge you for mastery in a field, and those who are masters in your field of specialty. The more it is something that your skill in the field is critical in your self-image the more it will apply for this aversion; just because you can fight well doesn't mean you are necessarily an ares if you prefer pacifism, instead.

Noble Entertainment (+100 KP): Is dangerous. While little people do not understand the thrill of it, aristocrats are known to derive pleasure from facing the risk to their life and challenging danger in a gamble that if they prove insufficient for the task would be death to them. You now showcase this aspect of nobility, seeking pleasure in overcoming fear and weakness and testing the limits of your skill. Be careful it does not get you killed.

Poor Immune System (+100 KP): You are prone to disease and sickness. Given this is a world where those with strong Forms do not get sick, and sickness is a sign of potentially contagious (often passing) madness, or otherwise one's control of their own Form slipping, you can expect this to do nothing good for your social life. Making things worse, while this does not weaken your Form in itself (you could with this be the impossibility of a sick kratistos), when your mood gets unbalanced or your internal harmony is disrupted you have a tendency to grow ill.

Rage Told in Tales (+100 KP): Someone or something has wronged you, or maybe it was the world itself. You are filled with a rage and fury, a hatred that drives you. Perhaps there is an enemy you seek vengeance against, or perhaps a dark deed in your past that

you yourself did which causes a self-hate that you translate into fury against the world. Either way your time here will be driven and guided by this hatred and it will gnaw and eat at you for your entire stay, and even if your vengeance begins as something specific you will grow into a true misanthrope hating humanity as a whole (though perhaps there will still be individuals you care for).

True to Form (+100 KP): Nimrod, ares, demiurgos, sophistes, strategos, aristocrat, even kratistos… all of these are Forms that are neither those of Humanity which all humans have (or they would definitionally not be human) or the individual self. You likely have such a Form, even if you did not purchase one here, and now you will find that you are unerringly true to one such Form. This would be a Form similar to those listed – what you do and your role in society – and in this world there are benefits to maintaining absolute fidelity to a Form. However you will be meeting the downsides as well, as you will act and behave in stereotypical ways for that Form, and also you will be unable to let it slide and act outside of it; even when you are a father with your children you will be strategos (or king or warrior or whatever your default role is) first and foremost. If you took kratistos your default role will be kratistos, the absolute tyrant and autocrat.

Warp in the Keros (+100 KP): You carry with you alien powers, but more you possess alien beliefs and ways of thought born from outside of this Aristotelian universe even if they are just those of a Newtonian universe. And it would seem that reality rejects you. This is no great effect, it's just that the laws of physics sometimes break down in your presence – fire doesn't ignite, elements don't shape to Form but by electromagnetic rules, a rock doesn't fall at the rate it should, the weather in areas you stay is just wrong – nothing too major or overt, but completely outside of your ability to predict and more likely to hinder you than help you no matter how lucky you are. These minor events should not be too dangerous to you, though, but they can be tracked, and those who hold a strong enough understanding or grasp of the keros – sophistes, teknitoi, kratistoi – can even feel the wrongness of reality within your anthos and while they might not know why they will understand you are a warp in reality even if nowhere near the twist of the Skoliosos in Africa or those elsewhere; of course if you bring more things with this you might be worse than the Skoliosos itself.

Deformity (+200 KP): You possess some overt and obvious physical deformity. Maybe you're a hunchback, maybe you've got a malformed face that leaves you blind in one eye, maybe one of your arms didn't develop right, or you have extra bones or teeth growing in places where they shouldn't. Whatever it is it is something that will inconvenience you in your day to day life, and be hard to hide. It will resist any attempt by teknitoi soma or psyche to cure it, and even the anthos of kratistoi. It is worth noting

that in this world deformities are created by defects in your Form, and are clear physical signs of weak-will, madness, subhuman personality and mental traits, or brain damage, so you can expect people to recognize it as such.

Gentle (+200 KP): You are kind. You are gentle. You are merciful and forgiving. You love others and respect them. You are pacifistic. You are among the blessed meek. You turn the other cheek and do onto others as you would have them do onto you. If you are a kratistos your anthos will even spread this your people becoming meek, mild, and gentle. But you do not have the harshness to exert your full force on a foe or crush an enemy, and in this world this is a form of weakness which will be exploited and used to crush you or make you a tool of others. And when they try you will forgive them. This drawback is incompatible with **Cruel**, **True to Form** for a Form that involves war, dominance, ambition, or cruelty, and **Slave** – a slave will be meek if their master demands it.

Loneliness of the Top (+200 KP): You are incapable of forming true, meaningful human connections during your time here, or even keeping the meaning in those you already possess. You may have allies, servants, vassals, and even pets, you can even love someone, but you will have no friends, no true intimates, no one who you can connect to in a deep, meaningful fashion. And you will crave it. You will be emotionally alone, and you will have the oh so human need for companionship which will be forever out of your reach. You may still try for it, if you are a kratistos certainly your control of the keros will change people to love you, but there is no love among the unequal, for when they have no choice but to love you on your terms it is nothing but rape. And you will know this. You will feel it. And you will recognize how everyone you want to connect to becomes nothing more than a beautiful rat in your presence.

Second Arretesian Fleet (+200 KP): It would seem that there is no longer just one kratistos of the adynatoi, implying at least that they are multiple beings. Of course this can be told because several adynatoi fleets are heading towards the Earth in search of you. They have felt your entry into the world, and can sense your presence, and they are hunting you. As a warning, the sophistes who best understood the adynatoi believed that they were so weak only because their kratistos had already been killed in the future in a form of predestination paradox; these things happen when you're dealing with beings from non-linear time thrust into linear time. This does mean that these additional arretesian fleets might be a fair deal more powerful than the original (even before the fact that they likely hold a stronger kratistos among at least one of them), and not just many times more numerous.

Songs of Other Worlds (+200 KP): You bring with you Forms that were never before seen in this world. Forms from other worlds you have touched. And now those Forms will propagate out into this world and the people of this world will discover and potentially use them. While this is not a retroactive change, you will see people discovering the Forms of powers, abilities, and even technology and objects from previous worlds you have touched and combining them with this world's metaphysics and their anthos. Unfortunately the ones who seem to do this best are also the ones who are in opposition to you, and you can expect the best wielders of these powers to be against you. Still this should be nothing you haven't faced and overcome before, though who can say what power a kratistos might bring to bear with such a system fully fused and integrated into the local metaphysics. Even if this is your first jump, you can expect to have hostile demiurgoi and teknitoi replicating a technological boom like jumping from the 19th to the 21st century.

Uncontrollable Anthos (+200 KP): It is extremely difficult for you to control your anthos and it will take effect without you will, and without your control. As an ares you will bring violence in your wake, as a demiurgos of fire you will find yourself causing fires to grow wild and uncontrolled or igniting flammable materials, as a strategos you make people paranoid and hyper cautious… as well as plotting, and so forth. As a kratistos your anthos is wild and unpredictable acting on passing whims instead of maintained character. This is not a constant effect, while you will have an impolite effect from your anthos it will normally remain mostly in your control, just the light wildness of a youth that hasn't learned full control yet, but from time to time it will slip completely from your control. And before you take this believing you are safe as you have no powers born of your anthos, as a warning this will apply to any power you have brought with you as well, causing their influence to leak from you and from time to time they will activate completely outside of your control.

Weak Anthos (+200 KP): An anthos is the means by which every human works their will upon the world. It is how they shape Matter and give it a fixed Substance. Yours is extraordinarily weak. You are unable to exert it at all beyond yourself, and the powers exerted through it even over your own Form are pitifully reduced. This effectively means you are lacking in charisma, the ability to perform will-working, or change the keros, barely able to hold yourself in the Form of a human instead of devolving into cacomorphy. Shaping your own Form even will be difficult for you, leaving you barely more than an animal. This is not limited to those abilities fueled by your anthos gained here, but those that would be equivalent in other worlds; you have lost your charisma,

your magic, your psychic powers, anything that could be called reality warping, or any special means of shaping or influencing the world around you to your desires.

Duolos (+300 KP): You were born to be a slave. You don't seem to actually care what happens to you, bending and flowing with whatever morph others create. You have little to no desires of your own, and are easily swayed and molded by the desires and charisma of others. You are the opposite of a kratistos or aristocrat. You might still manage to be an ares or strategos, even though the idea of a slave-ares is viewed as an impossibility we do see an ares who seems to be a slave much to the shock of those who find such a black swan, but you will spend your decade here naturally bending to the service of others around you simply obeying the strongest imprint placed upon you with no goal beyond obedience. And because certainly your companions have strong wills, strong enough to perhaps keep you safe, certainly to remove from you most of the consequences of this decision, its effects will apply to your companions as well. After all, the servants of a slave must themselves be slaves.

You can take the Aristocrat and Kratistos perks with this drawback, but both will have no effect while under it.

Exile (+300 KP): You are known to the kratistoi. Perhaps not in full detail, no in fact the information they have been given seems to be carefully curated to make them hate and fear you, emphasizing just how much of a threat you are to them, and the need to destroy you even if it means the (nigh) impossibility of cooperation between them; though they will be provided with information useful in succeeding at this task as well. Even if you are powerless every kratistoi will see you as a threat to be eliminated, and should you be actually on the level of a kratistos they will see you as at least as much of a threat as Illeia having returned from the moon. If you go beyond you can expect them to treat you far more seriously than they did the adynatoi, an apocalyptic threat that could wipe out the universe, and thus with far more speed and coordination. And as a reminder the adynatoi seem to have/be a kratistos as well and they are not exempted from this.

Loss of Form (+300 KP): You have suffered a catastrophic loss of Form. Not in the shape of cacomorphy or deformity, you still possess the Form of a human. You have however lost the Form of a jumper. Your warehouse and items are lost to you, your perks and powers and everything gained from other worlds as well. Even your body has de-morphed, becoming no more than average, a morph unsuited for one of aristocratic form. Not that you have an aristocratic Form either. Even from what you have gained here you have been reduced below the level of aristocrat, or master in a field; no longer do you hold the Form of ares, teknitoi, strategos, or the like, only some lesser Form. You

still retain memories of who you once were, but the skills and powers are lost and distant, and even the thought processes, patterns, and desires that drove this person who you once were – now almost a total stranger – are alien to you. However, like Berbelek, it is possible for you to regain this Form. It will not be quick, and it will require you to strive towards it, but as long as you keep moving towards your lost Form, acting more and more like them, living more and more like them, you should be able to recover it in full. Thankfully you do not have the slave-like Form of behavior that Berbelek did after his time with the Warlock, being closer to his state years into his recovery. Still you can expect to think of the Jumper in the 3rd person, as if they were someone else, and this path to recovery will likely take at least 5 years if not more.

Malleable Form (+300 KP): Your Form is unusually malleable. This isn't to the extent that an ordinary individual can reshape it, but places like the skoliosoi or just the presence of aristocrats is dangerous to you, as it is easy for those with a powerful effect on the keros to reshape your thoughts, and body. Walking into the anthos of an adynatos is certain to erase the very Form of you, making the concept of who you were cease to be, and a kratistos's crown is something you cannot resist. Even just their anthos will quickly mold you to their morph, making you see things from their point of view, think like them, and look more like them.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump. Regardless of your choice here, all drawbacks fade before you make it, and will no longer control you… even should you choose to stay for a final task.

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

I'd Like to Listen More: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain and gain an additional +500 KP to immediately spend in this jump.

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

Endjump Scenario – Tôi Kratistôi

To take this scenario requires you to have purchased the **Kratistos** perk, and to choose the **I'd Like to Listen to More** to stay in this world. Though should you have managed to complete the scenario before that point go ahead and take your 500 KP for doing so and your spark to travel the multiverse as you wish.

Your goal with this scenario is plain: conquer the Earth and the Moon and expand your anthos across them both so that wherever there is humanity your Form shapes the keros and imposes its morph on them all.

To do this you will need to impose your will and order on the world, not only politically conquering it, but extending your anthos across it so that your will applies universally. This is likely easier said than done. Out of all the kratistoi, Illeia the Cruel is the strongest alive, powerful enough to have been banished to the moon by an alliance of kratistoi around seven hundred years ago. She has only managed to extend her anthos over half of the moon. Of course this is in part because of opposition from the moon creatures that emerge from it, and growing her anthos on the moon where she must force the keros into a shape fit for human life inch by inch seems to be much slower and harder than on Earth where she controlled most of Africa at least, and where the next strongest kratistos's anthos stretching Siberia into Europe, almost reaching Africa in places giving him a larger territory.

This will require you to defeat and subdue the kratistoi, so that your anthos is unopposed in shaping the keros. This will require the suppression of even the wild kratistoi of Africa and Herdon. This will require you to go far beyond even the first kratistos Alexander the Great himself.

Unfortunately such an act will not go unnoticed. There are things that exist beyond the sphere of the fixed stars, and beyond where the Forms of human comprehension lie. The adynatoi who are plaguing this world now are but an example of this, perhaps drawn by how Illeia has shifted the balance of the Heavens by making the Moon a second center to which matter is drawn. Your dominion of the world is an aberration on a greater scale, and it will draw attention on a greater scale. Whatever comes into the bound of the fixed stars from outside may not be identical to the adynatoi, but the scale of the threat will be greater. You will have to defend what you have taken, fighting off this invasion of other laws of reality and truly lay claim to the title of the strongest.

But should you succeed, your anthos blossom with new strength. You will have already shown yourself the strongest kratistos this world has ever known, but your power

to impose your will and Form upon the keros and to shape it will expand to even greater heights as you shape your latent Spark into its perfect form igniting it and filling you with its power.

There are two other paths that may be considered here.

Should you not wish to conquer the Earth, you may instead venture forth into that which exists outside of the universe, beyond the sphere of the fixed stars, and into the void from which the adynatoi came. There you must impose the Forms of the human world, and either find a world of a scale comparable to Earth and shape it into the Form of a human world, or somehow create one. This will of course attract if anything more attention from the beings that exist in this outer realm. It also may be completely impossible with what is available here, what is outside of the fixed stars being completely unknown save that an indescribable threat came from outside of it. There may not even be the five elements that compose Matter.

The reward for this is the same as the other path, though given your act of world-formation, you will find it easier to use your anthos and will to shape worlds into being, and even gain the ability to create the elements directly with a great effort of your anthos and will.

The other option is only open to an **Impossible Being**. You do not need necessarily to conquer the world, or envelop it all in your anthos… at a single time. You will simply need to dissolve the Moon and the Earth into skoliosoi, leaving them twisted to such an extent that they do not re-order themselves, and ensure that no kratistos does so. Of course, they can't not oppose a skoliosos where they are so you will be forced to demorph or destroy them. Still if you demorph the Earth enough you shouldn't need to bathe it all in your anthos at a single time, and while your actions may cause beings from outside to grow curious and intervene, there is no guarantee they will. Once this is done you will need to break the orbits of the planets, the fixed stars, and demorph the sun, destroying the human world entirely and leaving no trace that humanity and its Form ever existed. Then you need to accept your own inhumanity, and let yourself truly become a being that is impossibly, unfathomably inhuman.

You will gain the same reward as the basic path of this scenario, but you will also find that you will evolve as an Impossible Being, becoming something more grand and more alien. You were already indescribable, so who can even guess what sort of being you will become after this.

Notes:

Jump by Fafnir's Foe

How does any of this work? Pseudo-scientifically based on Aristotelian metaphysics though with a Fantasy novel skew to it all. But in **overly** simplified terms reality is made up of the 5 elements instead of the periodic table, physics work more based on Aristotle, and humans are all some level of reality warpers, creating a consensus reality and shaping themselves and each other with their perceptions and will. Most people aren't much of one and you'd not notice it, though large populations do seem to have an effect on things like climate (though not to the extent of kratistoi). Some people such as demiurgoi, nimrods, and strategoi have stronger specific Forms which start having rather noticeable effects. This gives aristocrats an aura of command, and they can live longer by refusing to die. Then there are the kratistoi who are much more powerful, with legends of them being able to command volcanoes, and on page demonstrations of the ability to influence the weather on a large scale and terraform the moon with their mere presence, and their influence morphing the phenotypes of entire countries, changing the climate, making the minds of everyone in their sphere of influence think more like them.

King vs Strategos vs Witch: All three help you with diplomacy. Witch is the best at it, followed by Strategos. King is the best at civil administration and day to day management. Strategos is best with the army (though there's at least some overlap for king there), and long term planning. Witch though is the 'you know how to manipulate people so they never see it coming' and puts you the best at sheer manipulation.

Is Aristocrat's charisma mind control? Depends upon how you define mind control, but given your will is shaping reality to cause it… well is reality warping to make someone adore you mind control? It is charisma, in its oldest, most Classical, definition. And to quote the book (though this was about a love between a kratista and the father of her daughter): "She loved him, but he had to love her. Between the strong and the weak there is no love, friendship, respect, visibility. There is only rape."

To be clear a kratistos can make some rather physics defying effects, it is just not easy and is morphing things not just undoing them. The Storm King infused the elements of Air and Fire into the stone of his domain until his city state floated off into the air over the Mediterranean. It's worth noting, though, that this doesn't defy local (meta)physics, but instead works with them, and it took him 33 years, and even the Storm King's anthos can't just make the Earth not attract the four elements. The Moon Witch however was

able to make the Moon a second center, seemingly changing the laws of physics (elements are attracted to the Earth became elements are attracted to the Earth and to a lesser extent the Moon), but only to push where she was towards a more Earth-like nature. So it's not that it's impossible to re-write 'physical law' as much as it has to be towards what you'd consider normal and ideal. The Storm King also shows how they can consciously work their anthos as he actively creates storms to bring water to his kingdom, and can create massive storms that render large parts of the Mediterranean impassable by boat; this also shows limits too as he also unconsciously forms storms since they're just in his nature. Similarly the Moon Witch was able to imbue Berbelek with fire, changing his Form by intent, intent can work things. It's just not 'imagine it and it's done' you actually have to work the keros with your anthos like any demiurgos but faster and more easily because it bends more easily to you, and because it bends so much more easily to you you tend to have unconscious effects as well. It's finally worth noting the Storm King's ability to work storms is treated as a special affinity even among Kratistoi and would be an example of a purchase of the Demiurgos perk for a Kratistos.

So what does being an Impossible Being actually let me do other than warp reality? … Unclear. You're a thing defined by being impossible to define or comprehend, and by those basic laws of reality which are the very core of how we perceive existence not applying to you. They did still have to move through space normally once they were in contact with spacetime, but every part of them might have been constantly in contact with everywhen of them we do not know (and if so they did not move to avoid the final battle… though given the lack of clarity of the ending while I would read it as they lost and were killed, it is not 100% certain they didn't win). Fanwank responsibly.

Why is Impossible Being so expensive? Because it's essentially a blank check for being a thing so incomprehensibly alien that reality as humanity understands it cannot exist in its presence. Yeah theoretically someone with a strong enough will/sense of self/metaphysical weight/spiritual power (Form really is a mix of a butt load of things) could anchor themselves and you to something within the realm of human reason, but with your ability to hopefully understand humans better than the adynatoi you can probably do a lot with being outside of human comprehension as well. Even if it might not be powerful enough to be worth the price, it is putting you far enough outside the norm to be worth something extra. Also I wanted it to be something that took drawbacks because it was so far outside the norm.

Return to Form vs Spitting in the Face of Power: I'll admit there's some anti-synergy here. Spitting in the Face protects you from a lot of things that would break your form. That said Return to Form applies to mundane trauma, loss of limbs, and if something

does prove too powerful for Spitting in the Face of Power. It also you know makes you come back a little stronger so next time you would be harder to break.

Even without Aristocrat, Spitting in the Face of Power would let you stab a kratistoi without succumbing immediately to their charisma and crown, Aristocrat would help you go longer, but no matter how powerful the effect you can expect it to protect you at least for a few minutes. Repeated effects even if they'd be 'immediate' can be dangerous – 10 spells to polymorph you in a row probably wears it down more than 10 seconds – but your Form won't be twisted or changed easily. Taking Spitting in the Face of Power as a Kratistos would however mean you could probably go straight into a Skoliosos without it twisting you, and probably kill the Adynatos kratistos (or most any other kratistoi) without need for the Crooked Sword or fear of losing yourself. A group of kratistoi probably would eventually beat you, even without directly meeting each other or being on the battlefield together (or it just turns into a bloodbath) and you are the sort of thing that'd make them ally against you if they realized, but you'd be extremely hard for them to kill especially if you applied the political cunning and strategic thinking that kratistoi tend to have. An army might bring you down if they could make themselves do so (say because another stronger kratistos was pushing them to), or a sufficiently powerful ares, but it's not gonna be easy even then. While you're not a better reality warper, given the limited immunity from Spitting in the Face of Power scales based on the strength of your Form, you could expect it to stand up a lot longer against even the most powerful effects even if you couldn't just warp them away with your own powers. This is of course increased with Perfection in Form for Kratistos.

Taking the Demiurgos perk will not make you have elemental side effects like many elemental demiurgoi end up with even if you take Perfect in Form or become a highly skilled example… unless you want them. Then have fun.

The Teknites perk is based on the ability that teknitoi are said to have over demiurgoi. However strategoi, ares, and nimrods are types of teknitoi, but they are only called that once, and it usually comes up with craftsmen (where teknitoi rank above demiurgoi) or the fields in the Specialty perk. Given this was in the context of crafting and not other fields, the Teknites perk is actually for a special quality of master demiurgoi who have the title of teknotes and to let you develop it with anything you can craft. Judging from both use in the book, and the Greek word, teknites really just is a term for a master professional at the top level.

Theoretically a kratistos might be able to replicate Could Alexander Die by Falling Off his Horse? However consider the perk far more passive, and generally unless you're

suffering major self-confidence issues should work better even without a kratistos's drive. As a kratistos with it you find it more potent, and more useful even beyond the increase in your anthos, and will even make those in your anthos lucky like you… so long as their good luck wouldn't be bad luck for you.

Taking the Child is an Eidolon of the Parent as a Kratistos will make it much faster to imprint yourself on them, and the effects much harder to remove. Your children would probably be the best rats you could possess.

Many of the Items are wee bits of stretches. Berbelek had 2 houses shown, and bought a 3rd one, but his ability to have had houses in any major city he wanted due to his trading wealth was noted.

If you take Merchant House with City you can have the trade conglomerate be centered in your City, this would push it to be equal with Neurgia at least, and make it a major financial and trading hub for the world (Neurgia may be the greatest of such). This is equal parts 'this is giving you an explicit bonus for the combo' and 'pointing out that if it had a trade hub like being the center of the Merchant House conglomerate it'd be equivalent to Neurgia.'

Kratistos cannot be taken by companions for the simple reason that only one of you can be the ruler of your chain, and by default that'd be jumper. If your companion is really the top dog in the hierarchy, and someone that the jumper unilaterally submits to and accepts vassalage under… feel free to have the Companion take it.

So what does the endjump boost for Impossible Being actually do? You have gone from something that was outside of human concepts to something more powerful and even further outside of human concepts. You make Lovecraft's Outer Gods look comprehensible, even before later authors dumbed them down. Fanwank it.

Glossary:

Adynatos: Eldritch horrors from beyond the fixed stars. Come from a void beyond human knowledge and exist in Forms outside of human perception and twist reality into something so outside of human norm that we don't have concepts for it and the text of the book breaks down. Adynatos means impossible, though they are also called arretes coming from indescribable.

Aeru: The element of air.

Aether: The element of aether, that which forms the stars and heavens above even air and fire and which is not, like all other elements, attracted to the center of reality, but floats above with the nature of perpetual circular motion.

Anthos: Never directly defined in the book (google says it means flower/bloom in Greek) but seems to be a combination of the reach of an individual's metaphysical influence, and a sort of spiritual aura. In simplified terms, it's your sphere of influence. A normal person's might extend no further than their immediate presence, a strategoi's might extend across a battlefield, and a kratistoi's could cover half the moon or most of Russia (Alexander the Great's might have covered Eurasia and Africa). Its effects are stronger closer by and weaken towards the edges.

Cacomorph: Literally bad forms or badly formed, but is used to describe unnatural, monstrous beings created by kratistoi, teknitoi fauna, and skoliosoi. They can range from just unnatural mutants, to living siege weapons, or in a skoliosos you might find plants and animals composed almost purely of pyr, things in which one element acts like another, or living monsters of blood formed into an archetypal predator.

Crown: The anthos of kratistoi stretch across countries, but there is a smaller area where their anthos is much more intense called their crown.

Form: That which organizes raw matter into something specific. That which makes a horse a horse instead of a pile of the four elements. The organizing and structuring element of a thing. It is something's nature, soul, willpower, true essence, shape, and form all rolled into one. An individual might have the Form of their personality and core self, as well as the Form of their role in society (such as king or the Great Strategos) and even other Forms such as their role in a household (father) and all of these will influence who/what they are and how they behave potentially with differing levels of strength at different times. The strength of one's form seems to be a combination of one's willpower, their sense of self, the force of one's will to power, their metaphysical weight, and their soul without being purely dependent upon any one of these things but all of them being terribly interconnected.

Ge: The element of earth.

Hydror: The element of water.

Keros: The default level of reality on which Form takes Matter and gives it shape as a specific Substance and in which Forms are shaped and created. Called wax, this is the term for the substrata of reality through which everything is organized, and which people

are able to make imprints (thus changing how matter takes on substance) though they cannot change it directly. In simplified terms the medium through which reality is shaped or warped.

Morph: Sometimes used synonymously to Form (it is the Greek word Aristotle uses that we translate as form), but other times the two are clearly used as separate things at which point morph is used to describe ethnicity, or the physical shape imposed by a Form. I mostly use it in the latter sense.

Purinic: Pure.

Pyr: The element of fire.

Skoliosos: Literally ‘twisted’ or ‘warped’. A skoliosos is an area in which reality has been twisted. On the outsides you find twisted, often hybrid animals and plants. Deep enough and reality ceases to have meaning or recognition for humanity. Space and time might not even truly exist within, with them merely being forced to act like it when and where they contact with it.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed that other perks referred to Shaper of Life as Specialist. Fixed the Horror’s troop numbers to 2000 instead of 10,000.

Version 1.0.2: Fixed that the Endjump Scenario called the Stay Here option by a different name than the Stay Here option actually used.