

# **BABA YAGA**

*Fate Legends: Russian, Slavic and Ukrainian Myths*

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## **Introduction**

A land of ice and unyielding cold. The Land of White Nights and Tsars. When talking about world affairs it is hard to ignore Mother Russia, especially in modern times for the worst of reasons.

However in spite of that its history is no less worth exploring, holding its own intrigues and possibilities. From seemingly unkillable Priests, Occultists shunned by society and Tsars wanting to claim total control, there is much to explore and discover and many dangers to prevail over. The kind a Jumper in this phantasmal world of mystery might enjoy facing.

You get to spend ten years or perhaps longer here. Take these 1000 Choice Points (CP) to help you in this cold and cruel land.

## **Locations/Timeframe**

Now where will this Jump take you? Russia is a big country with a long history. You will stay for ten years at least though if you are up to it, extending your stay for another couple decades or centuries could prove most interesting. In regards to location you may start anywhere within Russias borders, the cold being no less unforgiving wherever you begin the Jump. You may choose a timeframe anywhere from the 10<sup>th</sup> century till at most 2017. Within this timespan some of the most prominent figures in Russia were active, some of whom are remembered within the Throne. A few times that may be of particular interest for you are presented below.

### **Bogatyr's Epic- 978CE**

Rulers have existed before the Tsar's were first created in these vast lands. Dobrynya and his wife Nastasia lived around one of these times, the former serving underneath Vladimir the Great who was Grand Prince of Kiev beginning 978. Do you simply wish to see what rule before the Tsars was like or perhaps join Dobrynya in his Princess rescuing or Dragon slaying adventures?

### **Times of the Tsars- 1547CE/1897CE/1917CE**

Russia has had many leaders for good or ill over the course of its history. Among the most infamous of them is Ivan the Terrible, the first to take up the mantle of Tsar. Maybe you'd like to see what the Rule under the Terrible was like starting 1547 and continuing until 1584. Or you could Jump to the end of the Tsardom under the house Romanov. Anastasia Nikolaevna Romanova was the last imperial princess of its dynasty. In April of 1918 the family would be executed as a result of revolts from a population suffering from mass famine and frustration reaching a breaking point in 1917. Seeing the end of this family by the end of the first world war was also one Grigori Rasputin, who first became a Priest 1897 and would over the years become a figure of great influence and political power.

### **End of an Emperor- 1812CE**

Beyond the borders of Russia a certain man by the name of Napoleon would leave his mark on France's history forever. Becoming the first emperor of France and conquering most of Europe during his reign, the Throne of Heroes would remember him as a man of possibilities, an idol of a hero created by his peoples expectations. Eventually however he would fall as a result of insufficient resources, unfamiliarity with the terrain and the biting cold. In many ways Russia marked the end of the Emperors ambition, arriving and falling all within 1812.

### **Journey of an Occultist- 1849CE/1875CE/1891CE**

Countless men and women alike have tried to understand the world, be it through technology or the arcane. One of the most strange and intriguing women was one Helena Petrovna Blavatsky. A prodigious mage, she would marry a Russian aristocrat at a young age only to all but immediately elope to live in the world of magic and chase its wonders. Said journey would begin 1849, leading her across the world to Europe, America and India. 1875 she would fund the Theosophical Society, continuously struggling with the Mage's Association deeming her a heretic. Her final end would come in the Himalayas of 1891, held in the arms of none other than Sherlock Holmes himself, killed by the Mage's Associations assassins.

### **Tunguska Incident- 1908CE**

One night in the end of June, a meteorite would crash upon the Earth. In a grand blaze of destruction, countless animals died a sudden death. Their loathing at this brutal death was credited to human mass hunting with guns, fire and explosions, with no other way to comprehend their fate. Their hatred of humanity for their perceived injustice would however leave a mark on the world in the

form of a spirit, driven by hate and capable of Independent Manifestation without being reliant on a Master. Do you wish to prevent the incident or see for yourself the birth of a spirit?

#### **NFF Headquarters- 2017CE**

Long gone are the days of mystery and intrigue but the world goes on with its various struggles. In this new age one organization has since its founding in January however made quite an impact. The Nine Fox Foundation or NFF Services pose as a private military company, specialist mercenaries who have never met a job they didn't like. Along with its subsidiary Tamamo Heavy Industries for weapon production, they made headlines for their work for a while now and are considered the world-leading private military company a mere month after starting activities. The leader and most effective operative is a mysterious and charming woman with pink hair only known as Koyanskaya. But that charming attitude has many secrets, some of which could prove fatal to humanity at large.

## **Alternate Timeline**

By default you will begin your Jump in the normal Fate Timeline. However different possibilities and choices always exist. You may choose one or more of the following alterations, changing specific details about them as well if you please and deciding yourself how they may go together if more are taken.

### **Stargazing**

The days of myth can long be a thing of the past, especially if you enter in modern times. However advancing in the future also invites enemies. In one timeline the world never went past 2019, its only hope being Chaldea in a battle against a Demon God and a Foreign God.

But there is no need to worry about any of this. Using this you can freely decide whether or not Goetias scheme or the Foreign Gods plan actually happen. By default you will not have to fear all the Chaos the people in the Antarctic need to deal with, neither the incineration nor bleaching of humanity coming to pass. Though if you elect otherwise...

### **Tamed Spirit**

After a battle against a Demon God, a Beast gave up its title to allow a person it loved to keep on living. Stepping down from this position allowed a different spirit to cling to it, born from the Tunguska Event. Now in this timeline said Spirit never did took up said aspirations. Instead the death of the animals was not filled with hatred against humanity. The Spirits motives have changed. It does not wish to wipe out humanity or replace them with her own beasts, but wishes to explore and discover the unknown, said feeling of not knowing what caused their demise being what replaced the deceased animals hatred in this timeline. Curious, still having a knack for business and labeling herself after a certain Japanese Sun Goddess, she now sees what this entertaining World may have to offer.

### **Rise of Theosophy**

In this timeline, Helena for one reason or another never was targeted with a Sealing Order or killed in the Himalayas. Instead her beliefs and view of the world, based on the Mahatma, only took root further and deeper in the world, becoming a proper rival to the British Mages Association. Located predominantly in both Russia and parts of India, the Theosophical Society is at least as diligent and successful as their British rivals in their own strange and esoteric way. It's leader is still in the background, mediating between the groups and some ponder the combination of magic and technology with Helena herself having made two great friends from beyond Russia's borders.

### **Vive La Empereur**

One conquerors ambition ended in a different timeline. But in this one it never failed at Moscow. Perhaps he was more prepared or simply luckier, but Russia and Europe has been shaped forever by the most victorious General in History, Napoleon. The First Emperor of France, his reach having extended to the farthest borders of Russia, changing the culture and borders for years to come.

### **Mysteries in the Tundra**

The Age of Mystery and Magic has waned over the last few generations. While some may immortalize themselves in the Throne of Heroes, you are unlikely to truly find the magical and strange in modern times. That is until now. Akin to the Britain of old, Russia is still brimming with mystery. Old folktales come to life and myths are ever present. Cannibalistic Witches and creatures of the Tundra are but some of the beings you will regularly be forced to encounter. More interesting but also more dangerous.

## Origins

Now what is it that defines you or that you aspire to be? What caused your existence? Heroic resolve? Ambition of a Ruler? Faith in a God? Finding the mysteries of the world, or being one of said mysteries? You may make your choice here. Any of the following Origins can be taken without having background memories or any pre-existing place in the world. Your gender may also be freely chosen in this Jump.

### **HERO**

Even in this cold country, Heroes can be found. Ones that are willing to do anything to save another, protect the Motherland or fell Tyrants. Bogatyrs that swear to do just about anything, even as their deeds take them away from their love. Rebels called Heretics for defying a cruel World. You now count yourself as one of these figures.

### **RULER**

Russia's history is filled with Rulers trying to seize power, brutally clinging to their own or dying for others to pursue it. Be it the title of Tsar, Duchess, Emperor or Princess, you can count yourself among those who rule or aspire to.

### **FATHER**

The Lords eyes watch over all and they see where he is needed most. That is at least what you believe and believing in your God you do. You are a person of faith and connected to the Church, like Grigori Rasputin.

### **OCCULTIST**

How many mysteries does this world hold? Maybe less by the time you are done with it. You are the kind who wanders into the world of magic and the arcane, eager to decipher its secrets.

### **SPIRIT- 400/600**

The World is not just inhabited by mankind. Taking this option puts you on a path that is more mysterious and esoteric. You become a Spirit but what kind of Spirit depends on how much you are willing to pay.

For 400 CP you become a Nature Spirit, created from elements of nature or natural phenomena. One of particular note and infamy would be born from the Tunguska Explosion. Depending on what you are the Spirit of you gain some powers connected to it but no more than three. A Spirit born from animals crying out in anger at humanity for believing they killed them with weapons, would gain an affinity for weapons for example, as well as the ability to absorb animal DNA into itself to gain more power and spawn them from their body.

That being said you can gain a further boost in power by becoming a divine spirit instead for 600 CP. Whatever three gifts you may have had as a Spirit has now become a Divine Authority, perhaps

making you a God or Goddess of Weaponry if you choose so. Don't expect to be spoken of in the same way as the likes of Ishtar or Quetzacoatl however. You're still a rather minor Divine Spirit, your sphere of influence roughly surpassing a large city, but that alone is worth every CP you spend on this option. For notes on how Authorities work see the Authorities section at the end of this document. Furthermore you can decide for yourself what you look like and shape and design your new Spirit self however you wish no matter of natural or divine. Perhaps you too wish to copy a certain Tamamo?

The Age for any Origin other than Spirit is anywhere between 20+3d8. As a Spirit you could be much older, picking an age between 50 or 100 years. Alternatively, you may also be freshly spawned into this world, only now manifested and as such be a newly born.

## Perks

All 100 CP Perks are free for their Origins and other Perks are discounted for associated origins.

### **Hunter- 100**

Food is necessary for all creatures with bone and skin. And in this cruel land it can be hard to come by. At least you may have an easier time than most, as you are a skilled hunter. Tracking your prey and shooting them dead, to later butcher and bleed them and even make bait out of what you don't feel like eating is all an option to you. With this also comes knowledge of a handy spell that makes poisonous flesh edible. Situational but in the right circumstances the difference between a starving or full stomach.

### **Yaga- 200**

In a different time this would have been the key to survival, if not living, allowing at least a meager 10 % of Russias population to endure the most extreme. You are now a Yaga, appearance wise a humanoid wolf, with all the benefits that entails. Physically you are superior to a normal human in many ways, able to haul large beasts on your back like it was nothing. Your arteries if cut would simply reconnect themselves and your body quickly produces more blood if you are ever lacking, making bleeding out something you need not fear. Furthermore your new form is very resilient to extreme colds, even harsh blizzards, ensuring you can't die from these temperatures. Your resilience even extends to physical torture, though not immune or unbreakable. As powerful as you are you do require one thing much more. Food. You need several times the calories per day as the average human, meaning you would starve to death within three days. But you know how it is when strong and weak meet...

### **Beastwoman- 200**

It appears you may have some strange ancestry. Should you wish it, your blood has some ancestry to a phantastical creature. Perhaps to a Giant like Nastasia the beloved of a certain Bogatyr? In any case this grants you to begin with some animalistic features which you can decide for yourself how this is seen. Maybe through a set of cat ears and a tail to match. Some additional boons are also part of this purchase depending on what it is you are related to. To once again use the example of Nastasia you would gain increased strength and an affinity for nature and animals. This ancestry is also of great help against anything that ought to harm humans more than anything else, giving you resistance to such weapons and powers that are supposed to be precisely more useful and dangerous against mankind.

### **Zmei Gorynych- 400**

Few creatures can cause as much dread as Dragons, even amongst the unforgiving Tundras of Russia. Only a great travelling Hero could hope to triumph against one. Did you do so in the past or how did you become so connected to the dreaded Zmei? In any case its three heads are now summonable by you against your enemies. Temporarily you can use your magical energy to shape this mighty dragon and breathe life back into it, obedient and firing from its three maws punishing breaths of blue flame. Even should your enemy endure the torrent, they may yet be open for a strike by yourself. Do keep in mind however that this is a particular draining thing but who knows how useful summoning a Draconic creature can be one of these days.

## Hero

### **The Value of Kindness- 100**

What an awful World it would be, that only exists for strength. That abandons kindness and warmth in favor of cruelty, survival and power that others bow too. It is such an ideology that deserves to give way to a better world. But you? You would not be the reason for such culling, as you do not stop to be kind no matter the circumstances. Even if your life is nothing but hardship, even if the world itself condemns you for feeling for a relative that is old and forgets your own name, these events will never change your nature or risk taking your kindness. You can always choose to be better and quite a few will find this an endearing trait. Perhaps one who admires such a capacity will save your life one day...

### **Eternal Young Warrior- 200**

Did you ride atop a particular beast perhaps? In any case you benefit from a certain blessing, like what would become one of Dobrynya's own skills once he was recorded upon the Throne. You are forever youthful and shan't grow old. As an additional boon you are also rather fair to look at, perhaps even having a few charming inhuman traits like cat ears. Dobrynya's wife was spawned from a giant apparently and don't couples rub off on each other? Finally this eternal youth does not have to be just for yourself. It was rumored that the steed of the Bogatyr possessed the blessing before it was shared by him, so at your digression those you interact with, fight alongside with for extended periods of time, may eventually share this gift.

### **Heretical- 400**

Even if a Tsar seems Godlike, there are some Heretics that defy the odds, dare to think of a better world. You are one such Heretic, someone who may usher in a different age for your people. For starters your willpower is a sight to behold. Even if you are paralyzed by the sheer presence of a fearful despot, you will never betray someone just because of it. But it is not just that will that makes you a challenge for such enemies as finding those willing to join your cause has become a lot easier, as if you are destined to meet and cooperate. Anything that relates to planning and supporting a rebellion is known by you, even how to establish a functioning better system and inspire those looking up to you for leadership, who can hardly think of betraying you and will push themselves to their own limit for your shared cause. Finally when you meet the enemy of such a rebellion, even should they be titanic in might and size, you can identify the weaknesses they have, from where their soldiers come from to even what could calm them down.

### **Bogatyr of the Fair Sun- 600**

The Sovereign of the Sun, Dobrynya Nikitich, was said to be a mighty young warrior, serving the Grand Prince of Kiev. His deeds are still spoken of in Bylina, where historical fact and fantasy ever so often meet. But now he may have an equal as your more than a match for even the mightiest Bogatyr. Your strength and speed is enough to go into battle against Dragons, though it is not a fight you would be guaranteed to win. Still the punishment of such a Beast you could endure, even hails of Bullets from Beasts designed to kill.

But of course what is a Hero without the skill to use their strength? Saving princesses and slaying Monsters just comes naturally to you. Some may think your claim of being able to do 'Just About Anything' isn't entirely farfetched, as you are simply competent in whatever is needed, like say cheering up an ally, getting food, raising a spirit or even just fighting someone way out of your league. Now you cant DO anything, only do lots of things. You wouldn't be able to destroy trees that simulate entire Worlds for example but you may just be able to put up a great fight against a single great



Tyrant. Though at least you know what is truly impossible to you, just so you can bother trying for what you could somehow pull off.

But where you truly shine is on top of a mount. Your skill at Riding is legendary, far beyond what any human should be capable of. What it is you ride, be it a monster or a vehicle, ill matters. As long as you can count it as a form of transportation you can do just that with the kind of skill only a Hero of an Epic could replicate. Of course combat on top of your steed is also all but instinctual, perhaps even greater than it would be on foot. Lastly, thanks to your newfound connection to the Sun, entities or deities aligned with it are a little bit more fonder of you and may even ask for your help on occasion.

## **Ruler**

### **A Tsar's Will- 100**

One does not crown themselves Tsar or survive both brutal opposition and weathers by being content with the now. No you have the kinds of ambitions and aspirations worthy of a Tsar. The kind of will to see things through. Once decided on a goal, you can put all your focus and attention to it, not being deterred by any distractions short of constantly being magically lulled to sleep.

### **Little Imp- 200**

What a rascal you are, causing so many pranks. But oh however do you manage to get away with it and cause all of these? Well it is with this ability, perhaps a gift from someone you made a contract with. This allows you to create small scale Marble Phantasms, altering probability to make minor impossibilities possible. Though humans, animals or other things existing independently of the world remain unaffected, this allows you to alter the environment around you to a limited degree. A prank like making what an opponent is holding appear in your hand instead or having the ground below them crack and trap them, is all well within reach of your newfound abilities. Keep in mind though this ability by itself can never cause true or lethal damage.

### **Jumper the Terrible- 400**

A Tyrant you are. Severity and brutality unmatched. Immortalized as the worst tyrant of the country even. Or at least you have the capacity to be. Your mere presence leaves lesser men shaking in their boots, like a heavy pressure is forced upon them. Determined individuals or particularly charismatic ones can resist this effect but those who don't find themselves weakened in your presence, not as strong as they should be. And that is if they chose to fight at all and not merely surrender to you. Anyone that looks at you shall know fear.

### **Viy Viy Viy- 600**

It seems you too made a contract with a certain elemental. Though you yourself may be ordinary and not have much in the way of ability, this contract has given you two powers allowing you to truly make your mark on history. One of them is control over ice and cold. Ice and snow bends to your whim, able to reach temperatures of below -100 °C. While that alone would make fighting you akin to facing a Blizzard, the real benefit is within your eyes. The mystic eyes of clairvoyance are descended from Balor and a devolution from those granting Death perception. Your eyes can, when properly used, break down boundary fields and even find weaknesses in fortresses. Any Russian Tsar would be happy to have you at their side, knowing the sheer advantage you could give them in a siege. Finally the elemental has attached itself to your shadow and can itself be summoned to your aid, freezing all your enemies with its chilling stare.

## **Father**

### **The Tsars Trust- 100**

Who would have thought that someone from peasant upbringing could gather such vast amounts of influence, to become even one of the major figures the Tsar relied upon. If you are willing to put the work in you may replicate such a feat. Depending on how useful you are and how many benefits you bring, your superiors will be inclined to trust you more. Save the Tsar's son for example and you could find yourself having major say in the countries politics. This Perk however only gives you as much as you deserve for your deeds, nothing more, so only a diligent believer can make true use of it.

### **Seeds on Barren Lands- 200**

The words of the Lord are there for all who are willing to listen, no matter who the ears belong to or where the seeds of faith should be planted. You have gained quite impressive oratory skills, matching that of Rasputin. You could preach and gather followers with ease, your words resonating to those who are willing to hear. Though you may not be able to convert anyone unwilling, your words far from working like a charm spell, you do know how to make your faith be convincing and have people take comfort in it. With due time you might be spoken of in the same vein as the nameless monk.

### **The Undefeatable- 400**

Is it the sheer perseverance of man or the subtle blessing of the Lord? Few had a death as drawn out as Rasputin but not out of spite but out of necessity. 4 or 5 lethal bullets, poison laced meals, being dumped into freezing water, that is what it took to silence the man. You too share his sheer persistence. Most if not all poisons barely inconvenience you thanks to your newfound immunity, and even if hurt in most vital areas you simply keep going. Even if you should have died from a wound, you will still cling to life, requiring extraneous time suffering the injury or truly over the top punishment than you should be able to endure to truly silence you.

### **Protection of the Faith- 600**

Through faith and diligence, you have been morphed into someone greater than a common man, your body and mind strengthened by years of toil. When it comes to skill, few among the Church members can claim to be your equal, being among the greatest Executors. You have over a decade worth of experience killing Magi and your physical capabilities are so enhanced you could dodge bullets and jump 10 meters in height instantly. It is to a point where you could even kill a Servant like the Omnipotent Genius Da Vinci under the right conditions.

Your faith can even have mystical effects in the form of Spiritual Healing, allowing you to cure the physical and mental states of others and even illnesses, though not your own. Even more malevolent spirits are not safe from your faith, as you also mastered the Baptism Rite, a simple ritual that is nonetheless incredible effective against spirits, attacking them directly and purifying them.

## **Occultist**

### **Sincerity- 100**

They just don't see it. They don't see the way you experience the world, the voices and wonders calling out for you. But even if they don't believe you or don't want to believe you there is one thing they will not be able to deny anymore. That you speak with honesty. If you do not try to deceive someone else, if you genuinely tell the truth as you see it, they will understand you. They understand your sincerity and even if they don't see it as you do won't condemn you for it. I can imagine a certain Occultist being envious of you for this Perk.

### **Hometown of the Soul- 200**

The world is not just restricted to your own motherland. Beyond its borders might just be a country where you feel even more at home. A Hometown of the Soul perhaps. For Helena that was the spiritually rich India. And for you... Well why don't you find out? You have an affinity for traveling and learning about the cultures and norms of whatever place you find yourself in. This also comes with a general boost to your training. The more passionate you are about something be it a skill, a culture or even the occult, the greater the benefit you will gain when you commit yourself to learning about it.

### **Rubbing Shoulders with Giants- 400**

Strive among the greatest minds is a common thing sadly. Some geniuses simply will never see eye to eye, even when together they could achieve more than alone. That is where you come in. Just like how Helena could make the famous and infamous Tesla and Edison cooperate, you can do the same for even the most bickering and hateful of geniuses. You can quickly endear yourself to another, especially when you can bond over shared degrees of great intellect and get people of different views to strive for a united goal. This also allows you to drag someone out of despair and hopelessness, inspiring them to even greater heights, even when they made mistakes, they themselves can't forgive themselves for. Why you can even become so close that if you were to ever be in danger, the geniuses you can unite would do so on their own, doing everything in their power to come to your rescue.

### **Mahatma- 600**

On your journeys and with your studies you have achieved a level of arcane wisdom few ever dare to think possible. The like of knowledge that would terrify even other mages who may see you as heretical and want to silence you. But you heard the voices didn't you? Perhaps you reached a higher being or your magical circuits simply are beyond those of all others. The how of your magical powers is a mystery but what is clear as day is the extent of your might. Powerful magecraft is yours to command, including the arts of summoning, runes, alchemy, formalcraft and black magics, covering many divergences. Your familiarity and affinity for ANY kind of magic is incredible, extending to worlds even beyond this one. As long as it falls under the umbrella of magic, it is something you can use and eventually, if you commit yourself to it, master. Even Baptism Rites or Magic exclusive to certain groups or beliefs are applicable. After all the way you see the world it all ties back to Mahatma. More ancient spells like those of old Egypt might be harder to use but that should not be a problem for a committed Occultist like yourself or is it?

## Spirit

### **Hypercompetent 'Secretary'- 100**

Someone needs to take proper care of these foolish humans! But oh there are so many things that need to be done and subjects to cover. Fortunately you have a particular set of skills to do just that. On one hand you are a marketing genius, industry, negotiations, sales and of course assistant and secretary work coming to you naturally. If you put the work in it is not unlikely for you to create and lead a very successful company one day. On the other you are the kind to take a more hands on approach, as skilled as NFF's top operator in terms of infiltration and stealth. This also comes with a certain amount of 'appeal', making you as beautiful as the fairest of vixens. Who wouldn't want to employ you ♡?

### **Too Despair and Rise- 200**

Oh aren't they just so amusing when they think all their wants are met? Only to miss what would truly fulfill them? When all of a sudden they lose everything important to them? Yes that is what true joy is and something you know how to cause. How to break someone, what would cause them the most anguish, being denied food or misplacing something important to them, at a glance you know just what it is you would have to do for them to fall apart emotionally. That being said for someone that is of particular interest of you, it might be even more fun to see them defy the odds and rise up again. That is something you also know how to do, lift someone up from despair, just so you can see them fall and rise, fall and rise again and again ♡.

### **Aptitude for Slaughter- 400**

How many times have humans died by their fellow men using guns and weapons of destruction? Or caused the deaths of countless animals with their machines of fire and steel? But there has to be someone who excels at causing death. That someone is now you.

Your aptitude for killing humans allows you to expertly use any manmade weapon or gun of your era. Not only that but your weapons become several times more powerful when used by you, multiple times so when used against humans. It is overdue for them isn't it?

Alternatively you may instead gain the same kind of aptitude but for animals instead, allowing you to manipulate and exert control over haired beasts, giving you much more power in efforts of taming or dominating animals. If you buy this Perk a second time (still Discounted for Spirits) you may gain both effects.

### **Larval Beast- 600**

Among the many enemies of humanity, few are as terrifying and dreadful as the seven Beasts. Each one represents an existential threat to humanity and some kind of Sin like Pity, Regression, Comparison, Taming or any other Sin. However new Beasts can also develop to try and bring about their own version of the end, a certain Spirit having become a Larval Beast as a result of Cath Palug stepping down in a certain timeline. You however do not necessarily replace a Beasts spot, perhaps becoming your own distinct Beast... one day. This Perk does not make you humanities most dreaded enemy just yet but it does give you some of what makes them so dangerous.

By itself this bring two great benefits. Independent Action and Independent Manifestation. With these skills you can prevail in the world all by yourself, even as a spirit not requiring any other energy source or vessel to remain linked on the physical plane. This also grants a certain degree of travel capabilities, letting you cross the borders of dimensions and even timelines, if the opportunity presents itself, without any risk. You could not Jump from timeline to timeline just with this but

should multiple timelines end up being somehow in the same physical space separated by dimensional borders, you could freely pass through them. Though not as potent as a proper Beasts Independence, it is still an invaluable skill.

## Items

All 100 CP Items are free for their origins and other Items are discounted for associated origins. When it is applicable, Items can be Imported.

### **Fabergé Egg- 50**

What you have here is a rather unique sign of luxury. A beautifully decorated Egg, worth a pretty penny. It is designed in such a way to commemorate your time here, commissioned by Jump-chan herself. You get one such Egg for every Jump you have been to, updating with every new Jump and designed in such a way that it reflects said Jump. Inside of them is also a small space to store information and secrets. Perhaps someone can one day find out what you made for deals with elementals if they can get their hands on these Eggs.

### **Arctic Mystic Code- 100**

The cold of Russia is unyielding. If you wish to prevail you have no choice but to adapt and endure. Dread not you are not the first to face this challenge so take what they too used. This black Mystic Code has an enchantment on it which protects the wearer from the most brutal and cold of environments. Even a blizzard well below -100 degrees would pose no risk to your health. Lastly it has the curious effect of aiding in supportive magic. Even a pathetic third-rate magus could cast several enhancing or healing spells over the course of a drawn out battle.

### **Fallen Star- 400**

Light. Light. Light. So bright it can engulf all within your sight, even being seen all the way in Brittain should it fall down on this land. A spectacle of nature tainted with tragedy for what was lost is now in your hands to summon once more. Once per Jump you may make use of this Item, a Meteor from outer Space.

This meteorite would be the catalyst of a great calamity, one of the greatest among the animal Kingdom. Exploding just above ground like a Star made manifest, it scorches all in the imminent area. The resulting crater matches the size of Tunguska but that alone isn't the true worth of this Item, although the destructive potential is quite impressive. Depending on what is in the area of the blast, what perishes in the blaze, it can give rise to something. A Spirit, made from the emotions, the cries, prayers and anger of the victims. What emotions exactly will end up shaping this new creature is decidable by you the moment of impact. The resulting Spirit will start out as weak and lack guidance, only having its own nature to begin with but otherwise will be as described in the first Tier of the Spirit Origin. But who knows what you could do with such a creature or how powerful it could become. The Spirit will count as a follower if you want it to tag along and not remain in this world, but you can also promote it to the rank of companion.

As the explosion is reminiscent of a Star, any Sun or Star aligned entities are bound to take notice of it, perhaps at least visit or send something to check out and nurture whatever is left in its wake. Your newborn spirit might just be adopted by one such Goddess.

Lastly with the purchase of the Item you learn a small trick, replication of the first effect. By using extraordinary amounts of magical energy, enough to power a Noble Phantasm, you may once again bring down a meteor on your foes. However any use of this Item in such a way will never create a spirit. That part is only possible once per Jump with the original meteor.

## Hero

### **Yaga Rifle- 100**

This hunting rifle might seem out of date at a first glance, inferior to any truly modern firearm. In a different world not meant to persist, this is still the peak of technology. Wielded by Beastman living for nothing but continued struggling, this is their best friend and the perfect tool to hunt the ravenous beasts. The reason is simple. It is particularly effective for hunts against Demonic and Phantasmal Beasts, impacting their hide and flesh more than any other bullet would. You gain an ever replenishing supply of ammunition for this rifle too.

### **Berza Damask- 200**

What does a Bogatyr need almost as much as a steed? A set of worthy armor and weapons of course. In your hands is the same set of armaments as Dobrynya Nikitich possesses. Made of Damascus steel, this mighty set of equipment consists of the armor itself, a melee weapon of your preference and a handy dagger for more casual needs. The armament is of top quality and further effective against draconic enemies. Finally you receive a small supply of Damascus steel, with which to form even more of these tools, though they by themselves will not have any Dragon Slaying properties. Unless your new Damask creations end up killing a Dragon of course, in which case they will be equally as effective as the armament you already possess with this Item.

### **Burko- 400**

There is no greater horse a Bogatyr could wish for. This unageing mount is beautiful, as white as shining snow and utterly loyal to you and whatever it is you want to achieve. Combat on its back comes natural to you, not slowing you down for a bit or impeding you in any way. Furthermore it is capable of speech and likes to talk a lot and might make for an entertaining conversation partner, though it is rather perverted towards woman. It is fast and durable too, easily able to run laps around the best horses of its time. Though is it really fair to compare it to mere steeds when it is cursed? Indeed the Horse is only one in name, cursed to take the form a small winged dragon instead, but suffering not in the least from its condition. The opposite really, its draconic hide able to endure gunfire with ease and capable of doing battle with powerful beasts.

### **Rebel Base- 600**

Wherever there is tyranny there are people willing to rise up against it. Be it for justice, survival or simply because they hope their weak children and family can be in peace. This Item grants you a small force of resistance alongside a base of operations. It is heavily fortified, guaranteed to leave even a victorious invader with non-negligible losses and difficult to find unless one of its members were to betray the location to an enemy. Hundreds of men and women alike are within, ready to fight and loyal under your command, taken from the in Jumps population and people. Among those that can fight are however also mere civilians. And why should they not be considering this is perhaps one of the few safe locations for them? Food and medicine never run out fortunately and those that genuinely wish to join your cause will flock unfollowed by enemies to you by instinct. To further aid in recruitment, a staple of Manifesto's convincing anyone who has already doubt in the Regime you oppose, are there as well and ready to be distributed. Finally any attempts to further teach or train your troops is marginally enhanced when inside this Base. May your country be free.



## **Ruler**

### **Court Musician- 100**

Who doesn't want to enjoy the fine arts now and then? Maybe be lulled to sleep through an enchanting song? That is how a Tsar should rest and that is what this Item provides. A loyal and skilled Musician can be summoned at your whim, instinctively knowing what music you prefer to hear in the moment and playing it with a competence rivaling that of the greatest artists like Amadeus Mozart.

### **Royal Doll- 200**

What an adorable little puppet! Tiny enough to be held in your arms comfortably, simply holding it brings with itself a feeling of peace and comfort. However there is a more tricky aspect of this doll, as if blessed by the whims of a certain elemental. It can move around by itself at night, attacking any suspicious intruders to your sleep.

If purchased with Viy Viy Viy, you may let the elemental take hold within the Doll.

### **Sumerki Kremlin- 400**

Fortresses of all types are scattered all around Russia. Meant to be a place of safety and comfort for those with the blood of the Tsars. One of these great Fortresses is now your own. Extremely strong, it can endure the greatest of blizzards with ease, house all your allies and companions in luxury and can prevail even against bombardments. However while it is a place of leisure for your allies, your enemies will not be received as warmly, anyone you won't allow entry being attacked by the Fortress itself. Optionally you can manifest this Fortress like a Reality Marble, summoning it to your location but as a result needing to supply it with magical energy to not have it fade away again.

### **Chyornyj Oprichniki- 600**

When it comes to dreaded soldiers and bodyguards, few manage to leave a mark on the country like the Oprichnik. Established by the Terrible Tsar, you have now your own version of his greatest soldiers. Dressed in all black and riding dark horses, with their broom-shaped whips they are completely loyal to you and will not rest until your enemies are killed. While individually they are not as impressive, in a group they are a true nightmare known for painful and cruel deaths that do not come quickly. Hundreds of men strong, any who die will reappear the next time you dream for this is what they are truly made of. Lastly their true strength is in direct relation to you and how close they are to you physically. Should you rest in your capital, they each would be able to match a low-rank servant blow for blow within.

## **Father**

### **Holy Book- 100**

One who wishes to follow his faith needs a tool to further study it and there is no better tool than the holy book itself. This testament is a perfectly intact and accurate collection of your religion's holy texts, by default the Bible of Christianity. If damaged the Book repairs by itself, even simply replacing torn out pages. Most curious however, is the fact that anyone can read it. Rasputin himself, born a peasant and having had no incentive to learn how to read, learnt how to do so for the Lords teachings. Even those who can't read can do so just fine if its on the papers of this Book.

### **Black Keys- 200**

A favoured weapon of Holy Man, used by choice for devoted adherents only. Taking the form of long and slender rapier-like swords, the blade measuring over one meter with extremely short hilts, their true nature is much more sacred. They are weaponized sacraments of the Holy Church, created with the lament for the dead as their base. Designed to be thrown instead of being used as a melee weapon, the Black Keys are akin to anti-heresy poison, making it very effective against Dead Apostles, Vampires and undead. You can summon a nigh infinite amount of these sacraments from your person, using them with expertise instinctually like the most dedicated of Executors.

### **Holy Ground- 400**

A shepherd is nothing without his sheep but where should his flock go? Where else but here in this religious congregation of your very own. Large and beautiful, this church is by default at the heart of a large enough village or town and almost automatically lures in various passerbies curious to see what is going on inside. Just to begin with it already comes with several hundred faithful believers hanging to your every word and praying dutifully. Your own conversational skills and charisma are enhanced notably inside of these grounds. Not only that but it seems these halls truly are blessed, divine techniques having a noticeable boost inside of this territory. Its basement even works well to hide any that need sanctuary and have a good supply of Prana. Unlike a certain Japanese Priest these Prana reserves are entirely unrelated to orphans.

### **Thrice Cursed Grail- 600**

This is an Artifact so cursed I can't imagine the church condoning you possess it. In a different world, where the spirit of Rasputin inhabited the corpse of a certain different priest, the resulting being knew of the evil dragon Azi Dahaka and the ridiculing Bahloo. This Grail is cursed with a similar memory, alongside the present idea of burning the world with a Holy Grail. What you can summon from this Grail is nothing else but the pollution spilled out of the heart of a god representing evil in its purest form. The Black Mud emerges from the Grail rapidly but instead of corrupting it incinerates the wicked. Upon contact with this flood of curses having gained physical form, those that have repeatedly committed evil thoughts or deeds will be lit on fire, the flame all the more punishing the eviler the sinner is. But even those of good heart aren't entirely immune, an ever so minor chance that contact with the Mud kills them instantly. A terrifying and potent Grail, even if it lacks the wish granting nigh infinite magical reserves of proper Holy Grails. It also has one more weakness. To use this Grail means using the evil hearts of men as nourishment, akin to firewood. Should there be no evil in its presence, not even a single drop of Mud will be produced by the Grail.

## **Occultist**

### **Colonel Olcott- 100**

A researcher needs a proper assistant, don't they? Worry not because you will never want for another right-hand man or maid with these miniature automata. Starting out at half a dozen in number but easy to replicate for you, they can fulfill whatever task you need of them, be it cleaning after you or sorting your things. They are however not suitable for combat.

### **Magical Tome- 200**

With all the mysteries you intend to discover it is necessary to have somewhere to write it all down. This Book is the perfect place to store all your arcane knowledge. Any magic you are familiar with is added to it, its nature explained to the same degree you understand, as well as holding all the spells and techniques and even history you know. Adding to it comes easy to you, automatically adding as many pages as you need. But even if you do need a hand worry not for advice on how to continue your studies is found in its pages already, the occasional cryptic and strange quote from the Masters of their art. Finally, the Tome acts as a great focus for your own magical abilities, allowing you to teleport it all over the place and channel your magical abilities through its pages, like for example in the form of powerful arcane blasts.

### **Lost Library- 400**

Ivan the Terrible had a surprising interest in literature and knowledge. Containing long gone philosophies, magic grimoires and other thought provoking articles, he would no doubt rage about the intellectuals of later times misplacing these archives, rendering them lost to time. But for an enthusiastic connoisseur of magic and art like yourself this library must have been made for right? You gain a perfect copy of the library as it was in its prime, holding knowledge from all over the world within and updating with matching grimoires, tomes, documentaries and any other sort of literary record for every Jump you visit. Furthermore it doubles as a workshop, nay a Temple, for those who wish to further hone their mystical arts.

### **Sanat Kumara- 600**

Yours to command is a flying object of unknown origin. Or as modern times may call it an UFO. Where did you get it? Where is it from? That seems to be an eternal mystery, even others trying to study it simply clueless, its composition different from anything found on Earth. But what you can be sure of is the use of this silver saucer. You yourself are perfectly comfortable inside of it, even as it rains down destructive flames, powerful enough to incinerate an army. It can also take the form of a Silver Torus and be used akin to a bike if that is more your style, still able to summon down the barrage of light beams.

## **Spirit**

### **NFF Wardrobe - 100**

It is best to be prepared for any occasion isn't it ♡? This infinite wardrobe ensures you will never have to worry about clothing again, coming stocked and updating for every occasion you may encounter. From spy operative outfits, commissar uniforms, qipao's, sari's or simple dresses, even bunnygirl outfits, all is available within this wardrobe. While they have no special properties aside from being self-cleaning and repairing and of course making you look good, there is sure to be something for any occasion.

### **Lipstick Catalyst- 200**

Gotta look pretty when following your ambitions right? This lipstick is the last piece of Makeup you will ever need, taking whatever color you want and easily applicable to perfection. Treat your lips with it and you find even the rest of your face suddenly being treated just how you wanted it to be, even if you wouldn't have mascara. Of course that by itself isn't worth much. The true benefit of this lipstick comes however from its direct connection to you, making it applicable for any magical rituals that require a connection to you. You could be summoned or summon yourself once to any place where this lipstick is, no matter where you yourself are or even if you yourself lack any teleportation powers or are otherwise unable to go there. Just a matter of ensuring the right person hangs on to it.

### **NFF Services- 400**

Nine Fox Foundation has become an infamous name on the market, reeking in profits and fulfilling its missions par excellence. While you are not taking over the already present equivalent, you can now have a Company that more than rivals NFF in size and profit. Within your reach is your own private military company and weapons manufacturer. Though that by itself does not need to be the full extent of its reach, a casino resort already having become an additional subsidiary and who knows where else they could expand if you are willing to guide it. But even without your overview this company will bring in some nice profits. But of course that isn't the end of it and I do not even refer to the elite squad of mercenaries under your employment.

The armory you now have access to is vast, from guns and rifles for any environment, to various kinds of explosives, all controllable and further enhanceable with your own magical energy. Even means of transportation like a chopper and motorcycle can be found here.

But the greatest creation of NFF is without a doubt the NF-79 Tactical Suppression Vehicle, the best weapon ever made by Tamamo Heavy Industries. The tank like vehicle sports vast amounts of armory and ammunition, bringing down massive barrages of missiles at your command. You can summon it to your location with something as simple as throwing a smoke grenade. But the weapon has one other purpose. It can serve as a shrine, be it to yourself or another cult, applicable for anything that requires such.

### **Tunguska Sanctuary- 600**

Imagine if you may a world untouched by humanity where only creatures under your rule exist. This Sanctuary is one such realm. Taking the form of a Reality Marble that persists in its corner of reality, this place is closed off from the rest of the world. The natural laws of the world are useless in this domain, denying human history itself and would cause summoned spirits to weaken and fade away, only living humans and heroes being unaffected. Only non-human spirits could properly manifest but they will find they are not alone in their inhumanity. Within this Sanctuary is a copy of every animal and Beast you have personally captured, devoured or otherwise gained the data of. As mindless

familiar they guard this realm and are an animalistic army, mirroring those of beasts you tamed or studied to completion. They can be mass produced and set to patrol certain routes but by themselves do not mate, obtain experience or transform. 'Birthing' new creatures from your own knowledge is more than possibly, even making new hybrids or otherwise enhanced beasts. One such new creation, the War-beasts, already persist in a special area inside of the Sanctuary known as the Dead Zone, gun wielding animals able to use the weapons better than mankind itself could and are exceptionally good at killing humans. Its mirror, the Life Zone, meanwhile only holds sentience lacking innocent creatures. Lastly, this Sanctuary features its own ecosystem but also its own atmosphere, being capable of surviving a trip through space in case you want to go as far away from humans as possible, without needing the aid of a Servant qualifying as a Grand to become an Egg launched into Space. What will you do with this small world?

## Companions

### **Import- 50**

Why face the Red Bear all on your lonesome? Not when you can have so many comrades at your side to fulfill your vision and defy the blizzards. You may insert one companion into this Jump per purchase of this option. They get 600 CP to spend and a free origin, though they can also spend some of their own CP to purchase the Spirit origin. They gain all associated freebies and discounts as well.

### **Canon- 50**

Every purchase of this allows you to have one character from this world accompany you on your journeys beyond Mother Russia. They do need to accept you first but as long as they do they will be a companion at the end of your time here.

### **Stepmom- 200**

It seems your arrival here did not go by unnoticed. Someone saw you fall down on this place and to properly welcome you and raise you, they send this individual. She makes for a capable Knight and Warrior and wants to try to give this 'parenting' thing a shot as best as she can, even if you may not look like you need it. Her nature is that of a Servant with distinctive feline features, able to even give a certain Bogatyr a run for their money.

## Drawbacks

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

### **Harsh Winter- +100**

Russia is not exactly known for its warmth. While things could always be worse temperature wise, do not expect to ever be comfortable when here. You get easily cold and will feel a chill run down your spine even if you are wearing warm fur or cold resistant clothes. Furthermore your far more susceptible to say Frostbite or catching a cold and the temperature will never be warmer than a mild winter around you. Not even leaving Russia will get rid of that problem.

### **Hands off my Wife!- +100**

The live of a traveler can be a lonely one, as one Hero learned the hard way. Duty or even Wanderlust is bound to cause your separation from your loved ones for vastly extended periods of time. Reunion with them are bound to be brief affairs. As if to make things even worse, sometimes your downright suspected to be deceased and some new paramour might make a move on any romantic loved ones you have. That doesn't mean you cant swoop in and interrupt any wedding before it happens, but I do hope the people you end up leaving behind are of the forgiving sort.

### **Schwipsig- +100**

Did you get on the bad side of a certain elemental or Duchess? You have been hit with a strange curse that is impossible to truly get rid of during your time here. Worry not you will be freed from it once your Jump comes to an end but until then you will have to deal with the unpleasant reality of misfortune. The curse makes all forms of minor impossibilities possible, taking the shape of small pranks akin to a Marble Phantasm. Your opponents might suddenly hold whatever it was your holding or the ground below you can crack and keep your foot stuck. These pranks never cause any lethal damage but they might be annoying to deal with.

### **Charlatan- +100**

Pretender. Fraud. Heretic. Helena has faced her fair share of prosecution and criticism during her time, which has not left her in an entirely optimal state of mind. The accusations are a point of trauma for her, simply because she was different from society. You will now share her pain, whatever you may invent, discover, study, found or learn earning you large amounts of ridicule at best and disgust at worst. And even those who may take an interest in your work may not be the type you wish would.

### **End of Ambition +200**

I do hope you didn't have any great aspirations for your time here, not when you could easily replicate Napoleons failure in this cold land. It is as if the World itself has decided to spit in the face of your ambitions. The weather will punish you, the resources of your forces will dwindle, your enemies get sudden spouts of luck to match the severity of misfortune plaguing you and your allies. Best remain a small player or stay out of conflict entirely unless you too want to be remembered in this land for your failure.

### **Born Evil- +200**

Can someone truly be born evil? Created for the sole purpose of causing suffering? Inside of you there is an ever present emptiness that simply can not be filled. The only thing granting you happiness is inflicting suffering and committing evil. Now you do not need to act evil, you can try to

pursue all other kinds of passions or techniques in hopes of finding fulfillment... but it will always fail. Unless you are willing to embrace being a Monster (which if you do will fill you with shame once you leave this Jump) you will never feel an inch of joy in this Jump.

#### **Sealing Order- +200**

It seems your views or plans were not well received by particular individuals. Maybe it was the fearsome Tsar, the Holy Church or a foreign Organization like the Mage Association, but someone of great power and influence alike wishes to see you gone from this world. They will devote all their substantial resources towards seeing you silenced, sealed, killed or worse.

#### **Contracted- +200**

You have professional pride don't you? Somehow you ended up in a contract with someone else. They could be completely opposed to your own goals and morals but that doesn't change the fact you are employed by them, these CP as your payment. You will feel a strong professional urge to fully commit to whatever request they ask of you, even as it frustrates you in the best of cases. Your employer, while being the type you despise, will also fully be aware of your skills and use you exactly as they see fit. If they die or the contract is somehow breached your chain fails though rest assured that they won't order you to do any blatantly suicidal tasks.

#### **Live in Fear- +300**

Did you kill someone you weren't supposed to? Wronged an undeserving woman? Someone who was contracted to something beyond your understanding? In any case you have made a powerful and insidious enemy. An elemental of great power has cursed you to never know peace. Death is too good for you and they want you to live in fear for what you've done, supernaturally enforced beyond what your Perks can protect you from. Until the day you die or the end of your time here, you will never get rid of them and you will be watched. You will be judged. They will see to your punishment.

#### **Light and Darkness- +300**

Something happened Jumper. You have been weakened and torn apart, split into two different aspects of yourself. Now you yourself still exist but your powers? Items? All but gone. At most maybe 10 % of what you possessed is still yours. As for the rest? Evenly distributed between a Light and Darkness version of yourself. These two embody an aspect of your identity and are in contrary to each other. Much more extreme in their chosen goals and wielding all your powers, they will want the other gone. You they don't see as much of a threat but also see no reason to fuse together with you or support you. If at the end of this Jump one of the two has killed the other remaining member will fuse again with you, overriding your personality and effectively taking over your chain. Or you could try to kill them yourself to regain your power but given how far beyond you they are this may be a difficult trial. Though there is the option of trying to mediate between your two copies. Success there depends both on your own character and what the other two versions define themselves by. But manage that and not only do you get your full power and items back, you can keep both Light and Darkness as companions.

#### **Like a Meteor- +300**

That is what you are aren't you Jumper? Crashing down on the World like a destructive force. At some point, be it in this Jump or in the past, you intentionally or not caused... something. Some sort of calamity that left many an animal dead. Or maybe you are truly innocent and they simply blamed you in their dying moments. In any case a powerful spirit has been born from that event and is left with a burning hatred for you and all you represent. This spirit is of considerable power, enhanced by the



calamity it was spawned from to be nearly your equal and it will find ways to further empower itself. Not to mention the sheer amount of resources, akin to a whole military, the spirit can gather against you, even reverse engineering your own technology with enough time. They won't be satisfied with just your death though. No they want to see you suffer, get up again and finally kill you only when all hope is gone from you. Maybe there is a chance to resolve this peacefully, if you manage that being able to bring the spirit along as a companion, but don't think this will be painless or easy.

### **Pruned History- +300**

Disregard all you may think to know about Mother Russia or even the world itself. Where you are going Proper Human History will be but a distant dream. In this timeline, strangely not pruned by the World itself, an asteroid struck and plunged the world into an Ice Age over 400 years ago. Most died miserably, even the Russians used to cold losing 90% of their population. Ivans solution was the creation of the Yaga, turning what remains of humanity into beasts fit to survive this frozen hell while he himself becomes a Monster fused to a Prime One. Nothing but the frozen tundra and starving Yaga remain, as well as ravenous demonic beasts. This is a world where only the strong are allowed to eat.

## Challenges

### Permafrost Empire

*(Requires Pruned History)*

A journey throughout time to defend human history itself. A plot by a Foreign God, involving Magus from all corners of the world. All that would give the Master of Chaldea in a different timeline a new brutal challenge to overcome for the fate of humanity. The very first of these trials was one version of Russia as described in the Pruned History drawback. Curiously enough you landed in this world where the timeline was not Pruned by the World, but also has not been used as a Lostbelt. It is what you see, a land of struggle and suffering, where the only reward for living through today is even more struggle tomorrow.

Ivan the Terrible has ruled for several hundred years now and he is much different than the one from Proper Human History. He truly does care for his people and although brutal and cruel, he is the reason even a fraction of what once was humanity even managed to survive. He is also genuinely worried for anyone who may have survived outside of Russia and wishes to bring other survivors to relative safety. So conflicted is he that he embodies both Lawful and Chaotic Evil.

Many Yaga are not content with this life, though rebellion is usually crushed by the Oprichniki. But now you have arrived and everything can yet change.

Your Task is to overthrow Ivan, release his hold over the people. Not easy between his ever-present Militia and the many demonic beasts emerging from the freezing cold. Difficult but not impossible perhaps.

Though there is yet another challenge to undertake aside from leading the Yaga to freedom. Instead you must also introduce LIFE to this world not just survival. Show them the value of kindness, warmth, art... whatever it is that makes life worth living. When the majority of the Yaga learned to let go of only appreciating strength, when food is no longer scarce at every corner, then you can count this Task too complete.

Depending on the Order of events, Ivan might just be talked down but who can say for sure?

Your Rewards will match your deeds. Talking Ivan down and showing him he need not be Terrible allows you to take him as a companion. Killing him will instead let you partake in his flesh, making you a physical calamity like he was by fusing yourself with a Prime One. The power you gain through this is immense, the ancient Mammoth approaching the likes of Gugulana in power and the size of a mountain. Lightning strikes from the skies at your call and avalanches are caused by your steps. In any case, no matter Ivans fate, you will gain knowledge of the Ritual that created the Yaga and Ivan in the first place, fusing human with beast and creating something better.

Should you have improved the conditions of this Land, you may also take it with you on your chain, its people loyal followers. The Blizzard is no longer as hostile, toggleable to your will and practically serving as a natural protection at the Borders.

## Ending

Your time in this world has come to an end. Now what will you do next?

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

## Notes

Special thanks to one of my favorite Jumpmakers Valeria! They are the original Jumpmaker who started the Fate/Legends Jumps and told me I was free to do one myself. This... actually isn't the one I planned on doing and told them about but playing Grand Order inspired me to do this one instead.

I tried to imitate Valeria's style as close as I could so this Jump actually feels like a faithful addition to the Fate/Legends series of Jumpdocs. Valeria also wrote the explanation on Authorities below which I copied from one of their other Jumps so all credit goes to them there. Aside from that the rest of the Jump is made by me.

Spirit- This entire Origin is inspired by Koyanskaya who has got to be one of the most confusing backstories for a Servant, even by Fate Grand Order standards. I apologize if I got any details wrong but at its core the option allows you to become a Spirit of Nature or like Koyanskaya would in the Lostbelts a Divine Spirit. Powerwise you're more likely to be on the level of a large city with just in jump options alone. Even with Larval Beast and Tunguska Sanctuary your not going to become a full blown Beast unless you went around collecting powerful monstrosities like Koyanskaya herself did.

### **What is an Authority?**

An Authority is the divine power given to the gods by the world, investing in them the ability to command the world in certain ways to aid them. A god is a natural part of the world, a particularly powerful avatar of it's will, and thus an Authority is no different. It is not a magical spell or unique power of the god but that god asking the world to do something for them. The world in this case is not necessarily a single planet, as gods can come from outside or beyond one world.

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

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

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

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

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

### **How do I pick an Authority?**

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

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

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

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

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

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

### **Authorities and Authorities**

Numerous extra details about Authorities will be placed below.

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

become immune to attacks from living beings or gain some potent passive ability against life. But as always, the more overall power you have, the more you'll be able to do with it.

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

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

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

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