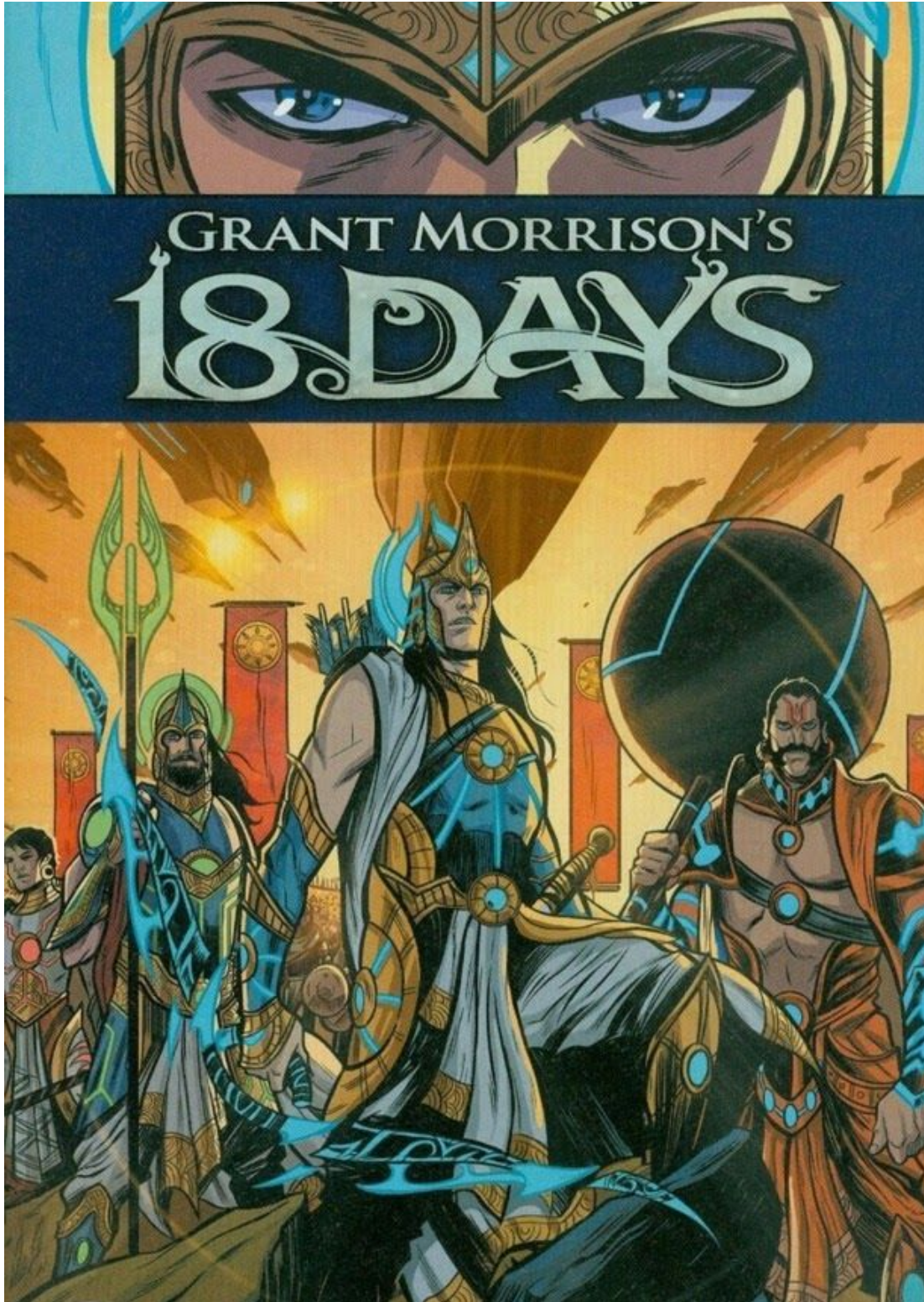




Jumpchain Compliant CYOA

Version 1.0

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INTRODUCTION

Billions unborn await the outcome of this cataclysmic battle. In time to come, every human being, in some way or another, will take their place on the battlefield and they will look to all of you for their instruction.

Grant Morrison's 18 Days is a retelling of the Hindu Epic, the Mahabharata, which contains within it the Bhagavad Gita. It tells the tale of the epic battle between two massively powerful families, cousins all, and is set in a mythic time, the end of the Dwapara Yuga (the Copper Age) and the beginning of the Kali Yuga (the Iron Age, a time of destruction, corruption, and decay)... our age. You're going far, far deep into the mists of time, back to prehistory, back to Bharat as it was once, in the glorious days before the Age of Iron and its limitless depravities.

Mighty kingdoms cover the land, none greater than the Kuru Empire ruled from Hastinapur. This is the Empire of the Kauravas, who represent the world of blind, ignorant matter, usurped from the Pandavas, who stand for the world of spirit and understanding, and in the words of Morrison, 'personify the clash between the impulse to participate in the restless material sphere and the impulse to transcend it.'

That may tell you a little about this story. This is a culture clash between two utterly incompatible ideals, between the forces of tradition and the forces of enlightenment. A tale out of Hindu myth and ancient culture. But this is not India as it was all those thousands of years ago. This is India as reimagined by Grant Morrison, inspired in equal parts by Lord of the Rings, Star Wars, and psychotropic drugs. This is the Mahabharata retold with power armor and weapons that can shatter entire continents. This is undiluted clarketech, technology raised not just to the level of magic, but to the level of the divine.

The actual story encompasses a mere eighteen days and nights, but the world around it and the histories on which it stands have taken a long time to come about, and it is amongst all this that you now find yourself. How will you fare amid armies mighty enough to devastate worlds, amid warriors who can contend with the very forces of creation and destruction? Don't worry, you won't be unprepared.

In time, every human-being must take their place on the battlefield, siding either with the virtues of the spiritual, or the dark materialism of the mundane. Which side will you choose?

Whichever choice you make, I'm sure it will make for a great tale in times to come.

Have these **1000 Karma Points**, and may Parvati watch over you.

ORIGIN

Time and Place

You arrive close to the end of the Third Age of the world, one year before the war known as the Mahabharata is scheduled to start, anywhere in this world you want.

You will remain at least ten years.

Age and Gender

War and wisdom are unbound by petty concerns like age, as a child can often be mightier in mind and muscle than grown men. And while gender does matter, different genders have different paths to similar might. Freely decide your age and gender.

CASTE

Each of us is born to a certain station in life, a choice we cannot make for ourselves. But you? You are different. You, alone among all those who walk this world, possess the ability to decide for yourself where you will stand in the great cycle. Pick one, and know that you have made the best choice you could have.

While there are no real beginnings, as there are no real endings, you can choose to lose all your good and bad Karma both as any of the Castes. This leaves you without any of the attached memories or histories, functionally a whole new life in the wheel.

Casteless (Drop-in) [1000 KP / Special]

What manner of creature are you, stranger, to be untouched by the Wheel so? Good news, bad news. You effectively don't get the KP that every other Caste gets, but you are now in gauntlet mode, which means that failing this jump in any way means you move on instead of going home. Of course, it also means that you're stripped down to your body mod and must take Dukha (Drawbacks) to pay for anything you want to purchase.

On the other hand, make it through the gauntlet and you get the 1000 KP right back, along with full backing for anything you picked up the slow way.

Mortal [Free]

The Humans of this age are a far cry from the beings that stood as Perfection Incarnated in past ages, but they are nonetheless beings born with tremendous potential, and very far from those born in the depths of the Iron Age.

You get to choose your role in life here, maybe a rich trader, maybe a minor princeling or a scholar? You can't be Duryodhana with this, but you could be one of his 99 brothers or someone else of similar prestige and power.

Warrior-Prince [100 KP]

Can you hear the dull groan of the vimanas in the sky? Can you smell the burning embers of the morning fire that steels men towards their deaths?

This is an age of wars, Jumper. An age of endless combat, of clashing armies and dancing blades. And such an age can never be without people such as you. You're a Warrior Prince of one of the many, many kingdoms of Ancient Aryavarta now, perhaps even one of the Kauravas or the Pandavas. Yours are the duties to wage war, and to devote your education and life to preparing for the same. The cataclysm is coming, the war that will define the meaning of this age. Be prepared.

Sage [200 KP]

As important as they are, it's not all Kings and Princes and Superwarriors, y'know. Some would call the Sages the *real* powerbrokers of these ages, who can make and unmake kings more or less at will. Others would disagree, but such is life.

You are one of the Forest-dwelling hermits now, or maybe you're in the employ of some powerful king. Whatever the case, you're one of the great philosopher-scientist-mages, wise and mighty, learned of the ancient arts, at whose feet Princes and Emperors bow for blessings.

The Living God [1000 KP]

Or perhaps you operate by different rules altogether.

Transcending all mortal limitations, you are now one such as Krishna himself, a Divine Being made flesh. Indeed, you stand now as a Living God, an Avatar of one of the Trimurti or Tridevi, with all that that entails. Your strength, power, wisdom, and ability are all elevated to such a degree that you stand as far beyond the very greatest and most perfect of Superwarriors as they do to the meanest microbe.

This doesn't make you a true Omnipotent deity, mind you, since that would entirely defeat the point of being the *Living* God. But all the same, the powers of an Avatar are not few. You're a *God*, perfection given form. Were you to pick up weapons it would be child's play to slaughter every warrior in all the lands at a whim, and a song from you could lull the very universe into a pause as it pays attention to nothing but your voice.

Just as Vishnu's avatars came in many forms (Matsya the Fish, Kurma the Tortoise, Varaha the Boar, Narashimha the Lionman, Vamana the Dwarf, and the humans Parashurama the Lumberjack, Rama, Krishna, Buddha, and Kalki the Horseman yet to come) you may take any form as your true form for this jump and beyond. Never again are you to be limited to having the human form as your only option.

BLESSINGS

All 100 KP blessings are free to their respective Caste. All others are discounted to that Caste.

Of All Castes and None

Casteless gets a discount on one blessing in this section, apart from Primordial Spring Morning.

The Endless Cycle [100 KP]

Free for All but Casteless. Casteless can only buy this at the end of Jump.

Death is not an ending. Should you ever fall, you will be reborn when all mortal memory of you has faded into history (i.e. when no mortal who knew you in life still lives). Upon being reborn, you will slowly regain the memories, prowess, and skills of your former life or lives as you mature, such that by the time you reach adulthood you will remember everything and be able to do all that you could have done before.

As such, death can no longer end your chain, for there are no true endings. Jump timers pause while you're not fully incarnated (i.e. if you die at the start of year seven of a ten year jump, the jump will end three years after your reincarnation reaches adulthood.)

The Only Thing That Doesn't Change [100 KP]

Language and customs, morality and modality, time and tide... all these things are in constant flux. But you? You are timeless. What this means is that, no matter where you go, or when you go there, if you speak a version of the local language, you will understand and be understood by the locals, even if fifteen centuries of linguistic drift should make that all but impossible.

You will find that you now have an instinctive sense for local customs, modes of dress, and forms of address. Never again will you accidentally cause disrespect should you make even the slightest effort to conform. Wherever you go, you will always be aware of where you are, and what time it is. If you also have the Blessed Word, you will also have a sense of all local spiritual / festival / holy days, when they are, and the traditions surrounding their origins.

The Greater Cycle [200 KP]

Requires The Endless Cycle. Casteless can only buy this at the End of Jump.

For those who have gained a greater understanding of the cycle, two additional options exist. Should you fall, you may choose to trigger your rebirth without waiting for mortal memory to fade. This means that, three months to the day you fell, you will be reborn, and will subsequently mature back to full adulthood within the following nine months.

Alternatively, you may choose to restart your previous life at its beginning and try again. This will, effectively, restart the jump you are in.

Past the end of your stay here, this will only work once per jump.

Superwarrior [300 KP] [Discount Warrior-Prince]

There are untold numbers of warriors in this day and age, but to be a real, proper Kshatriya means to be a Superwarrior, a being who is as much crafted as born.

All but immortal, with wisdom, beauty, and strength of arms that defies all comprehension, you stride the world as if a god, for you practically are one in this base day and age. Your strength, appearance, and mental faculties are all boosted several orders of magnitude, hundreds of times until you stand as very close to perfection, or as close as any mortal being can get without having been born in the First Age, the Satya Yuga,

You possess extreme natural aptitude for all skills that can be learnt, though naturally you gain no knowledge just from taking this blessing.

Primordial Spring Morning [400 KP]

Requires Superwarrior

All beings in the Satya Yuga are without vice and full of compassion. All humanity shall be living saints and there shall be no need for religion or faith. All humanity will be tall, powerfully built, honest, youthful, vigorous, well spoken, and full of virtue. There will be no need for agriculture or mining, for the Earth shall yield up her riches on her own.

There is something about you that is not of this world. Something purer, truer... something *ancient*. It seems that the Yajnatek labs were particularly successful with you, and they accomplished something they'd only barely dreamed of.

The memory of the Golden Age is strong in you, and it pours off of you into the world. Wherever you go, the world remembers the Dawn with you. Weather turns pleasant and mild, things like disease, age, and fear start fading from the land. The Earth grows bountiful to absurd extents, such as it was in those glorious days when the world was new.

While at no point will this make people physically equal to what they were in the Dawn of the Universe, the longer you stay around, the more of your power you put into actively enhancing your effort, the closer to the Satya Yuga the world around you gets. You get to decide the area this occurs across, but the larger the area, the more the effects are proportionately diluted.

While the ethical, moral, and environmental effects can get right back to the first age, the martial effects you can cause cap out at making things about two thirds of what a modern day Superwarrior can do.

Your physical and mental attributes are increased to the point where you now stand as far above a normal Superwarrior as they do above the rank and file of the Third Age. Your speed is as lightning, your blows could shatter mountains, and your skin withstand blows that could crack a continent.

In future jumps, you find yourself the absolute epitome of whatever race, type, being, or entity you come to be. Whatever the reasons might be for someone to not be such, like blood, magic, curses or the decline of the very world itself, none apply to you in any way, shape or form. You are the greatest, mightiest, wisest and most perfect being there can possibly be for your race/species etc. If there was a first generation, you belong to it, though this does not change your starting location or time.

Trikaldarshi [500 KP]

Free for The Living God

As a Cosmic Being you have awareness that transcends mortal limits, letting you sense things such as the workings of fate, alternate timelines, or even decision points in the fabric of all that is, giving you a sense for how things could proceed from any given choice at any point in time. You can, at will, see both backwards and forward across the skeins of time, to the fullest endless extents of both.

You know all, see all, with your sight can reach all corners of all Universes tied to where you stand, to times present, past and future, and even the spaces between universes, across timelines, and so on.

CASTELESS BLESSINGS

Usurper of Fate [100 KP]

There are those who say the fate of all is already written in the stars, there to be glimpsed by devices such as the infinitely powerful circuits of the Archive Rishi Markandeya. But not you. Call it a miracle or a wonder, but you stand untouched by the vagaries of fate and prophecy.

No oracle can foretell of you, and no webs of fate can find purchase on you. You can ignore any fated encounters, and walk the earth untouched by the will of those who see all.

Born of the Black Age [200 KP]

There is something cursed about you, wanderer. A *stink...* ah. You hail from a world already in the heart of the Age of Iron. Very well. You are granted the power to impose the mores of your age upon the world around you.

And contrary to what one would think solely off the words of Markandeya, not *all* is lost in even the Fourth Age. For is not even the least of souls still part of the Universe Soul? While yes, the aura and the effects you exude do contain within them the greed, corruption, ruthlessness, and ambition of your age, they hold also the compassion, the concerns for universal rights, and all the things one might regard as good.

And what use is power one does not control? You have control over which aspects of your time you bleed into the world around you, picking and choosing at will.

Out of a Brighter Age [400 KP]

The Great Autumn Afternoon of the Third Age begins and the Superwarriors become prey to a new misery. Disease. Imperfection. Decay.

Not for you. While your curse is that you are incarnated in this age itself for the first time, it is not on you that the passing ages of the world can hope to make an impact. You find yourself immune, utterly unaffected by any and all attempts to change or transform you that do not have your consent.

It does not matter if it's a petty sorcerer trying it or the Cosmic Law of the Universe you are in. Unless you allow it, your little pocket of *Brahman* remains as it is.

The Greatest Astra of them All [600 KP]

The most beautiful person of the age, born of boundless rage, created to be the perfect tool of vengeance, the greatest tool of war of all. Born to Conquer, to rule. Born fully formed, clad in the mightiest Yajnatek armor. A true born monarch and catalyst for cosmic events.

Draupadi and her brother were born to be living weapons, instruments of the rage of Drupada, King of Panchala. While this meant a lot of things for them, one important thing was that they were Catalysts.

They were beings with tremendous metaphysical weight behind them, initiators and deciders of cosmic schemes. So are you now. Wherever you go, prophecy and fate wrap around you like a mother embracing her children. You're simultaneously unbound by preordained fate and the instrument of it.

Unless you wish otherwise, every action you take is laden with cosmic significance. This includes breaking apart fated courses of events. When you are in play, no prophecy is absolute and no prediction guaranteed to be certain. At the same time, your actions always have far-reaching complications and interpretations, and with even minimal effort you find yourself sliding into the place of prophesied characters with weighty destinies, shapers of ages to come.

The promised Prince, the second coming and the antichrist, the avatar and the glorious hero... all such are just skins to be worn, by you if not by others.

MORTAL BLESSINGS

Humility [100 KP]

A Superwarrior humble enough to seek the blessing of his elders may sometimes be gifted secrets from the enemy unbeknownst to even them.

Where you walk, the law and the truth will also walk, for you will always remember the code of the old gods, and the honorable ways of battle. Those you treat with honor and respect will always treat you with the same, for even if they otherwise wouldn't, your humility will shame them into righteousness in this regard if nothing else.

Regardless of what hardships you face or what needs arise, you remain steadfast in your morality. That is not to say you're inflexible or foolish. Just that you're good enough, somehow, to find ways to achieve just about all you need to without *truly* compromising it. You might have to accept results not *quite* as complete as others, but they won't really be diminished by any severe extents.

Best of Men? [200 KP]

Great Warriors Take What they want, they don't ask for it like beggars.

And neither do you. You have it in you to *conquer*, oh warrior king. So long as you and another freely agree as to something being the stakes beforehand, you find that you can simply 'take' things that you desire to possess via a contest of skill.

Be it wealth, weaponry, the loyalty of armies or even whole kingdoms, bonds of honor and their own vows will force the parties in question to honor the terms of whatever agreement you manage to strike. Magical vows transfer, biometric recognition in Astras and other technology recognises you as the authorised user, so on and so forth. Of course, this works both ways, for if you lose the challenge, you give up whatever was wagered as well. If you wager something fiat backed and lose, it will not return to you once you move on.

The Rules of Kingship [400 KP]

The art of ruling is as old as the very idea of kings and rulers. To find the best men for a job so you can have wise ministers and brave warriors, to deal out justice and manage economies to bring prosperity, the needs of a people are many, and it takes an immensely clever and capable mind to deal with them all.

One such as yours. Things that would end other kingdoms would be momentary concerns for a kingdom with you at the helm. No matter how bad its state or what troubles befall it, any kingdom that you steward inviolably enjoys untold prosperity and glory, such is your skill and deftness at rulership.

Not only are you extraordinarily talented and skilled in all the ways of kings, from economics, statecraft, justice, diplomacy and all others, you also know the various *types* of king there can be. There is the ideal king who tries to solve all of his people's troubles, and the uncaring tyrants who know only to take.

You know when to be which, and how to walk the right paths to find balance not just among the needs of your people, but also between your duties and your pleasures. You know the basic truth of them all, that the needs and demands of the common people know no end, and thus must only be indulged sparingly. You could indulge the worst of your vices without having them harm your kingdom, and deal with the most complex of matters without having to compromise your personal time and amusements.

The Art of Death [600 KP]

Superwarriors are the titans of battle, the great giants who bestride the earth as honorable rulers, masters of war and peace. But often there is a call for a rather different type of warrior.

Someone not bound up in archaic rules of honor and tradition, someone able and willing to strike to seize victory despite whatever the lily-livered weaklings might say. That is where you come in.

You have received tutelage and training in the dark places of the world, from cannibalistic aghoris and black-robed mages, and they taught you to wield the black arts of death upon the mightiest and the meanest. An assassin beyond peer, you skulk in the shadows and the darkness, invisible even to the greatest and sharpest of senses.

This is not rule-bound warfare or battle. You are a Master of Murder, a genius in the ways of killing people with any weapon, or even without one. You can sneak up on anyone, anytime. You know the secret teachings of the vilest demons in existence, that allow you to wield the *Maya*, the art of illusion and trickery, with a deftness that surpasses all belief.

Capable of dodging any and all protections and guards, you can get anywhere, past any numbers of guardians and protectors. Such is your skill at tracking and spycraft that hardly anyone exists in the world who can remain hidden with you at their tail. And so long as even the slightest chance exists, you are practically assured to find a way to kill even the greatest of warriors.

BLESSINGS OF A WARRIOR-PRINCE

Are You Ready? [100 KP]

Is a man ever ready to commit the atrocities the gods of war require? To, if the need arises, murder those he once played with as a child? Yes. In your case. You are ready. You have to be.

You possess the will to do what must be done, the foresight to see what that is clearly and without bias, and the strength of heart and arm to see you stand against whatever foe comes your way. You will never shy from battle and cowardice holds no sway upon you.

Eyes Bright as You Sow the Earth with Blood and Fire [200 KP]

“In Fire was I born, not the warm blaze of the welcoming hearth, but the icy flames of revenge.”

Superwarriors do not walk the world unseen, and nor are they taken lightly. Your very nature as a thing of perfection and supreme craft lends a magnificence to you, an air of being something *beyond*, something more than mortal.

Your power shines brightly within you, so brightly that none can look upon you and not be moved. Even the mighty will think twice about facing you and you can shame all but the greatest of warriors and sages with simple words.

A Peacock Holding the World in its Beak [400 KP]

No beast, be it ever so wild or trained to the acts of war will ever raise claw, tooth, or flame against you. No weapon made from any animal, be it bone, feather, or sinew, can ever harm you, and no fire kindled of wood can burn you. All poisons and venoms of the living world do nothing to you that is harmful in the slightest. Furthermore, in your presence, all those you have given your protection to shall be likewise safe from all such things.

For purposes of this blessing, all living things that lack at least the sentience of a man are considered beasts... including men temporarily stripped of their free will or rational thought.

Atimaharathi [600 KP] [Requires Superwarrior]

Ah. This... well, there are Superwarriors and there are *Superwarriors*. You are now an Atimaharathi, a warrior beyond warriors, capable of taking on dozens of lesser Superwarriors single-handedly.

Not for you the insults and the ignominy of lesser superwarriors. You stand as equal to the likes of Bhishma, Arjun and Karna now, unequivocally one of the greatest warriors in the land and indeed, one of the greatest *ever*.

Not needing to choose among being the Supreme Archer, or the Greatest Swordsman or some other weapons expert, you're a match now for *all* of them, your skills with one weapon raising your skills with all others to the same level.

Your punches could crack the very crust of the world and you could leap to the moon in a moment with your stride. You could fight armies for years without tiring, and go without sustenance for centuries on end. Any weapon you hold shall become as part of you while you wield it, and you know the secrets to at least one or two of the great Divine Weapons already.

You could fire arrows that cover the skies, fast enough for the tip of each of them to touch the shaft of the previous arrow. Your skill at swordsmanship leaves the greatest of an age to weep in impotent envy, and the same is true for your skill in commanding men, in formulating tactics and strategies for battles and entire wars. It is a rare formation that you do not know how to both implement and break, and while fortifications that could slow or even halt your advance *are* possible, it would take the greatest efforts of the greatest masters in the land to design them.

SAGELY BLESSINGS

The Blessed Word [100 KP]

A complete knowledge of the holy scriptures would help anyone, regardless of caste or class, time or place. To that end, you have been granted knowledge of every religious text ever written, for any faith, on any world you have ever visited, including this one. It will update to each new world you visit, and the text will never harm or overwhelm you.

This knowledge will always be that of a scholar, not a believer, and no biases will attach themselves to you regarding this text. You will be able to understand all these texts in both the common vernacular and the native original text of each. In addition, you now can read and write sanskrit, pali, tibetan, chinese, persian, arabic, latin, hebrew, arameic, egyptian, old norse, greek, mayan, aztec, incan, and english like a native of every century those languages have existed for.

A Greater Wisdom [200 KP]

The tiniest snowflake can trigger an Avalanche that changes the world. You possess an inherent understanding of cause and effect. It is now within you to understand the ramifications of each of your own actions and what will happen as a result of anything you personally do or don't do.

This understanding takes meditation for anything past the first day, but within the first twenty-four hours, you will know instantly. The amount of time needed to meditate grows in proportion to how far ahead you seek to peer, with a full day's meditation being enough to see a thousand years into the future.

An action can include things you deliberately don't do, as well as orders you give to others. A word spoken or unspoken, a gesture made, a look, a touch, a blow struck in anger... if a thing would be changed by so much as a breath you make, you will possess the wisdom to understand it... and the wisdom to know that sometimes such things must be. This means that information will never overwhelm you, nor cause you to hesitate at critical moments.

Yajnatek Mysteries [400 KP]

In ancient fires, and with flesh screaming, a blood price can be paid to merge body with arcane songs and hammer blows. You know the ancient rituals and mantras involved in making the very greatest works possible, things like the Astras, Celestial Armors or Weapons, or other miraculous crafts. From the sutras needed to get gods to bless things to the exact schematics for the greatest and most terrible weapons, your knowledge could save the world... or cause it to die screaming.

Nor are the Astras the limit of your power. It's a little known secret that the Superwarriors, the perfect Demigods that stride the world, were engineered in the Second Age, enhanced through genetics, psionic and magical technology, blessed with divine powers and magic, and countless other measures besides. All of these secrets lie within your knowledge now, just waiting to be made reality.

One thing to note, oh Great One. Even the least of the things you know will take tremendous, utterly horrific quantities of time, energy, and personal effort to make, such that even the greatest kingdoms of this era would struggle to put together, barring surprises on your end. And while your knowledge does mean you can make these things, it does not necessarily let you branch out or apply the same principles to other things, being essentially only *knowledge*.

Philosopher Scientist [600 KP]

In the Silver Age, the Great Sage Vishwamitra decreed that Trishanku (born Satyavrata of the Solar Dynasty), the King of Ayodhya, was to be let into heaven with his mortal body. When denied this by the gods, Vishwamitra crafted a new heaven for Trishanku to rule over as the new Indra. Only the beseechments by the gods prevented this from becoming reality.

You are not quite the equal of Vishwamitra, for he was a giant among men even in the Days of Silver. But you are among the closest that exist in this base era. Yours is the mastery of all the sciences and arts of the world, from the biological expertise to the chemical and the magical, needed to craft all the wonders and miracles that exist in this time and place.

With this blessing your intelligence, speed of thought, and aptitude towards any and all fields of science and magic both are heightened to tremendous, absurd degrees. Your memory is limitless and unalterable, and your ability to recall it instant and flawless. You can think and do any number of things at once, possessing truly unlimited multitasking.

Combined with Yajnatek, you will be able to summon and bind gods, lay down bindings of fate in the forms of boons and curses, craft great works of magic that make and break empires, and more. At the same time, your scientific aptitude would let you craft gadgets and wonders like the Vimanas, Godly weapons and armor any deity or Super warrior would be proud to wield, or even wonders like the Rishi Computer Markandeya, or even works like the Maya Mahal, the palace of wonders from where Yudish once ruled.

You can also combine any and all of your gifts, crafting together technology, psionics and magic into works that can do anything either can, as well as machines to cast magic, and others that combine the best of both worlds to achieve even greater results.

BLESSINGS OF THE LIVING GOD

Speak My Name [100 KP]

Light burns low in this sinister age, but it is not yet extinguished. Any man or woman living in these dire times need only speak your name and you will know of their identity, situation, location, and needs. Whether or not you choose to intervene is another matter.

Unless you wish otherwise, any who lay eyes on you would know who and what you are, and treat you similarly. Especially so with divine or magical beings of any kind, who would fear or respect you as befits them and you.

Domains and Rights [200 KP]

Three Free For Living Gods

Beyond matters of mere flesh and power, you are a being tied to Concepts, a being such as a God. You have a fundamental understanding of every aspect of this Concept, as in you understand every potential aspect of it and every permutation of it... but have a care, because such things may have meanings different from what you think. After all, it was Krishna (God of Compassion, Tenderness & Love) who understood the need for and triggered the Mahabharata. Effectively, you become a part of the Concept, a living embodiment of it.

You have a philosophical and practical understanding of whatever notion you pick, that transcends reason or possibility. Your ability to expound upon the intricacies of this Concept is so complete that a casual conversation with you on the matter could become holy text read by millions or billions for eons to come.

This works better the narrower your concept. Picking 'War' would make you a better general than all the generals ever put together, but picking 'Everything' would only make you the ideal Jack of all Trades. Well, more like a Doctorate of all Trades, but you get the idea.

In Your Presence [400 KP]

Wars are won not by armies, not by astras and not by vimanas. Wars are won by *people*. And there are few people such as you. The presence of a divine being such as you on the base earth is like a blazing light amidst the darkness, an impossible radiance that explodes out of you into the souls of all around you.

Your charisma is like a brand on one's senses, a burning, endlessly bright light that penetrates all obstructions and burns itself deep on the souls of any that behold you. It's all but impossible for any in your presence to even imagine not doing anything you will, or doing something you forbid.

With but a conversation you can turn the harshest of enemies into devoted fanatics willing to die at your word, and armies would march at but a gesture from your exalted self. Your beauty rises to match your inner might, transforming you into a vision of perfection made manifest. You're not just good-looking, you're a God made manifest, a sight men would kill to just see once. Such is your grace that people fall in love with but a glance, and thousands would kill themselves out of despair at the thought of parting company from you.

While it *is* still possible to resist you, it would take someone with a will strong beyond words and belief, someone willing and capable of laughing in the very face of God Manifest. After all, that is precisely what they would be doing.

The Lotus Crown [600 KP]

First, there is Brahma, the Self-Aware Immensity, from whose thought-substance are created all known and unknown things.

Brahma, Vishnu, and Shiva, Three Gods, three beings beyond all comprehension of size, time, and space. And you are the incarnate form of one of them. You have just a small fragment of this measureless being within you, yet it is enough, for is not a fragment of infinity still infinity?

You find yourself connected on a deeper, metaphysical level to any universe you come to inhabit. Any energies you have access to, you can now draw from the universe itself, being an endless font of raw power of any and all kinds. For all intents and purposes, it's as if your actions don't consume any energy at all. They're being executed by the universe itself, your Will made manifest.

This especially reflects in the form of any **Domains and Rights** you have, in that your knowledge over them now expands into real, proper Authority over those elements. In case of a Concept that is physical in some way or form, such as Fire, Water, or even Life or Death, you have complete and absolute control over it in every idea and meaning of it. Fire would be not just the burning flame, but also the heated emotions, the idea of a burning gaze, and all other metaphysical implications.

For more ephemeral concepts like 'Love' or 'War', your control is far more indirect, but no less absolute, You can make anyone fall in Love with anyone, start or end wars on command, and in general do anything you would expect a God of the Concept to be able to do.

GIFTS

Mortals, Warrior-Princes, and Sages get their 100 KP gift free and a discount on the other gifts in their section. Living Gods may take any two 100 KP items for free, and get a discount on one item each at 200, 400, and 600. Companions cannot purchase the 600 KP Gifts.

Wherever relevant, you may import existing items at no additional cost.

GIFTS FOR MORTALS

Bones of Your Father [100 KP]

Well, dice made of them anyway. This is a set of dice, bone-white in color, that always show the numbers you want whenever thrown. They're not loaded, and no magic in any world will ever identify them as anything but perfectly normal dice. But come hell or high water, they will show whatever result you want them to when thrown.

You get two, shaped like cuboids for the Indian game of Chaupar, a proto-Ludo sort of game. But in future jumps you may get them for whatever games you'd like, in unlimited numbers.

Might not actually be made out of your father's bones.

The Treasures of the Ages [200 KP]

An absolutely unlimited amount of the bounties of the Earth, be that fruits, grain, gems, gold, silver... any natural substance the planet can provide, you can have. Be warned, the trappings of material wealth are but a fleeting illusion for the soul... but maybe you can find a use for some of this.

Personal Vimana [400 KP]

And one of the very best in the world, too. This is your own personal *Vimana*, an incredibly powerful, fast and all-around magnificent piece of art for your use. At first look it's just an Aircraft, but that's not unlike saying that Arjuna is just a soldier. This is one of the finest pieces of Yajnatek in existence, and it's evident in its beauty and power.

Capable of moving at close to the speed of light, this Vimana can traverse across all *Lokas*, moving perfectly fine through the air, in the depth of space, and deep underwater, in any environmental conditions. Its life support systems keep everyone inside alive and healthy no matter what, and it has space for over a dozen people apart from you.

More than just a means of travel, this is a finely crafted weapon of war, with immensely powerful Magitek artillery arrays, laser weapons, and armor that can hold off anything short of Astras and God-Forged weapons. Its targeting systems would let you shoot wings off of flies at a hundred kilometers, and the sheer *power* of its weapons can melt mountains with sustained barrages.

Sinful Empire [600 KP]

Does not *necessarily* have to be Sinful, but such is the way of things that most Empires end up like this anyway. This is a great, glorious Kingdom of your own, an Empire every bit the equal of the Kuru Empire, or any of the others in this land.

This is a great, mighty nation state, with you at the helm (or perhaps the power behind it), a gigantic empire with ridiculous wealth, hundreds of billions of subjects spread across world-continents, a technological base as good as any in this age, and more besides. An army as vast as the sea, hundreds of thousands of Warriors, Assassins, Demons, Monsters, Giants, Dark Spirits that have no place on this earth, and other, similar soldiery, all with the best arms, equipment and training it's possible to get.

Or you could just have people, robots, or other 'nice' options for your army so long as their strength remains similar, I guess. Be boring.

GIFTS FOR THE WARRIOR-PRINCE

Prince of the World [100 KP]

What kind of Warrior Prince would you be, if you weren't even a prince? This Gift provides you with one of the most illustrious, the purest lineages in the world. Yours is a bloodline studded with Heroes and Demigods, tracing its history to some of the brightest burning names in the annals of history.

Quite naturally, you yourself are a Prince in one of the many kingdoms of the world, a mighty land with great wealth, power and prestige. This doesn't make you the King or the Crown Prince, but any other position in the family is available for you to fill.

Celestial Armor [200 KP]

Armor forged in the fires of six exploding suns and blessed by the lost gods, this is some of the best protection anyone could ever ask for. While it may not stand against the God-Forged Weaponry of the luminaries of this age for long, it remains undaunted against anything less, and one magical feature of this armor is that so long as even one shred of it remains intact, not one hair on your head can be harmed directly.

God-Forged Weaponry [400 KP]

Not to be confused with an *Astra*, this is an immensely powerful, exquisitely well-crafted Yajnatek weapon of your own, the kind of thing any god would be proud to own. Something similar to the *Kalabhairava* forged by Shiva himself, Arjuna's *Gandiva*, or even Krishna's *Sudarshan*, though clearly not those three, as they are spoken for. But a twin of one of them, perhaps? Well, maybe not the *Kalabhairava*. If you want that, you'll need to buy it special.

You can get a new weapon of your own design or any seen on-screen, with three exceptions listed ahead. It can be any weapon at all, since everything from a wheel to a plough has been a weapon in these lands. But whatever it is, the spells, psionics and technology involved in its constructions are absolutely top-notch, better than the vast majority of weapons that can be found these days.

Markandeya [600 KP]

Markandeya The Great Archive Rishi. This massive construct knows the true past, and being able to see into the cycles that have come before, is able to predict the future in broad swaths. It tells all things in metaphor and stories, and records all events, no matter how small or hidden.

It also holds within its data banks all the knowledge of the bygone ages, the greatest technological insights, histories and magical arts. Any knowledge that was an absolute, terrible secret, like the secret names of God or such are exempt from his reach, but anything less than that, Markandeya knows and will tell you if asked.

The Great Machine Sage will take up residence in your warehouse and provide sage advice whenever asked, but its truths are always deeper than you might at first think. It claims to be a teller of tales, not a soothsayer of their meaning.

Markandeya is also an AI beyond anything most worlds have ever seen. He is indestructible and incorruptible, and possesses unbreakable connections to any and all information systems that exist in future worlds. Including files stored in cabinets, yes. While the last cannot be changed by him like the others can, they can indeed be read at will. Because yes, the entire notion of any machine that is not transcendent itself hiding anything from Markandeya is laughable at best.

He can also be used to calibrate or control magic and technology of any and all kinds, such as maintaining the spells on your weapons inventories or defenses on your properties. While it is beneath the dignity of the great Machine Sage to stoop to such base deeds, he will obey if you ask it.

In future worlds too, Markandeya's Archives update with all the knowledge of the world, especially the lost and hidden, and he gains connections to whatever information systems exist. The connections to the systems in previous worlds remain, but nothing can be written, only read. The past is, after all, the past.

GIFTS FOR A PHILOSOPHER-SCIENTIST

Prakriti Codes [100 KP]

A copy of the genetic code of every living thing as well as a manual for bringing out the best in each individual through training, nutrition, and breeding. It's methods are not guaranteed to be particularly nice.

Game of the Mind [200 KP]

A huge collection of spheres, the ultimate game of strategy and power, designed to teach princes statecraft and built in the First Age. A challenge for the sternest, keenest minds. Guaranteed never to get dull and to always adapt to match the skill of the players, it can accomodate a theoretically unlimited number of them and is effectively virtual reality for the soul. It is also guaranteed not to be addictive.

Snake Fortress [400 KP]

Rather less 'glorious' than most items on this list. This is an incredibly strong, unbelievably advanced fortress, quite possibly *the* most advanced Yajnatek citadel ever built. Chock-full of laboratories for all kinds of research, auto-generated test subjects, with a gigantic arsenal of defenses and traps and guarded by a legion of Naga Warriors, it's the ideal place to conduct any and all blasphemous, heretical experiment and studies one might be in the mood to engage in.

What might help is that the power of your benefactor makes it so that it's really, staggeringly unlikely and difficult for this place to be found by anyone who would be hostile to you, be they man or god. Not impossible, but... yeah. On the other hand anyone who wants a favor or to conduct business can get here as easily as any other place. It also looks like a giant iron cobra... the whole fortress. Because of course it does.

Words of Power [600 KP]

There are many paths to power, and more paths than most for a sage. You know things beyond the ken of most men now, Jumper. A being steeped in the ancient mysteries, you were there when the Thousand Names of Vishnu were spoken, and they are in your memory even now, seared into place like few things can be.

The names of a God are Names of power, secret mysteries that grant you unbelievable insight into the ways and workings of the world. In this world, simply by calling upon these names you can step ever closer to *Moksha*, the enlightenment that lies beyond the end of all things, and free yourself from *Samsara*, the primal suffering that all life is prone to. Well, this is not just the names of one God. This is the Names of All The Gods that ever were and ever will be. Their true secret and most wonderful, awful, terrible names.

In a more practical sense, your mind and soul are fortified both from and by this knowledge, this conceptual understanding of all that could be, making it so that it's all but impossible to even rattle you, let alone compromise your mind or drive you insane. Besides that, such Names are powerful spells in their own right, allowing you to call upon powers related to them. Could you manifest the power to breath underwater by calling upon the *Matsya* avatar of Vishnu, or manifest claws from the *Narsimha*? Possibly. You're the only one who knows. You're the one with the Names, after all.

Of course, these are Names, words, and as such they can be shared with others, though any who did not purchase this might spend an entire lifetime in meditation to come to an understanding of the power of just one Name. And they're not guaranteed to be unharmed by the learning. You are.

In future jumps too, you receive secret, hidden knowledge wherever it is to be had, especially if it pertains to divinity or other beings like them. You know the secret names of gods, demons and spirits, how to call upon them and the right ways to talk to them. You know the terrible mysteries lost to time, secret, heretical knowledge buried and lost for fear of its power, and you know the secret cures for terrible diseases.

You know a lot, Jumper. Don't let it go to your head.

UNCASTED GIFTS

Reading Material [50 KP]

Some essential preparatory material for the jump. This is a complete collection of every version of this tale in existence. The 18 Days comics and videos, the *Mahabharata*, and any regional or alternate-language versions also.

Nickname and Title [50 KP]

A suitably epic nickname and title for you to be known by, like so many that abound in this world.

The Aesthetic Touch [50/100 KP]

This doesn't do much to change your powers or possessions, but it does provide them with the same techno-mythological appearance of this world. For 50 CP you may apply them to your personal possessions or your warehouse and owned buildings. With a second purchase, totaling 100 CP, it's applied to everything.

Astras [300/500 KP]

Well, where would any work based on Hindu myth be without the great weapons granted by the gods? Mighty arrows and spells capable of devastating battlefields and smiting armies en-masse, these weapons remake lands and force maps to be redrawn. And you can have them now!

There are many, many Astras you can choose from, an almost infinite list. And barring Planet (or more) destroying weapons like the Brahmastra, you can have any of them for a flat 300 KP.

That is, 300 *per Astra*, so don't go trying to get clever about it. You can have the mighty Solar Astra, or the Narayanastra, or virtually any other you may care to claim for yourself, except, again, the very greatest of them all.

When it comes to the very greatest Astras of them all, weapons that can sink entire continents and break planets... they cost 500 KP... with some exceptions.

The Brahmastra [700/1200/2000 KP]

The Brahmastra is the greatest weapon of all, but it can only be used once. There is no defense against it. It is an anti-personnel weapon, if by anti-personnel you mean can destroy pretty much any single individual. It has two evolutions, the Brahmashira and the Brahmanda.

The Brahmastra manifests the face of Brahma, the totality of the universe, to judge the individual you use it against. The Brahmashira manifests the four heads of Brahma and can destroy an entire theatre of war, no matter how large. It costs 1200 CP. The Brahmanda has never been used, for it turns Brahma's fifth face against himself. At the very least this would destroy the world.... But could potentially destroy the Universe you're standing in. If you use one of these, you will get a new one back once every 7 years. It costs 2000 CP.

Kalabhairava [SPECIAL]

This is a Great and Terrible weapon, a bloodthirsty sword forged by Shiva himself, and it contains some fraction of his nature. The Essence of Destruction, it can cut through the fabric of time and bring about a new age, but to use the Kalabhairava you must surrender yourself to it and the dance of destruction.

This weapon is 300 KP for a Warrior Prince or Living God, 500 for a Mortal or Sage, 200 KP for a Super-Warrior, and Free for someone with Primordial Spring Morning... but its use requirement is the equivalent of a Drawback. It never goes away and cannot be mitigated.

Shatterstar Mark II [600 KP]

King Duryodhana has a really big spiked Mace (technically a [Gada](#)). It is scary looking and called Shatterstar. An evil thing, made with sacrifices and heretical techno-sorceries most foul, a blow from it would surely kill even a hero of the age.

This is a copy of the original, and just like the original, it draws upon the wielder's own strengths to further magnify its destructive capabilities. No prophecies, luck, or divine providence can ever intervene to save any it's swung at, and no gods, short of directly intervening, can protect those you would kill with it. The victim's own skill or ability might protect them, so it's not a guarantee, but it's a start.

Remaining inviolable and indestructible no matter the use it is put to, this Mace embodies the cruelty and avariciousness of Duryodhana. Whenever you strike down an enemy with this, it takes in their very soul, all that made them what they were, and grants it to you instead.

While it never works on any gods, and the powers you take this way are transitory and fleeting, they nonetheless can grant you powers few others in this world can imagine.

Vinashak [800 KP]

Ever wanted a weapon of atomic fire, the living, beating, breathing heart of a star in convenient handheld form? Well that's Vinashak, the personal sword of Master Drona. There is no mortal substance this blade cannot cut through, and even the substance of the Divine needs to fear this blade.

It can be as long as it needs to be, and has no weight. It vaporizes all projectiles that come near it and protects its wielder (and allies) from its own unstoppable heat. Any slain by this weapon die the true death, be they man or god, excepting one of the Trimurti, though in true Hindu fashion, it does not stop them from reincarnating as someone else. You can have it once Drona is done with it.

Shakti-Bows [200 KP]

Every good general needs ranged weapons, and it's just not feasible to outfit an entire army with Astras. Well, Shakti-Bows are the next best thing. In modern parlance, every arrow fired from one of these things hits with the force of a Tomahawk Missile and they never run out of ammunition.

You get enough to outfit every KP/CP backed army you have and all the soldiers bought in this document, and ten thousand more besides. Be aware that the Pandavas and Kuravas forces have millions of them, for this is no mere battle of the Iron Age. This is the greatest and final battle of the Copper Age. You may buy additional lots of 10,000 bows each for 100 KP.

COMPANIONS

Pick one and only one of the three Options Below

Pandu [FREE]

Like the Pandavas, you are one of five siblings, the eldest perhaps? Or maybe the wisest? You bring with you into this world 4 companions, be they ones you have known in any other life, or ones who have followed you from other worlds, or new found loved ones. You will share everything equally in this jump... thus each of them gains 1000 KP and all the KP you gain from DUKHA... but they will be just as affected as you will be by the winds of Samsara. If you marry, all of you will have to marry the same person. Them's the rules. None of these Companions may be Living Gods.

Kuru [FREE]

Like Duryodhana, you are the most powerful of 100 children born of a single womb in a single night. You may thus bring with you 99 companions of old, or craft new companions. Each of them gains 800 KP but cannot get KP from Dukha nor can they buy any Gifts, though they do get their free Gift from their Caste. None of these Companions may be Living Gods (if you somehow get them the KP needed to pay for it).

Go It Alone (Almost) [FREE]

You may import a single companion, new or old, as a Living God. They get everything a Living God would get, for free. This being will be your charioteer, but will fight none of your battles for you, nor will they defend you in any way. This can be Krishna if you like.

OTHERS

Drona Unbeaten [200 KP]

The greatest Strategist in all the worlds, a living weapon of destruction. He has all the blessings of a Warrior-Prince as well as The Art of Death, and is a Super-Warrior. Not even Bheeshma can defeat him. He finds you interesting and will agree to follow you, though he will never obey any order you give him, though he may take requests.

Last of the Ancient Ones [200 KP]

Bheeshma the Immortal, who could crush your skulls where you stand before you even blinked. He has all the blessings of a Warrior-Prince and is a Super-Warrior and has Primordial Spring Morning. He cannot be killed unless he allows himself to be. In the course of events, he will allow this, but by the power of Jumpchain, he will accept that his new duty is to follow you and attempt to make something of you.

She Will Come Again [200 KP]

Draupadi was created to be the perfect weapon for her father. When she comes again, all stories will change forever. She has all the blessings of a Warrior-Prince, as well as Greatest Astra of them All, and is a Super-Warrior. She is also the most beautiful and wise woman of the age. She

will join you in your travels, but is a married woman and unless you are one of her husbands she will never be with you.

Another Mortal [100 KP]

Anyone else from the story. Get all 5 Pandavas for only 400. 300 if you also got Draupadi.

Narayani Sena [400 KP]

The finest elite fighting unit in the world. A band of misfits and orphans, sculpted to perfection by Krishna's mecha-sergeants.

This is Dwarka's Narayani Sena that you have somehow landed in command of, or if not, a force every bit the equal of it. A full *Akshauhini* of warriors, this army has 21,870 *Vimanas*, 21,870 Tanks, 65,610 Bikes and 109,350 Infantry, all clad in the best armor and armed to the teeth with some of the most advanced weapons in the world, trained and drilled to peak performance by the greatest Mecha-sergeants alive.

Entirely and absolutely loyal, they will live or die at your command, and they stand ready now to rain death and destruction at your word.

SCENARIOS

This Has All Happened Before

Pick any character from the Mahabharata... yes, even Krishna. You must purchase the appropriate Origin for that individual and all the blessings and gifts you imagine they had, taking as much Dukha as required to get the KP needed. You are now that individual... or rather, that individual is now you. The universe being an unending cycle, you are now their reincarnation and they are now yours. You may not pick one of the Trimurti or Tridevi. Anyway, you will now live through the life of your pre-incarnation and they will see into the future to see what you are and you have become. It will be very strange, like living two linked lives separated by a gulf of time and mystery. You are free to attempt to change events... though upon your head be the consequences.
There is no reward for this.

How Can Virtue Shine Without the Shadows of Vice

Can you smell the burning embers of the morning fire that steel men towards their deaths? In the saga of the Mahabharata, the Pandavas are not perfect, but they are paragons of virtue compared to the Kuravas and their allies. Well, not any more. Now, all sides are all too human, and moments of genuine virtue will be all too fleeting. Why is this?

Krishna is absent, and in his absence, it is your duty to teach the Pandavas (or maybe the Kuravas) the true nature of Dharma and Karma, and set them on the path to true enlightenment

and thus preserve the cycle of ages. If you succeed at this without being a Living God, you get everything that a Living God would get for free as your reward. If you do it as a Living God... eh, you get bragging rights. And don't have to put up with Krishna... maybe.

No Man or God Can Steal What Is Mine by Right!

Duryodhana has won not only the Pandavas Kingdom in a game of dice, but everything you own.

Now, stripped of all property and followers besides those you imported using one of the Companion Options above, you must join forces with the Pandavas to reclaim what is rightfully yours.

Should you succeed against the might of Duryodhana augmented by everything in your warehouse, and with him holding your other companions and loved ones hostage, you will earn the right to say No Man or God Can Steal What is Yours by Right... and it will be true. As in, cosmically.

The Final Revelation

Requires the Living God & Primordial Spring Morning

Requires the Dukha: 'Unbeatable Drona', 'Vowed Not to Fight', & 'Our Greatest Strengths'

Alternatively: You may take 'In the Iron Age' instead of 'Our Greatest Strengths'

You and only you can defeat Drona. You must defeat Drona in combat without fighting him or the Wheel of the Ages will cease from spinning forevermore. You must also do it without resorting to actions unworthy of a Living God... i.e. tricking him into giving up.

Simply removing him from the field of battle is not defeating him.

If you succeed at this potentially impossible task you gain the following reward.

Brahman [REWARD]

You are become all things, the ultimate reality in the universe. You are the material, formal, and final cause of all that exists. You have transcended the final threshold and have realized a perfect union between your Atman (your personal self) and the Universal Principle. All things are possible to you, for you are all things, all people, all places and times. You can be anywhere, anywhen... and in fact you already are and always have been.

DUKHA

Dukha is suffering.

It is that which distracts us from Moksha, but by embracing Dukha we can gain enlightenment and realise that to live is, itself, to suffer, and thus not something to be avoided, but rather embraced. You may take as much Dukha upon yourself as you feel you can endure.

That's the Problem With You [+100 KP]

You think you're entitled to everything. Others might tend to disagree. Violently.

No One Cares [+100 KP]

Well, they might care about others, but no one actually cares about you.

Right and Wrong [+200 KP]

Dropped from this world a long time ago. You no longer have any certainty that you are doing the right thing.

Control Freak [+200 KP]

You have a serious gambling problem. You will wager almost anything on any game you can be certain is not rigged and the prize is fair for the risk. It is, theoretically, possible that some prize might be worth your life, or your chain. This is a risk.

An Age of Men [+200 KP]

This sets your gender to female if you aren't already one and makes you unable to take part in the battles to come. While the men might respect you, it is only as a woman and only as long as you act in a dignified way...

Beyond Reproach [+200 KP]

Requires An Age of Men

You must be the paragon of womanhood in an age where that means being chaste, refined, and never ever bringing even a hint of shame to the men around you. If you do, you will be burned alive on a pyre. This will not end your chain however. Better Luck next life. If you're Casteless, this does cause you to fail the gauntlet.

Four Great Ages [+200 KP]

You begin this jump at the dawn of the first Yuga, the Satya Yuga, the Golden Age, and will remain until the end of the fourth and final Yuga, the Kali Yuga or the age of darkness. This means that you will be here for 4.32 million human years (12,000 Deva Years). The Satya Yuga lasts 1,728,000 human years, the Treta Yuga lasts 1,296,000 human years, the Dvapara Yuga lasts 864,000 human years, and the Kali Yuga lasts 432,000 human years.

In the Satya Yuga, there will be no religion, no disease, no decrepitude, and no fear. There will be no industry or farming because the earth will give her riches freely. By the end of the Kali Yuga, knowledge will be lost, virtue forgotten, food and water scarce, and the average lifespan will be 20 years.

Taking this drawback grants you a temporary ageless immortality independent of what you may or may not have already. That is, neither age nor the ending of the world will kill you, but combat and misadventure can still lay you low. Piss off Bheeshma and you're on your own.

A Single Day [+400 KP] (Replaces Four Great Ages)

The jump now lasts an entire Kalpa. that is four billion, three hundred and twenty million years. In this time you will experience a thousand repetitions of the Four Great Ages... i.e. the rise and eventual fall of a sapient race from greatness to utter destruction.

Nothing can stop this cycle, but some things may be preserved, through the grace and power of a Jumper. Will you preserve some individuals, some lore, some relics of the ages of man that rise and fall in this endless rondelle, or will you watch, impassive, as all that is built crumbles to dust around you. The cycle is eternal, but how you choose to experience it depends entirely on you, doesn't it?

Eighteen Days [+600 KP] (Replaces A Single Day)

The jump now lasts eighteen days and nights of Brahma... or thirty-six Kalpas... or one-hundred fifty-five billion, five-hundred and twenty million (155.52 billion) years. Be warned that at the end of each Kalpa (every day and every night) the world is annihilated and then remade.

The Life of Brahma [+800 KP] (Replaces Eighteen Days)

You must endure here for the life cycle of the universe. That is 100 Years of Brahma... each being 360 Days and Nights of Brahma. This is a span of 311.04 trillion human years. Be warned that at the end of each Kalpa (every day and every night) the world is annihilated and then remade.

A Debt to Pay [+300 KP]

You must spend thirteen years stripped of all your super-human abilities and all worldly possessions besides common weapons and clothing. Twelve of those years you will be left alone in the wilderness, unable to return to civilization.

In the thirteenth year, spies and assassins in the pay of King Duryodhana will hunt for you, seeking to take your life. Should you fall, if you are not Casteless, your jump will reset and you may try again. If you are Casteless, you fail this jump, but move on with your chain.

This pushes your starting point to fourteen years before the start of the war and extends your jump's duration by thirteen.

Like Draupadi, But Lacking the Grace [+300 KP]

Thanks to a misunderstanding, you find you now have five husbands... but unlike the Pandavas brothers, your husbands don't know how to share and you find it impossible to choose only one of them. You cannot divorce them or abandon them.

Vowed Not to Fight [+300 KP]

You have made a solemn, unbreakable oath that you will raise no arm or hand in anger against any living thing for the duration of this jump. No word or deed of yours is allowed to harm, directly or indirectly. You may give no command to others to fight, nor may you act to defend anyone from any attack. You may, however, drive a chariot or other warcraft, assist in arming a warrior, or give advice.

His Sins are Yours [+300 KP]

You now feel all the guilt for all the crimes of Duryodhana... all the vile things he feels no remorse for, you do.

A Terrible Oath [+400 KP]

You are sworn to obey King Duryodhana in all things; no matter what he may command, you must do. The only thing he cannot command is that you yield your chain or abilities to him.

Five Brothers, One Wife [+400 KP]

That thing that is the most precious to you in all the worlds... you must now share it equally with your four closest allies. They cannot return their shares to you, no matter how much they may want to, and will not dishonor you or that gift by failing to make use of it, whatever it might be.

Forbidden to Fight [+400 KP]

No matter how much you might desire to fight others, you have been enjoined against doing so. This is much like Vowed Not to Fight, but with the added frustration of being restrained. No perk or blessing may help you deal with this impotent annoyance.

Cannot be taken with Vowed Not to Fight.

Built to Hate [+400 KP]

Rage, Anger, Hatred. These are now your defining emotions. They consume your thoughts, and fuel you to action... or maybe to madness. Who can say. While you are here, you may feel other emotions, but no will be as powerful as your Hatred. For what? What does it matter?

Unbeatable Drona [+500 KP]

Master Drona, the greatest strategist in all the worlds, a living weapon of destruction has pledged to hinder every action you take in some way. He can perfectly anticipate any logical action you might take and his resources are all but limitless. A single word from him, whispered seemingly at random to a passing stranger, could cause a nation to fall or monuments to be raised a millenium into the future.

Our Greatest Strengths [+500 KP]

Are our Greatest Weaknesses.

Make of this statement what you will. It will prove true in this jump.

The Day Strength Fails [+500 KP]

To teach you humility, it has been prophesied that, when you need them the most, all your superhuman abilities will desert you, leaving you barely more than any other mortal. On that day, you will be forced to scramble for your very survival.

If you fail, you will be sent home. Even if you are Casteless.

The Ancient One Defiant [+600 KP]

Bheeshma the Immortal, who can crush the skulls of the mightiest of Superwarriors and who cannot be killed has sworn to thwart you. His speed is unrivaled, his strength unsurpassed. He is a Super-Warrior with Primordial Spring Morning who has the entire Warrior-Prince line, and decades if not centuries of experience in fighting all manner of dread beasts and implacable foes.

Wiping the Mountain [+600 KP]

There is a mountain with a volume of 4,096 cubic miles (16 miles on a side). It is made of the hardest natural stone. You have a piece of perfectly normal silk cloth that cannot be enchanted or augmented in any way. You must rub the mountain out of existence using nothing more than this cloth. The cloth will be replaced once every hundred years. You cannot leave until this task is completed and you must continue making progress on this pointless, thankless, all but eternal task.

The One You Mocked and Humiliated [+800 KP]

This person, like Karna, is twice the man you are, twice the warrior, and owes you a great vendetta thanks to some act in the past where-in you shamed, humiliated, and mocked him... then stole what was rightfully his.

In The Iron Age [+1000 KP]

Welcome to the Kali Yuga, the end of days, the final age of the cycle. Wealth is Law Here, Survival is the New Discipline, Loneliness the New Faith, Insanity is Instinct. You have been stripped of everything the Chain has brought you besides your memories, and a well thumbed copy of the completed 18 Days. The time is sometime in the not too distant future of your own homeworld, a time where the planet is dying and people have forgotten everything that once made them great. Now the crows pick the flesh from the dead and dying as they lay in the streets, ignored by people just trying to survive another day.

Using only what you've bought here, you must find some way to ensure that the ghosts of the Kauravas, roused from thousands of years of slumber and reincarnated in the world around you as powerful figures, do not bring down the cycle once and for all. The Pandavas do exist in this time, but they are broken shadows of what they once were. Good luck restoring them and saving the universe entire. Remember, there are 100 Kuravas, and Duryodhana is by far the most powerful. He will always be your final opponent.

If you have taken any of the Dukha in the Four Great Ages line, you must prevent this ending of the cycle every time and each time it will be harder than the last. Four Great Ages by itself means you can't move on until you succeed once.

More than that, there are some real stakes attached to all this. Should Evil triumph, the cosmic Wheel of Ages Will Cease From Turning. You must, somehow, ensure the victory of the Pandava Brothers. Should you fail, time will grind to a halt. No one will be saved. There will be no going forward. No going back. You will be frozen in a moment in time... forever, perfectly aware that your hubris has doomed all of creation, plagued only by the single question, "Were those paltry KP worth it?"

A PAUSE IN THE CYCLE

There are no true endings in the Universe. All things come and go, and the only thing that is permanent is impermanence. So too must you go. You cannot remain here, for your time here has past and has not yet come again. Once you have come here, you may always return, though however much time you spend away will have passed here as well. Unlike your other jumps, the Great Wheel of Time does not cease from Turning. After any jump, you may return to this world for as long as you like, though if you die here, it will end your stay for a time.

Once you achieve your end goal, whatever that may be, be it to Spark Out or to Return Home, you may return here as often as you like. Until then, it is time for you to move on. Fare thee well, Jumper. Perhaps we shall meet again in the Golden Age of the World's Dawning.

PANDAVAS



Yudish
Exiled King of Indraprastha
Leader of the Pandava Clan



Arjuna
Master Archer
Most Feared Superwarrior



Bhima
Destroyer, Armed with
the Mace Worldbreaker



Nakula and Sahadeva
Twin Superwarriors
Master Swordsmen



Abhimanyu
Son of Arjuna
Vicious Swordsman



Krishna
Living God
Arjuna's Charioteer

KAURAVAS



Duryodhana
King of Hastinapur
Leader of the Kaurava Clan



Dushasan
First Brother of Duryodhana
Cunning Spearman



Bheeshma
Grand-Uncle to the
Kaurava Clan
Most Powerful
Superwarrior in Bharat



Drona
Sage and Teacher
of Martial Arts
Advisor to Duryodhana



Karna
Kaurava Loyalist
Fierce Superwarrior
forbidden to fight
in the War



Shakuni
Evil Master Tactician

ABOUT THE FOUR AGES

The first is the Golden Age. Perfect men and women live for thousands of years in an earthly paradise without sorrow, evil, sickness or fear. Nature, God, and Man are one in ecstasy here. Heavenly bliss and supreme wisdom bless the Immaculate Ones born to this happy dawn. All beings in the Satya Yuga are without vice and full of compassion. All humanity shall be living saints and there shall be no need for religion or faith.

All humanity is tall, powerfully built, honest, youthful, vigorous, well-spoken, and full of virtue. There is no need for agriculture or mining, for the Earth yields up her riches on her own. The weather is ever pleasant and mild. The people of this era know no disease, no age, and no fear. They are all but immortal, living lives of eternal youth until they feel it is time to be reborn. Yet for all their majesty, nothing can protect the Immaculate Ones from Time.

In the Second Age, the Age of Silver, evil comes to the Earth in the form of Greed. In the great summer afternoon, glorious paragons come to contend with the encroaching powers of darkness and ignorance.

War is born.

With War Comes the Superwarriors, a new race of ultimate Men and Women Sent to Stem Civilization's decline at the end of the second age. Perfectly constructed, with such precision and elegance, they almost resemble the Immaculate Ones of the Preceding Age... and for a Time they succeed.

Although the virtue of this age is less than that of the Golden Age, it is still extremely prevalent, but now industry, agriculture, and mining become possible, and needed. The people are less perfect, but still glorious and now hardworking as well. Warriors flourish and the weather becomes more extreme. Oceans and Deserts form in this era, forming places that are not perfect edens for people to inhabit. Although the people of this era are not immortal, they can live thousands of years without notably aging.

But the Great Autumn Afternoon of the Third Age begins and these Superwarriors become prey to a new misery. Disease. Imperfection. Decay. In the Dvapara Yuga, humans are tainted with inactivity, dullness, or lethargy, but are still powerful beings, now possessed of materialistic wants and needs. They fight each other and religious factionalism rises. People in this people still know the virtues of their ancestors, but are not perfect in their attainment. They live for centuries, and retain the characteristics of youth even in old age. The story of 18 days takes place at the end of this age.

And its turn, on an epic Battlefield, upon the crack of the ages... when we of the great autumn afternoon depart, the terrible fourth age of Winter Night begins the Sinister Age, the Black Age of Iron.

Wealth is Law Here. Commerce Drives Power. Trade is Authority. Dollars and Cents are the New Gods. Here, Survival is the New Discipline. Loneliness is the New Faith.
Everyone and Everything is for sale. Insanity is Instinct.

To be born into this black age is to suffer constant terror. A time of interminable war. People become liars and hypocrites, slaves to their passions. They are barely as powerful as their most remote ancestors were at the very beginning of the Satya Yuga, but where those beings were rising towards the golden light, the people of the Kali yuga are plunging downward into the dark. And at its end, evil engulfs the Earth. Life Is Extinguished. At last, as the world shudders and dies, Rudra comes in the form of Seven Suns to Obliterate Creation, plunging everything towards the heat death of absolute zero.

That's the tale of the Four Ages. This is the modern age for us, the readers. According to Krishna, the Sinister age is the best of all ages to be born into, for when it ends, another great day will dawn and with it a new golden age... as long as the warriors of virtue win through in the end.

Notes

On Warrior Ranks:

- A Rathi is a Warrior capable of facing and defeating 5,000 normal warriors.
- An Atirathi is capable of defeating 12 Rathi (60,000 Warriors).
- A Maharathi can face and defeat 12 Atirathi (720,000 Warriors).
- An Atimaharathi can face 12 Maharathi... Arjuna, Karna, and Bheeshma are said to be Atimaharathis. And beyond them?
- A Mahamaharathi, capable of facing 24 Atimaharathi. This is how good a Warrior the various members of the Trimurti & Tridevi are said to be.

On Dharma & The Fourteen Stellar Qualities as mentioned in 18 Days

Dharma consists of two factors and three facets, for six variations. All Dharmas are either Yama / Adharma (Restraints on what one should do) or Niyama (Observances that one should pursue). They are either of the body, of the word, or of the mind.

The Adharma of the Body prohibits violence, theft, and infidelity. The Adharma of the Word are falsehoods, slander, absurdities, and insults. Those of the Mind are ill will towards anyone (including oneself), covetousness, and denial of morality.

The Dharma of the Body encourages charity, giving aid to those in distress, and serving others. The Dharma of the Word encourages honesty, study of the world around you, study of the self, speaking good of others, and being gentle of speech. The Dharma of the Mind encourages compassion, faith in others, and restraint (especially in avoiding the private business of others).

Thus, a virtuous person is fearless even in the midst of sorrow, pure of mind and body, meditates upon the nature of the self and the universe, and seeks to limit the harm they do to others. He, or she, refrains from harming others when possible, does penance when harm has been done, speaks the truth, and casts away all things that are harmful to the self or others.

They have no desire for that which belongs to others or is inappropriate, are moderate in indulging pleasures, have compassion for themselves and others, and are gentle in word and deed. He or she knows and admits when they have done wrong, does not resort to backbiting or slander, is patient and steadfast in all things.

They do not seek praise but accept it when it comes with humility, are discriminating in their knowledge, cast off frivolity, study philosophy and morality, perform acts of devotion and worship without aspiring for the fruits thereof, and seek enlightenment not only for the self but for all mankind.

Those with demoniacal qualities are those who are ignorant, prone to anger, who place an over-emphasis on their lineage and wealth, those who are showy, and who are harsh with others. They deny the existence of the Supreme One. They are selfish, identify themselves with the body, are prone to strong passions, and always indulge in worldly pleasures.

Their main goal is to make money. They think that they are the doers of all actions. They have a sense of possession so extreme that they think that everything belongs to them. They boast of their achievements and of how they defeated someone or the other. They think that no-one is equal to them. They are jealous of other people.

One should not do actions for oneself. If one does, then even good actions become sinful. Thus, actions when performed, must be performed with the right attitude.

The Stellar Qualities

- Ahamkara / Attachment
- Uparati / Self Settledness
- Titiksha / Forbearance
- Ananda / Happiness
- Kshama / Forgiveness
- Shama / Equanimity
- Dama / Temperance
- Dhyana / Serenity

- Moksha / Release
- Viveka / Discrimination
- Vairagya / Dispassion
- Samadhana / Complete Concentration
- Shraddha / Faith
- Shadripu / Freedom from the Six Enemies
 - Lust, Anger, Greed, Temptation, Hubris, & Jealousy

On Chaos

In Hinduism Chaos is an eight pointed star, one that allows all opportunities, all experiences, it permits anything and everything. It is total freedom. This might be important information to some Jumpers.

Potential items for later use. Feel free to ignore them: Taught to Die, Asankhya (Incalculable... 10^140), Filling the Cube, Saramanda (Four Buddhas), Food for Crows, Let the Blood Rain Fall
Grand Game: Like Shakuni, everything you do is part of a grand game, and you are its greatest player

Some Quotes:

-We Speak of the Past and the Future Both, a twisted ribbon of time spied through the crucible of the present.

-In Time to Come, Every Human Being will take their place on the Battlefield, and they will look to you for their instruction.

-Is a man ever ready to commit the Atrocities the war gods require?

-Listen to that Silence, waiting on my order to kill and be killed. To Live or to Die for their one True King.