

Asura's Wrath

The World is Gaea- lush and full of life. It is a land of mortals, mundane humans living in fear of the vile Gohma, impure spirits of the Earth. Opposing these foul beings are the Demigods, masters of magitech and arcane cybernetics, powered by the emotionally charged prayer of the masses.

Campaigns of purifying warfare are ongoing, where the vast orbital fleets of the Demigods rain down sacred fire upon the tainted lands of Gaea, burning away the Gohma taint. To be a mortal in this realm is to be caught between vast forces that think nothing, or think nothing of purging them in holy fire.

But like with all things, not everything is at it seems. The Karmic Wheel never stops turning...

Starting Budget: +1000cp!

Step 1 - Choose your Era:

In the land of Gaea and the grand civilization of Shinkoku Trastrium, there is no real important place you can begin- you are either in the domain of the Demigods, or you are not. Instead of choosing where you start, you will roll 1d8 to decide *when* you start. You may pay 100cp to choose your starting era.

Because Asura's Wrath covers multiple eras, the jump timing will change as follows. You are required to spend ten years divided amongst three eras, with a minimum of 2 years in a given era. To accomplish this, you are given a free perk which only applies for this jump.

Jump-Mechanic: Curtain Call

You may, outside of combat or a dramatic moment, declare that the curtain closes on a given Era, advancing you to the next one. This is irreversible and can only be used twice. You will return to the jump at the beginning of the next era. You do not exist in between these eras, but any changes you made during a previous time do carry over.

If you roll a 6 or 7 for your starting era, you may spend 10 years in the era you rolled, or advance forward if you can.

Don't worry if you end up somewhere 'before' a given perk's apparent tech level. Prototypes are a thing after all.

1. **Birth of Mankind** - You are among the first thinking beings that stand upon Gaea. Life here is hard, without convenience or technology.
2. **Heavenly Founding** - You are dropped into the earliest days of Shinkoku Trastrium, where the foundations of Mantra Technology were created.
3. **Rise of the Generals** - The First Eight Guardian Generals are selected to command the ever-growing armies of Shinkoku Trastrium. Kalrow is still a young man.
4. **Age of Rage** - The impure world of mortals has begun to infuriate the land, giving rise to predatory Ghoma. The war of Heaven and Earth begins.

5. **Suffering: The Coming of a New Dawn** - You are either on the ground or in space, doing your part in the grand battle against Gohma Viltru. (Asura's Wrath Episode 1)
6. **12,000 years later** - Deus's coup has come and gone, and now the Eight Guardian Generals are the Seven Deities.
7. **Asura's Wrath** - 500 later still, Asura continues his one-man rampage against anyone who *made his daughter cry*. It will take Asura a minimum of 10 years to complete the remainder of his legend, giving you ample time to conclude your jump.
8. **Karma Shines Upon you** - Pick your Era!

Step 2 - Choose your Origin!

Drop-In - Free!

You have no new memories, no connections and nothing but the clothes on your back. Roll 1d8+18 for your age. You keep your gender from the last jump. Spend 50cp to set both.

- + Despite your ignorance, you slot seamlessly into the teeming masses of humanity, ignored by the Demigods save for the missionaries and the like.
- + Humans are an industrious, resourceful lot, and the Demigods do not control Mantra...
- + You speak the one human language appropriate to your era. Don't expect Demigods to understand you.
- Other humans are reaaaly squishy. You still might be at this point!

Citizen of Shinkoku Trastrium - 50cp

You are a citizen of the holy city of the Demigods, one of the rich affluent elite or nobility. You have an extensive circle of friends and a long list of social pleasures and obligations. Roll 2d8+300 for your age. You keep your gender from the last jump. Spend 50cp to set your gender.

- + You have several centuries of court intrigue and socialization under your belt, and you are distantly concerned with maintaining your place in society, but mostly you want for nothing and need even less.
- + You speak the language of the Demigods, but don't expect mortals to understand you.
- Most Citizens are spoiled and soft, having never worked a day in their nigh-ageless lives. Decadance wars with austerity at every hour.
- Political games are common and cutthroat.

Soldier of Shinkoku Trastrium - 50cp

You are a soldier in the vast armies of Heaven, armed with basic mantra cybernetics and weapons of divine purifying fire. You seek to honor your families with your selfless service to demigods higher than you. Roll 2d8+300 for your age. You keep your gender from the last jump. Spend 50cp to set your gender.

- + You have centuries of military experience as a rank and file soldier before moving up to a non-commissioned officer's rank. While not a luminary genius like the Eight Guardians/Seven Divinities, you are still a master strategist and tactician, along with a few million others just like you.
- + You speak the language of the Demigods, but don't expect mortals to understand you.
- You do not stand out at all, nor are you especially useful or of distinction. Because of this, you are seen as expendable by your superior officers, easily spent against the impure Gohma hordes.

Demigod - 100cp

You are a Demigod of awesome power, grasping deeply insightful paths of Mantra and technology. Other demigods are several thousand years old, but you are only slightly older than most. Roll 2d8+400 for your age. You keep your gender from the last jump. Spend 50cp to set your gender.

- + You are the elite few holding and among the ruling class of Shinkoku Trastrium. You have earned your honor in the field of battle or some other arena of distinction. By the same token, you could be considered arrogant, and utterly assured of your place in the order of things. You tend to look down on mortals without thinking of it.
- + You speak the language of the Demigods, but don't expect mortals to understand you.
- Political rot is beginning to set into the highest ranks of the Demigods, and you are not immune to the rumblings or the quiet overtures of alliance and so on.
- Your strongest feats are contingent on the presence of an extensive worldwide infrastructure that can be removed or destroyed.

Ally of Ghoma - 100cp

The spirit of the world has mistaken you for one of its own, giving you access to its great pains and powers. You have no effective age, but you have a contextual overview of the entire history of the world up to the era you begin the jump in. **Impurity Level: 100.**

- + You are at worst a neutral actor in the grand scheme of things, as long as you keep your head down, you'll do fine.
- + You register as Impure to the armies of Shinkoku Trastrium, and as such, are marked for death.
- Most of Gohma's power is contingent upon you acting in the world's interest, so isolating yourself weakens you.
- You speak no language man or demigod knows, so you'll have to learn from scratch.

Aspect of Chakravartin - 100cp

A billionth-scale fragment of the Creator-God has found its way to you, and now you are an incarnate separate existence. Perhaps the Creator needed a fragment of his own will separate from himself to fully realize his plan. In either case, you share some of his power, but not necessarily his agenda. You have no effective age, but you have a contextual overview of the entire history of the world up to the era you begin the jump in.

- + Like with Ally of Ghoma, you are at worst a neutral party in a conflict that shakes the Heavens.
- + You gain access to Naraka, the space between Life and Reincarnation.
- Most of your powers have to do with manipulation and the realms of death.

Step 2: Choose your Perks!

You as usual get the first perk of any origin for free when you select it, with the exception of Drop-In, where the first perk is *not* free. Perks from a given origin cost 50% for that Origin.

General Perks

Shut Up! - 50cp

You don't have the patience for bullshit. During long-winded speeches or similar engagements that drag on and on, you will have a sense for when and how to best expedite the proceedings. You aren't required to take the chance, but you will have to live with consequences if you do. This perk cannot let you automatically kill someone, no matter how hard you can hit.

Mantra Generation - Free!

A being with a soul (you do have a soul, right?) can generate Mantra by prayer or feeling emotion. This mantra can be utilized by devices powered by Mantra Technology, or the Demigods of Shinkoku Trastrium.

Imposing Declaration of Title - Free!

Whenever you do something dramatic or just something really badass, perception of you changes for a split-second. Observers see the title or high-concept description of your current state or action as awesome block characters superimposed on their vision. This applies to named attacks/combat maneuvers, legendary weapons, companions and so on.

Drop-in - Free!

You drop in without any extra memories or insight to the culture, as you are considered a fresh existence to the various wheels and cycles of reincarnation. Perks from this origin reflect the power of your soul.

100cp - Make An Example

People will never feel the need to demonstrate dominance over you, short of a personally delivered challenge. This also frees you from both sides of 'shooting the messenger'. You will not begrudge others unfavorable information, and neither will others begrudge you for giving them the same.

200cp - Ripples in the Past

Your soul is that of the everyman or woman, achingly familiar or trusted. People feel as if they have known you (in a past life). Wherever you go, as long as there are people, you have a couch to surf, a referral, or someone willing to spot you pocket money.

400cp - Pillar of the Community

You are a respected member of the local culture with a very large social reach- something like a national media personality, entertainer, politician or other socio-cultural force. Individuals aren't any more likely to listen to you, but you have the eyes and ears of the masses.

800cp - Living Saint

You are so pious, your presence enriches local flows of Mantra. As a base effect, you are, in a way, holy, as regarded by the spirits of the world. Hostile spirits, souls burdened by emotions of the base and impure, and similar beings will be wracked with discomfort by your humble glory. Such is your piety that those beings and souls gripped in madness will have trouble attacking you, stumbling and fighting themselves as you walk amongst them.

Prayer lead by you doubles the amount of Mantra or faith generated, as long as people can see and follow your ritual performance. If not utilized by something, the surge of Mantra or energized faith saturates the surroundings, miraculously repairing the broken, healing the sick and purifying the land of taint, including that of Gohma.

Citizen of Shinkoku Trastrium - 50cp

You are one of the noble elite, a non-combatant in the awe-inspiring culture of Shinkoku Trastrium. Durga, Asura's wife, and his daughter Mithra were both Citizens.

100cp - Noble Title and Demense

As a citizen of Shinkoku Trastrium, you benefit from all the scientific advances in health and the like- You are at the peak of healthy and age at a rate of 1 physical year every 10 years, assuming go out of your way to engage in truly legendary bouts of sloth or hedonism. A balanced lifestyle keeps you at the prime of your life. You also have an opulent heavenly estate that follows you for the rest of your life.

200cp - Beauty Soothed the Savage Bea- Demigod

Being beautiful or handsome is incidental when compared to the unlimited font of divine empathy. The urge to lash out or give in to knee-jerk reactions is muted in your presence, and mutually reciprocal communication is encouraged. Further, you are able to both display and interpret expressions and body language, allowing you to have meaningful conversations without speaking many words- or any words at all.

400cp - Demigod Atelier

You know the secret science of Mantra technology, and can build custom devices that are powered by prayer or emotion. Further, you can enhance or upgrade items from other jumps to use this same power source. If you take Cyborg Hindu Godbody, you may construct Demigod cybernetics for other people. After the jump concludes, you may also build Mantra Reactors.

Demigod Atelier allows you to create any mantra-powered or integrated device, up to and including the vast fleets of Shinkoku Trastrium, the heavenly vessels of the divine armies, and even the anti-Gohma platform Brahmastra. The latter however would require *millennia* of effort, and was never completed even in the scope of the original setting.

800cp - Mantra Foci

You can call upon a planetary population that is loyal to you, generating a temporary surge in prayer. This generates general Mantra or your choice of a specific emotion to empower another demigod or great example of Mantra Technology. You may direct and distribute this Mantra exactly as you see fit without error.

Soldier of Shinkoku Trastrium - 100cp

You are a proud and noble soldier of Shinkoku Trastrium- the heavenly nation of the Demigods. Mantra powers everything you do, from your weapons and armor to your very body. You are a full-conversion cyborg cast in the form of a divine archetype.

Ambient Mantra: Perks with this tag require you to have a given level of Mantra merely *around* you to function. You need not be harnessing it directly, just so long as it is present.

100cp - Rank and File Cybernetics

You have the basic cybernetic enhancements of the Demigod armies- you do not age notably, and your body is effortlessly easy to repair by swapping intact parts for broken ones. You can be killed, but your tolerance for damage is much higher.

200cp - Mantra Fields and Firearms

You have the a specialized set of weapons and armor associated with your background. You know how to maintain them, and the knowledge of how to make more. Such weapons include demigod-binding spears, orb weapon platforms for heavy armaments, and so on.

400cp - Lock On!

You can harness personal or ambient mantra to create concussive blasts of energy from your hands or other appendages. These mantra blasts are self-guiding.

Additionally, you gain an ability to aim and place your shots, which applies to any weapon or weapon system you wield. Mind you- you are still limited by the nature of a weapon, so self-guiding projectiles are naturally more potent than basic gunfire or the limited swinging rate of a sword.

Firing Mantra blasts Requires either a personal or ambient Mantral Level of 3.

800cp - Divine General of Heaven

Your tactical and strategic acumen is legendary, and you have a supernal sense for combat both in the personal and wide-scale theatres.

Battle plans composed by you are sublime, and can be instantly understood by allies, while requiring your opponents to waste precious time deciphering your moves. While not undefeatable, you can quickly turn complications and failed strategies into secondary objectives and victorious retreats.

Further, your talent is such that you can time a plan down to the second, ensuring whatever you need be it soldiers or tools, are where you need them when you need them.

Demigod - 100cp

You are one of the elite masters of Mantra, equivalent to the Eight Guardian Generals/Seven Divinities in power if not actual rank. You have access to the most extensive theotechnological advancements and training techniques.

Mantra Levels: Your maximum Mantra Level is what you can safely wield before damaging yourself. If more Mantra is focused your way, you run the risk of exploding, or turning into a planet-powered rage monster. Neither of these outcome are guaranteed, of course.

Your Maximum Mantra Level begins at 0 before any perks.

100cp - Mantra Affinity

You are empowered by a single flavor of sentient emotion. When acting within the themes of your dominant Mantra, you are capable of peak-human feats. You count as both a prayer source and an emotional source of Mantra.

There are eight Mantra affinities, Wrath, Violence, Vanity, Sloth, Melancholy, Lust, Greed, and Pride. Without a Mantra Affinity, you are denied the strength of emotion, and must subsist on ordinary Mantra. By taking this perk, your safe Mantra Level is set to 2, and you always count as having a minimum of Mantral Level 1 for purposes of determining such feats.

200cp - Mantra Training and Techniques

You have learned or been taught numerous techniques to focus and express your Mantra, rendered as supernatural martial arts and superhuman feats of agility, durability and so on. Meditative Kata can extend your natural lifespan, heal minor wounds and fight off sickness, while strikes and attacks could shatter walls. This increases your maximum Mantra level by 1.

As an added benefit, this perk also allows you to create your own personal Mantra Form. Your first form will take approximately five years of study and meditation to fully construct, but when completed, you will be able to manifest an external mantra interface. To most people, it will look like an ornate halo, evocative of your personality and mantra affinity.

A Mantra Form usually has a core theme, such as improved combat ability, damage resistance, speed or other such boosts. Establishing a form enhances your abilities, even beyond what a given level of Mantra would normally allow. With a mantra form active, you may easily perform superhuman physical, mental and social feats, even before the direct application of Mantra. These stances and techniques however cannot enhance stranger powers such as psychic blasts or arcane magic, short of ensuring you can survive to perform them.

Successfully creating an initial form and manifesting it increases your capacity for Mantra by 1. Subsequent forms and other perks can increase this cap further, to a maximum of 8. You may use any mantra form you know, but you cannot stack them. Creating a new form takes ten years, times the number of forms you have already mastered.

Your halos can be attacked however, and if knocked aside or even destroyed. If that happens, you immediately drop down to Mantra Level 3, and any excess Mantra is wasted.

400cp - Cyborg Hindu Godbody

You have a genetically, cybernetically and magically enhanced physiology, and the knowledge to propagate this technology. Your capacity to wield Mantra is enhanced, both accepting general Mantra as well as your primary association.

This constructed body can heal itself, or be repaired by yourself or others. Your magical physiology is obvious, but always aesthetically pleasing. You can survive in space without a suit, endure planet-busting attacks with sufficient Mantra, and are otherwise ageless.

This increases your maximum Mantra Level by 2.

800cp - Action Commands

The ability to win all comes down to timing and guts. You have a sense for the dramatic, and can shift an encounter from slugfest to high-cinematic choreography. You can awe continents with your feats.

If you would be faced by a dramatic challenge you would be otherwise just barely manage to overcome, or even just barely fail to do so, you either summon the strength to do so, or you surpass it with heaven-shaking effect. Both results depending on how dramatic it is (based on your relative ability to what you're facing).

The limit of this perk is your innate capability- and if you hit all your cues, and there's enough dramatic tension in the air, it lets you surpass that limit in grand style. It will not let you accomplish patently impossible feats, however.

Failing to hit those marks means you'll take some damage though, and you'll have to build back up to the right dramatic moment..

You cannot take this perk alongside Two Can Play That Game!

Ally of Gohma - 100cp

These are the agitated and hostile spirits of the Earth, sowing corruption wherever they go and inspiring great pain in the land. Suffering from base emotions however inflicts a measure of Impurity upon the spirit and land, throwing things out of balance. Such imbalanced spirits are like the antibodies of the world, seeking to destroy the agitating factors.

Impurity: Perks with the Impurity Tag mean that you register as Gohma on the sensors of Shinkoku Trastrium and the like. Passive scanning will not detect you unless you are actively wielding your powers over the spirits of the world. Active (and short range) scanners will detect you however, so be mindful of security checks.

100cp - Spirit of the World

You are considered a natural being or spirit connected to the world/planet you happen to be on, and are innately aware of it's themes, biases and motives. You feel the joy and pain of the world in equal measure. You may communicate with local spirits, bypassing language barriers.

Impurity Level: 250

200cp - General of Wind and Hill

The will of the world has given you authority over the little spirits of the land. You may command lesser spirits of the world, including a number of minor Gohma of with a total impurity of 1000 or below. You also improve your own spiritual powers where applicable. This power applies to spirits of other realms as

well, though you might get in trouble with their superiors.

Impurity Level: 1,000

400cp - Stride the Impure World

With an hour's concentration, you may convert a ten-meter wide plot of the world into a sanctified land, or terrain of righteous desolation.

Impure land looks hostile, leaking red miasma and showing thin veins of hot magma. From this incensed territory, you may summon a number of Gohma with a combined impurity level of 10,000 or less.

Pure land meanwhile looks pristine and idyllic, free of contaminants and sacrilege. If you have two or more pure regions on the same planet, you may teleport between them with thirty seconds of concentration. You may only have three such pure spaces at a time.

In both cases, these regions last for 3-7 days.

Impurity Level: 10,000

800cp - THIS IS MY FINAL FORM (On the way to Enlightenment)

You have approached the most auspicious tier of spiritual puissance. Once per month, you may borrow a fraction of the world's fury and might.

With this perk, you gain an incarnate form based on Gohma Vlitra, forged out of the land and hot magma of the world, though not to the same physical scale. Your new body is easily equated to a terrain feature such as the tallest mountains.

Alternatively, if a given world would have a more appropriate avatar, you may become that instead. In either case, your transformation causes commensurate damage to anything on the surface, and will take several years (possibly centuries) to recover. Such land is pure and fertile however, when it finally does become habitable.

This transformation lasts for fifteen minutes- if you need more than that, you have bigger problems.

Impurity Level: Immeasurable

Aspect of Chakravartin (You are a part of God. No really- he's God) - 100cp

Chakravartin spends most of his time manipulating the world as a golden spider in Naraka (Limbo/Hell) where certain souls (Like Asura) has to climb up this infinite pillar to reach the living world. Canonically, Asura does this twice.

Perks in this tree represent you as a subdivided aspect of this Creator-God with free will. Chakravartin himself is not concerned with you, unless you interfere with his plans. Possibly you having this largely incidental aspect is *part* of his plan. That's up to you to find out.

100cp - Guide of Naraka

You gain a secondary form that of a golden spider. You gain the ability to visit Naraka, the space between the living world and the engine of reincarnation, dangling from a single spool of divine spider silk. When inside Naraka, you may manipulate souls who are attempting to climb the infinite towers and return to their lives, rendering them your cats-paws.

Finally, when in this state your voice takes on an eery intonation that subliminally influences a subject's emotional state. The spider-form also helps you think up armor-piercing questions and baffling koans.

You cannot spend more than 24 hours in Naraka. If you do, you must climb out as described in Tower of Naraka.

200cp - A Tangled Web Weaved

You gain a true god's understanding of Mantra's fundamental nature. Strangely, it seems to resemble a spider's web, and you are able to manipulate it into a batch of silken threads. You may spin silk in your spider form, or from your hands. It can be anchored to air itself, and are made of glittering golden Mantra. The strands are nigh-unbreakable save by superhuman effort.

With skill, care and practice over centuries, perhaps it can be manipulated to more complex tasks than mere ensnarement...

400cp - Tower of Naraka

After suffering a fatal blow, your soul will appear in the white void between life and reincarnation. This is Naraka, realm of infinite towers. To leave it, you must ascend the tower, and no amount of flight or power allows you to cheat the distance- the journey back to the living world is as long as it needs to be to attain the necessary enlightenment.

It will take you anywhere from 12,000 years to 1 year to climb back out to your lifeless body (which has regenerated and been rendered indestructible in the meantime). Mortals might build a shrine around your fossilized form- Mantra directed to you helps you ascend faster.

If you're still in Naraka and not in your body when the current jump concludes, the Jumpchain ends. Falling off the tower, failing to ascend by jump-end, you reaching fail condition, or ten years passing also ends the chain.

Alternatively, instead of outright killing an opponent, you may send their soul to Naraka and require them to climb out.

800cp - Two Can Play That Game!

You gain perfect insight as to the dramatic sequences and furious attack combinations that empowered or supernatural forces can bring against you- because you have them too.

You have the Action Commands Perk, and can observe an opponent's own attempts to rise above their dramatic station. Because of this insight, opponents are more likely to fumble their incredible feats of daring, or you are extremely good at confusing them into same.

However, in exchange for this prowess, you have trouble recovering after failing to hit a mark yourself. Every cue you fail to hit increases the lag on your next action by an appropriate amount- usually some critical fraction of a second.

You cannot take this perk alongside Action Commands.

Gear

General Gear

50cp - Mantra Transmitter

This device is a large statue, looking like some form of religious icon about fifteen feet tall. It allows mortals to direct prayer to you, waiving range/awareness limits. It can direct the Mantra of anyone within one mile, to a maximum of 10,000 mortals each, so you'll need several such transmitters (and a bunch of praying people) to get the most out of them.

You get one such transmitter for 50cp, and the schematics instructing you how to make more. If destroyed a new transmitter appears in your Warehouse after a week.

50cp - Resplendent Wardrobe (Free for Citizen and Demigod)

You have access to an unlimited closet or the finest designers of Shinkoku Trastrium, able to properly dress your theotech empowered form in the grandest of styles. Anyone with mantra cybernetics can wear impossibly impractical clothing without any issue.

50cp - Impurity/Divinity Sensor (Discount for Citizen, Free for Ally of Gohma/Aspect of Chakravartin)

You have a handheld device that can detect either the concentrations of impurity representing Gohma or other angry spirits of the world, or the unique theotechno-signature of the Demigods or other prayer-powered entities. It's range is 10 miles, and will give you a directional bearing in 3-dimensional space. You also know how to construct more.

100cp - Mantra Capacitors (Discount Civilian, Soldier)

These devices allow you to contain Mantra either by meditating and directing it yourself, or by tapping into a Mantra Transmitter. In either case, a single capacitor can hold 1000 mantra charges, which equates to 5 minutes of Mantral Level 3 feats, or 12 hours of sustained use of Mantra level 1- and 2 equipment. It takes 12 hours to recharge a capacitor to full.

300cp - Divine Weapon

You have a legendary weapon forged by the smiths of heaven or found in the hot blood of the earth. In either case, it is nigh-unbreakable and has a unique quality or power.

As an example Wailing Dark, Argus's sword, can extend to an outlandish length and with sufficient mantra, cut through a moon. Moon-cutting feats require Mantra Level 5 at minimum.

Drop-In

50cp - Mantra Prayer Wheel (Free with Drop-In)

This device lets you detect the ambient levels of mantra as well as its primary association. It can also direct you to greater sources of mantra (usually communities). If it is lost or destroyed, a replacement appears in the Warehouse. You also have the schematics.

100cp - Spirit-Denying Sutra (Discount Drop-in)

Anointed prayer strips inscribed with banishment verse allow the wielder to ward a location against Gohma or similar native spirits and impure beings. They are compelled to stay 10 yards away from a properly warded location. You begin with enough prayer strips to defend a large building like a temple or school, and can make more as fast as you can write.

200cp - Divinity Banishment Staff (Discount Drop-in)

- You have a rare tool fashioned of the crystalized ire of Gaea combined with resonant sutra and blessed materials. Striking someone with this staff immediately terminates all hostile possessions by spirits. Striking someone empowered by prayer or similar energies immediately reduces their effective Mantra Level or equivalent by 2. This effect does not stack.

Citizen of Shinkoku Trastrium

200cp - Divine Ride (Discount Civilian)

This vehicle takes the form of a motorcycle or similar two-person transport device. It's construction is sublime and it is incredibly maneuverable. It requires ambient Level 2 Mantra to run, and Level 3 Mantra to travel into space or orbit from the planet's surface.

200cp - Retreat (Discount Civilian)

You have access to an idyllic property somewhere in the world, which follows you from jump to jump. There is a restorative hot-spring, and it is always stocked with enough food and refreshment to sate even a demigod's thirst for relaxation. In addition to these creature comforts, it also can serve as a fortified bunker in the case of trouble.

Soldier of Shinkoku Trastrium

100cp - Purification Weapons (Discount Soldier)

You have access to the grand armories of Shinkoku Trastrium- You may select a heavy weapon like a prayer gatling or anti-impurity weapon. The former is equivalent to a Gau-8 Avenger, while the latter is a large energy projection cannon, firing single explosive plasma bursts.

Both fire harnessed prayer projectiles, and as such do increased damage to impure spirits and similar things. They require Level 2 Mantra to fire.

If destroyed, a replacement will appear in your warehouse. You require Demigod Atelier to construct additional copies.

200cp - Combat Mandala Array (Discount Soldier)

You have a set of ornately carved spheres- drones that can project sturdy energy fields, fire concussive mantra bursts, or fly out and slam into foes in time with your own close combat attacks. If destroyed, a new set appears in the Warehouse. They require Mantra Level 1 to function.

300cp - Purification Vessel (Discount Soldier)

This is a medium class ship in the fleets of Shikoku Trastrium, and you are it's captain. It does not require a crew, but works better when fully staffed. It is armed with purification beams and a Mantra collection halo. It requires Mantra Level 3 to fly and 4 to engage in combat operations. Mantra can be directed to it by Transmitters or someone with the Mantra Foci Perk.

Demigod

400cp - Mantra Reactor (Requires Cyborg Hindu Godbody, Discount Demigod)

The most advanced personal mantra device is installed in your cyborg body, further amplifying your ability to wield Mantra. Assuming you can arrange for it, you are capable of wielding an more than a civilization's worth of focused Mantra without hurting yourself.

You gain a new Mantra Form: Mantra [Your Name]. Increases your Maximum Mantra Level by 3.

Ally of Gohma

100cp - Gohma Pet (Discount Ally of Gohma)

You have a loyal fragment of the earth's ire by your side. This creature can be any animal known on earth, even extinct ones, except it is no more than 1 foot tall. It does not need food or water, and is intelligent enough to follow simple instructions.

Drawbacks

You may take any number of Drawbacks, but gain no more than 600cp from them. 'You Made Her Cry' is the exception to this limit.

+100cp - Outside the Wheel

As an outsider, you register to the sense of beings if not greater than you, than at least more aware of the current plane of existence than you. If you *can* cause problems, they will account for you in their plans.

+100cp - Beyond Material Tolerance (Soldier or Demigod only)

You have a tendency to break your limbs against your opponents, sometimes shattering them up to the elbow or even shoulder. During combat, you have a better than even chance of breaking your limbs after dramatic impacts and the like- you aren't going to die from that, but losing your limbs obviously means a tactical weakness.

+200cp - Outlandish Empathy

You can feel the emotional resonance of the planet itself or greater beings, and they can count as Mantra for your powers- however, the world produces too much Mantra for your mind or body to handle.

If mortal or Aspect of Chakravartin, you experience intense psychotic mood-swings based on the ambient emotions.

If a Demigod, and your mantra association is resonant with the world's, your body runs the risk of transforming into a horrible rage/sorrow/lust/etc monster that will gradually cook even your own hindu-godbody from the inside out.

I hope you have someone who can punch you out your fugue.

+200cp - A Rival

You have a rival with an equal amount of power and talent, both reflecting any perks you've taken in this jump and some of your jumper powers. They will do their best to make your life interesting. They aren't necessarily evil or hostile, but they are very disruptive and will probably drag you into some kind of adventure.

+300cp - Threat to the Conspiracy

The grand plan to cleanse the world of Gohma and rule it all from on-high hangs in the balance. Your presence disrupts those millennia of plans, and so the forces of Shinkoku Trastrium are ordered to seek your death.

+300cp - Agent of Balance

You have been chosen, somehow, by the spirit of the world, Gaea. Your objective is to stop the perversions of the natural order wrought by the Demigods and their abuse of Mantra. You must destroy the fortress Brahmastra and ensure Shinkoku Trastrium never considers 'purifying' mortal souls again.

+300cp - Solid Gold Supersoul

For whatever reason, your soul is *extremely* interesting to the denizens of this land, perhaps your ability to jump means your soul repopulates, ignoring reincarnation. Regardless, Shinkoku Trastrium wants you- Gohma wants you, and Chakravartin wants you.

+600cp - Heir to the Creator

Chakravartin has seen fit to arrange things that you will be put through the ringer, forced to endure suffering as to gain enlightenment. You begin the jump during Suffering: The Coming of a New Dawn, and

will live a cursed life, being thrust into the center stage of events that play out over the normal plot of the game. Unfortunately, Chakravartin doesn't actually want to help you do his job, and your nature as a Jumper technically means he can't actually force you to stay. Once he realizes you are an unsuitable candidate, he will either descend to destroy you for wasting his time, or simply ignore you and move on to another candidate.

Regardless, you will have to defeat Asura, as there can only be one heir to the realm.

+1000cp - You Made Her Cry!

You poor soul. Somehow, you've made Mithra cry, and are thus on Asura's list of targets for his boundless wrath. You begin the jump during Suffering: The Coming of a New Dawn.

At random points during your jump, Asura will appear at an appropriate power level and aim to kill you. He can be defeated- even killed, but he will claw his way out of Naraka fast enough to attack you several times before the jump is concluded.

Each time you defeat him, his rage increases. He cannot be reasoned with. He cannot be delayed. With sufficient mantra (that you cannot deny him, as his rage is boundless), he can chase you to any point you could reach in all the stars in the sky.

If you somehow manage to survive ten years, Mithra will convince Asura to forgive you.

The Wheel of Karma has Turned

As a general statement, if you go to a jump that *lacks* Mantra, Gohma, Souls or Reincarnation, you can assume that you 'carry with you' these traits and imbue them upon the world in such a way as to ensure your continued existence. This effect is inherently neutral, on it's own. You must decide to exploit it or not.

Mantra Technology in the Wider Multiverse

As long as people have souls, can pray, and can feel emotions, they can provide power for elaborate mantra systems and technology. This includes yourself. By teaching Mantra techniques or utilizing Mantra Technologies in other jumps, you will, at least in a localized area, add Mantra metaphysics to whatever setting happen to be in. Mantra mechanics will integrate with local metaphysics as best as possible, and a degree of common sense is encouraged.

For example, as detailed below, for mantra to be generated, there must be a planet (or equivalent), people living on it, and those people need to feel things. A Philosopher's Stone would not be 'Living', so it cannot generate prayer or emotional mantra. You could however consume the souls directly with a mantra device, if you so choose.

If you took any of the theotech cybernetic perks, those upgrades are integrated seamlessly into your body- however, channeling larger amounts of Mantra can gradually reveal your body's true nature. Basically you get a perfect passive 'I'm normal!' disguise until you bust open the mantra.

Mantra Prayer-Generating Infrastructure must be rebuilt with each jump- you cannot carry it over in full.

Angering the Worlds

Overusing or abusing Mantra can anger the world, and if there is no local authority or superior spiritual presence, Gohma will emerge in response to your rapacious thirst for Mantra.

To give you context, it took the Demigods several thousand years to anger the Gohma to the point we see in the actual games, where they had a planetary population praying and indulging in their baser desires, to the detriment of Vlitra's emotional state. This was exacerbated by Chakravartin, and further compounded by the sins of Deus and the Seven Guardian dieties, as they fed souls to Brahmastra for their grand campaign.

This disruption of the natural order on this scale creates masses of gohma able to match the fleets of the demigod race. In the case of most jumpers, they are not going to be harnessing as much mantra over so long a time.

Using mantra does not anger the world. Encouraging emotional imbalances among a population does, as does interfering with the natural order or closest equivalent.

When in doubt, assume the local systems work or take priority. So if you head somewhere that has say, a Ferryman across the river Styx, instead of a hindu reincarnation system, the Ferryman is who would get angry at you for messing with souls.

If a 'verse would lack anything to get angry about souls being eaten, Gohma will naturally appear on the nearest planet relative to the person(s) doing the soul-eating. Gohma will not appear (outside of the Ally of Gohma Perks) in settings where soul-eating or other strange soul mechanics are normal. In those cases, you'll have to deal with the beings who want to eat or use the same souls as you- like the Chaos Gods!

Impurity:

Perks with the Impurity Tag are focused on any 'spirits of the world', be they animist object gods or 'Gaea' nature spirits. You integrate seamlessly into such 'verses, or can temporarily convince reality to accept that it has spirits for a little while.

Along came a Spider:

Guide of Naraka and Tower of Naraka give you access or a degree of control over local underworlds or lands of the dead. In the event that a setting lacks an afterlife, it defaults to a highly metaphorical take on the subject. Regardless, you can use Guide of Naraka to drop into any of the Nine Circles of Hell, Hades, etc, as appropriate for the 'verse you're in.

Tower of Naraka meanwhile is intended for manipulating near death experiences, yours or others.

On to the Next Life?

Attain Nirvana

You're heading home with all the perks and gear you've gained!

The Cycle Never Ends:

You'll live the rest of your life on Gaea, which depending on your perks can be a very long time. If you endure the following eons, you might yet witness the rise and fall of martial arts magic- If a Street Fighter Jump is created, you may spend ten years in that updated reality before jumping to another 'verse. Changes you make in this jump apply to that one.

Broken Wheels

Why this jump is not automatically Endgame

- The vast majority of Demigods are not equal in power to Asura
- Asura himself had unique circumstances that created his feedback loop of Mantra. The other factor is that he really was That angry.
- Chakravartin *allowed* Asura to reach him during the course of the games. Jumpers are not guaranteed to even see the Creator.

Why this jump *could* be Endgame

- It's a freaking awesome high-power setting.
- You can punch a creator god in his face and possibly win!
- Asura is unique, but circumstances could allow other demigods to reach similar planes of power...

Ascend to a (not so higher) form

The jumps continue, and while you have left this particular coil, your journey is far from over.

Notes

Mantra Mechanics

What is Mantra?

Mantra is a combination of sapient emotion, mingled with the properties of the soul, and the energies of the planets and similar such things people live on. For mantra to exist, people must be *living*. Not merely existing, (though there is a fine line).

However, this energy has an effect on the greater skein of the world. Mortals are inherently impure, tempted away from the unified cycle and harmonious balance. To feel one aspect of mantra over another means risking yourself a poor fate in the your next life. It is in this way that the Demigods of Shinnkoku Trastrium controlled Mantra, derived from the prayers of the mortals, and justified it themselves. The Eight Guardian Generals, they claimed, would be be noble champions, burdening the most impure traits of life, so the rest of the world wouldn't have to.

But Mantra was not so easily tamed. Over thousands of years, the use of Mantra angered the spirit of the world, Vlitra (who had already been agitated by the machinations of the Creator God). This imbalance in the world created Gohma, incarnate spirits of fury who wielded their own powers, seeking to remove the polluting feelings from the pools of Mantra circulating the planet.

If things had been left alone at this point, then perhaps the Demigods would have pacified the world eventually, or at least found equilibrium. Such was not the case.

Deus, one of the Eight Guardian Generals, saw fit in his Pride to demand the end of Gohma completely. To do this, he and his fellow Demigods constructed the great Karma Fortress Brahmastra, and would use it to pacify the hostile spirit of the world. But even with several millennia of gathering prayer, Deus was no closer to his victory.

12,000 years passed after a coup that saw the emperor of Shinkoku Trastrium dead, and Asura condemned to Naraka. It was in this time that Deus and his Seven Guardian Deities now sought to 'purify the world', convincing mortals to commit willing suicide in promise of a better reincarnation. Harvesting such souls gave Deus and his allies unimaginable power, but Vlitra's anger grew ever more in response to this affront to the natural order.

Mantra is the interaction between the spirit of the world, the emotional textures of those who live on and near such worlds, and their lives as seen through the great wheel of reincarnation.

How do you Get Mantra?

As mentioned elsewhere in the jump, Mantra is an ambient and channeled power. If you are simply near a source of prayer directed at you/your group, you will receive one mantra source per prayer action, per person. (usually taking about 1-3 hours per prayer ritual). The same applies to feeling emotional mantra within your area of influence.

Mantra does not make a distinction regarding the nature and type of world and soul which generates it. A soul is a soul, and a world is a world. If you encourage the use of Mantra, Mantra will flow. A Soul, no matter how strange or powerful, is always just 1, 10 or 1000 mantra sources, if you receive prayer or emotion, prayer *and* emotion, or purify the soul deliberately.

- **General Mantra** - Anyone with a soul performing ritual prayer action directed at you or things categorically like you (such as the same race) count as a single source of Mantra. Without a Mantra Transmitter, only prayer that occurs within 1 mile of you counts.
- **Emotional Mantra** - Someone feeling or displaying an emotion (but not praying) in line with your resonant theme counts as one source. Without a Mantra Transmitter, you can only draw Mantra from emotions within 1 mile of your location.
 - If a single person is BOTH performing ritual behavior that is resonant resonant with your own Mantra, they counts as ten sources.
 - Ex. Having the Mantra of Wrath means that angry people make you stronger. Angry praying people make you REALLY strong.
 - Infinite Willpower or other such effects do not interact with Emotional Mantra- Someone is either feeling the emotion, or they're not. Asura is a unique case in that his rage is boundless.

Mantra Feats

- **Level 1:** (10 sources of mantra). Having access to Level 1 Mantra enables Peak Human Feats
- **Level 2:** (100-1,000 sources, like a small shrine or temple). Level 2 Mantra allows superhuman feats like double-jumping, air-dashing, super-strength and the like.
- **Level 3:** (1,001-10,000 sources). At this level, feats of passive regeneration are possible- of even magitech cyborg bodies, as well as further enhancing your already superhuman traits. Mantra begins to overflow into other parts of your magically expanded soul, appearing as resplendent halos and so on.
- **Level 4:** (10,001-100,000 sources). You can function as a One-Person Army- fighting fleets of ships or stranger things on equal footing!
- **Level 5:** (1,000,000+ sources). With this much Mantra, you could be a one-person interplanetary conquest engine. You can travel from Earth to the moon by jumping, or parry mountains.
- **Level 6:** (Single Planetary Population) You are drawing the power of a planetary population, ranging anywhere from three billion to seven billion souls. You require extensive infrastructure, but are capable of feats that could reshape landmasses.

There is a limit to how much mantra a single world can provide- no matter how many people live upon or around that place, a world's worth of mantra is still just one world.

- **Level 7:** (3+ planetary populations).
Such is the amount of mantra available to you that you could power a super weapon that can burn a planet's crust to magma. Assuming you have the mantra technology backing, you could also take on impossibly huge forms, able to hold planets in your hands. It is impossible to arrange this much Mantra or infrastructure without significant effort however. If you lack a Mantra Reactor, using this much power is dangerous!
- **Level 8:** (7+ planetary populations). This requires someone acting as a Mantra Foci to really direct all that prayer toward a specific target. However, feats at this level include pseudo-lightspeed interplanetary travel and planet-busting actions. Granted if you're using *this* much Mantra, someone is probably throwing moons at you.

Purification

Converting (Killing) a single mortal soul and rendering it into pure Mantra counts as a temporary 1,000 sources that are quickly used up. This however will break reincarnation/piss off the spirit of the world, creating Gohma or empowering the nearest equivalent.

Glossary

I will be adding terms to this as i think of them~

- Gaea
 - The world in which Asura's Wrath is set. It is supposedly the pre-history of the Street Fighter setting.
- Mantra
 - This energy is the harnessed power of human emotion and base impurity- basically the Demigods figured out how to power their machines on the negative feelings of mankind. Note that this is a very hinduism inspired setting, so negative emotions are meant to be shed and suppressed in favor of enlightenment, to purify yourself and prepare for reincarnation in a better life.
It's telling, that the greatest champions of the Demigods embody some of the worst emotions mankind can feel, in their society. "We will be these unclean souls, so you don't have to."
 - There are eight flavors of mantra. Pride, Wrath, Violence, Greed, Lust, Vanity, Sloth, Melancholy
 - Most Mantra technology runs on a harmonized blend of ambient mantra. The eight guardian generals require mantra reactors to do this, with two notable exceptions.
 - Mantra is also contingent and reliant on the interaction of sentient/sapient emotion and the spirit of the world upon which they live (or nearest equivalent). It's basically the Lifestream.
 - Mantra is often used passively by most theotech, breathed in like air or absorbed like a solar panel, and is not very harmful.
- Gohma
 - The Gohma are the angry spirits of Gaea, agitated both by the use of Mantra in general, and Deus's plan to purify mortals into mantra for his grand plan to pacify the planet.
- Gohma Vlitra
 - The 'Leader' of the Gohma, this is the incarnate spirit of the world- it's the snake-mouth thing Asura fights in the opening chapter, and is later fought in proper form near the climax of the game. Vlitra itself is inside the core of the planet, and is eerily similar to Asura's Berserker Form.
- Asura's Endless Rage
 - Asura is a unique case in context of the game. Full stop. Unlike everyone else, his rage was so great as to empower him beyond even what others could attain.

Changelog

Version 0.9.2

Elaborated more on post-jump content. Mantra definitions, etc.

Version 0.9.1

Fleshed out several of the perks with improved descriptions.

Removed 'Mantra Forms' from the gear list and folded their functionality into Mantra Techniques and Training.

Clarified some wording in drawbacks.

Started a Glossary of terms for Jumper edification.

Version 0.9

Todo: Clarify Lock-On, Mantra Levels as "everyone can get mantra, you just need X to be SAFE"

Version 0.8 1/6/15

Rewrote the 100 and 200cp perks for Aspect of Chakravartin

Adjusted Mantra Level gains from various sources.

Mantra Association: Sets starting mantra cap at 2

Mantra Training: Increase Mantra cap +1

Godbody: Increase Mantra cap +2

Vajra Form: Increase Mantra cap +1

Adjective Vajra Form: Increase Mantra cap +2, (Forms do not stack.)

Reactor/Mantra Form: Increase Mantra cap +3, (Forms do not stack.)

Clarified research time on how to make new Forms/Halos.

Version 0.7.3 1/4/15

Rebalanced Mantra Levels

Mantra Range for persons and transmitters is now 1 mile diameter.

Mantra Transmitters now can support 10,000 people/mantra sources within 1 mile.

Elaborated on Ally of Ghoma perks

Removed Black Blood of the Earth, replaced it with - Stride the Impure World

Clarified Pillar of Naraka as to remove exploits.

Added New Drawback - Agent of Balance

Re-ordered Citizen Perks, adjusted Noble Title and Demense's aging rates, and it doesn't connect to the Warehouse- sorry folks!

Clarified Tower of Naraka

Formatting/Moved some stuff around. (Again)