



Epic: The Musical **By Sentry342**

Welcome, traveler, to *Epic: The Musical*, a tale that weaves the threads of legend, love, and loss into a timeless odyssey. Inspired by the myth of Odysseus, this world is one of gods and mortals, monsters and heroes, where wit battles might and the human spirit faces divine whimsy. From the ashes of Troy to the shores of Ithaca, this is a story of survival, resilience, and the unyielding pursuit of home. Here, every trial is a crucible, forging destinies in the fires of hardship, and every choice is a ripple in the tapestry of fate. Now, the stage is set, and the world awaits your mark.

You will start off at some point along this tale. You could join Odysseus becoming a part of this infamous tale, become an antagonist preventing it from taking off, or merely remain a spectator eager to watch a legend unfold in front of you. Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world, assuming you don't change anything else.

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Time

Unlike a standard Jump you'll be choosing the point of the story in which you arrive. You may optionally choose from the list below or roll **D10** and receive **+100 CP** to let the whims of fate decide your path.

1.) The Troy Saga

Ah, the very beginning of Odysseus's epic tale. The decade-long siege of Troy is finally coming to an end, with the Greek forces employing one last cunning ruse—the famed Trojan Horse. As you arrive, the city lies silent in the dead of night, unaware of the danger lurking within. Odysseus himself is moments away from leading his hidden forces to sack the city. Will you join in the destruction, lending your strength to the Greeks' victory? Or will you chart a different course, perhaps intervening to spare Troy or seizing this moment to carve out a legend of your own? The stage is set, and the gods are watching closely.

2.) The Cyclops Saga

Your journey begins at the ominous cave of Polyphemus, the Cyclops. Stranded on this remote island with Odysseus and his crew, you face a deadly challenge: surviving the wrath of this monstrous son of Poseidon. Polyphemus is no ordinary foe—his strength is immense, his appetite insatiable, and his cunning not to be underestimated. As the giant blocks your path to freedom, you must decide: will you aid Odysseus in outwitting the Cyclops, or take matters into your own hands to secure the crew's escape? Whatever your choice, this harrowing encounter will leave its mark on you—and on the seas ahead.

3.) The Ocean Saga

You find yourself amidst the vast, uncharted waters of the Aegean, where Odysseus and his crew are navigating through countless dangers. The seas are alive with peril—treacherous storms conjured by Poseidon, islands inhabited by seductive Sirens, and whirlpools like Charybdis that threaten to swallow the ship whole. The gods seem intent on testing the mortals who dare cross these waters. Will you help steer the crew to safety, guiding them through these challenges with your own wits and courage? Or will you chart your own course, embracing the chaos of these deadly waves?

4.) The Circe Saga

The alluring isle of Aeaea is your starting point, a place of both wonder and danger. Here, the enchantress Circe reigns, a goddess-witch capable of transforming men into beasts with a flick of her wrist. Odysseus and his crew have stumbled upon her domain,

unaware of the trials that await them. Will you aid the hero in outsmarting Circe and breaking her spell? Or perhaps you'll choose to align with the sorceress herself, learning her secrets and bending the island's magic to your will. Whatever path you take, the island is rife with mystical opportunities and hidden perils.

5.) The Underworld Saga

Your journey begins at the edge of the Land of the Dead, where Odysseus is preparing to descend into the Underworld itself. The air is thick with dread as the hero seeks to consult the blind prophet Tiresias, hoping to uncover a way to return home. Spirits swirl and wail, the shadows of the dead eager to taste the life that clings to you. Will you accompany Odysseus on this harrowing expedition, lending your strength against the terrors that lurk in the darkness? Or will you strike out on your own, forging alliances—or rivalries—with the lords and shades of this otherworldly realm?

6.) The Thunder Saga

As your story begins, Odysseus and his crew are sailing dangerously close to the sacred cattle of Helios, the Sun God. Despite warnings from gods and prophets alike, hunger and desperation are driving the crew to the edge of defiance. This is a saga of divine wrath, where the violation of sacred laws will have catastrophic consequences. Will you stand with Odysseus in his efforts to restrain his men, or will you risk incurring the Sun God's fury by taking what you need to survive? The storm clouds are gathering, and your decisions will determine whether the crew can weather the wrath of the heavens.

7.) The Wisdom Saga

This saga begins far from the seas, in Ithaca itself, where the kingdom is teetering on the edge of ruin. Without its king, Ithaca has become a land of unrest, beset by scheming suitors and uncertain leadership. Meanwhile, far across the waves, Odysseus's fate takes a surprising turn as he washes up on the shores of Calypso's isle. The nymph has claimed him as her eternal companion, holding him captive in a paradise of her own making. Yet not all hope is lost—Athena, desperate to free her champion, must navigate Zeus's indifference and rally the gods to intervene. Will you aid in preserving Ithaca's fragile stability, join Athena's efforts to secure Odysseus's release, or carve out a different destiny amidst the turmoil?

8.) The Vengeance Saga

This saga begins with Odysseus breaking free of Calypso's hold, his heart set on returning home. The journey ahead is fraught with peril, as Charybdis looms in the straits, and Poseidon's rage continues to haunt his every step. The god of the seas has yet to forgive Odysseus for blinding his son Polyphemus, and his wrath culminates in

one final, devastating trial. Yet Odysseus presses on, driven by an unyielding desire to reclaim Ithaca. Will you aid him in overcoming these last, harrowing challenges, or perhaps divert his fate entirely, striking a bargain with Poseidon or even seizing power for yourself? The end is in sight, but the path to Ithaca remains perilous, and the gods are far from finished with their games.

9.) The Ithaca Saga

You arrive in Ithaca at the cusp of chaos. Odysseus has finally returned home, only to find his palace overrun with suitors vying for Penelope's hand. The time for subtlety has passed—this is a saga of reckoning, where loyalty and justice are tested in the crucible of battle. Will you stand with Odysseus in his quest to reclaim his throne, aiding him in the bloody struggle to drive out the usurpers? Or will you take this opportunity to carve your own path, seizing power, or choosing mercy where others demand vengeance? The fate of Ithaca hangs in the balance, and your role in this saga will shape its future.

10.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Location

Your location will be dependent on which part of the story you arrive in. For example, starting in the Circe Saga will likely drop you off on her island.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Cunning Hero - Free

You are the wily one, the mind that sees paths where others see walls. Like Odysseus, you possess a heart as bold as the sea and a mind as sharp as the stars. You are no stranger to trials, no stranger to loss, yet you rise again, always seeking the way home.



With silver-tongued charm and wit keen as steel, you face the world with confidence born of trials past. Where others fight with strength alone, you turn the tide with cunning, with courage, with that unbreakable will that has made your name a legend. Will you carve your own path, clever one, and make your mark on these storied shores?

The Faithful Crew - Free

Loyal and true, you stand not as one but as many, each of you bound by trust and tested by hardship. You are the heart that beats beside the hero, the strength that carries the weight of the journey. You are sailors, warriors, friends, each one woven into the other, a tapestry of hope and resilience. Though monsters may loom and storms may rage, you hold fast, knowing that together you are stronger than alone. Each crew member brings their own skill, their own fire to the journey, and with this loyalty, you are an unbreakable force. The winds may howl, the gods may sneer—but as long as you stand beside each other, you fear no fate.

The Shadows of the Deep - 100 CP

You are born of shadows and fury, a creature of myth and terror, one of the nightmares that haunt mortal dreams. Cyclops, Scylla, Charybdis... you are the monsters who guard the crossroads, the teeth and claws that test the heroes who dare tread your path. The world sees you as fear incarnate, yet you are part of its ancient fabric, bound to your lairs, guardians of realms no mortal can tame. You are strength without mercy, beauty twisted into terror, and mystery that few survive to tell. Will you be a threat to those who dare cross your threshold, or will you find a path all your own, beyond the legends you were born to fulfill?

The Immortal Watchers - 300 CP

High above the world of mortals, you walk with the weight of eternity. You are one of the gods, a being of boundless power and whimsy, with the world as your stage and mortals as your pawns. You are the storm that shapes destinies, the whisper in the hero's ear, the hand that turns the wheel of fate. Some worship you, some curse you, yet all are bound by your will. Whether you are like Zeus with thunder in your hand, Athena with wisdom in your heart, or any among the pantheon, you look upon the world with both love and wrath. But even gods have their desires, their flaws, and as you watch the mortals, you find yourself drawn to their journey. Will you guide them, toy with them, or perhaps walk among them, veiled and curious?



Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Mortal - Free

From dust and breath, flesh and flame, you are a mortal—a being of pure resilience. The gods may look upon you as small, weak, yet within you is a strength even they cannot command. With no powers but your own will, no weapons but wit and courage, you face each trial knowing that your story is carved by your own hands. Your body may bear scars, your heart may break, but you rise, ever defiant of fate. Mortals may lack magic or might, but your spirit is an ember that burns even in the darkness. Eyes set with fierce determination, hands calloused and ready, you are proof that legends need no divine spark to ignite.

Siren - 100 CP

Born of the sea's whisper, you are a siren, a creature as alluring as the ocean at dawn and as deadly as its deepest depths. Your voice is a spell, an enchantment that weaves through the air like a melody, captivating any who hear it. With a song, you can bend the will of mortals, soothe their hearts, or lead them, spellbound, to the water's edge. But you are more than just a voice—your very presence is a call to the heart, a beauty cloaked in mystery, with skin shimmering like water under moonlight and eyes that mirror the ocean's endless horizon. You are graceful, swift in the water, a creature who can move between kindness and cruelty with a single note.

Cyclops - 200 CP

Colossal, unyielding, you are a Cyclops, born of earth and sea standing nearly sixty feet tall even as a child. You possess strength to rival mountains and a presence that strikes fear into the hearts of all who dare cross your path. As a child of Poseidon, you wield power as raw and ancient as the waves. Your one eye grants you uncanny focus, allowing you to work wonders in the forge, crafting weapons and armor fit for legends.

With muscles like boulders, skin as tough as stone, and hands as skilled in crafting as they are in crushing, you are a giant who walks with the weight of the earth in every step. Others may see only a monster, but to those who look closer, you are a craftsman, a guardian, a force of nature bound to both creation and



destruction. Lastly, you may choose if you are a normal cyclops or something more akin to the nightmarish monster within Mircsy's tale.

Monster - 100/200/400 CP

You are a monster, an inhuman, but not necessarily a truly monstrous creature. Though what degree of power you possess might vary. With this alone you are, but one of the more common monsters. Perhaps you're a Satyr, a Dryad, or maybe a minor elemental serving one of the gods. You're a fair bit stronger than a normal mortal and have a few special powers.

- **Noteworthy - 200 CP:** While not quite a legend unto your own, you are definitely far above the standard monsters. If someone's going to stand a chance of killing you they'll either need an army or to be a demigod. If you need a comparison power-wise, look at beings like Medusa, the Nemean Lion, or the Hydra.
- **Legendary - 400 CP:** Still not satisfied, with this level you can become a true legendary monster. This is the type of being in which even the gods are afraid to fight directly. Think of Scylla, the Kraken, or Typhon for guidelines.

God - 300/600 CP

Perhaps you walk the path of the divine, bound to the heavens, woven from the stars. Yours is the voice that commands the world, the power that shapes the tides of fate. Are you the god of War, whose mere glance steels armies, or of Hope, who lights the darkest night? With realms of power flowing from your hands, you are the storm that stirs the sky, the calm that brings peace, the light that mortals raise their hands to. And if you are a **Major God (600 CP)**, seven domains rest in your grasp—thunder, wisdom, vengeance, and peace. You are not just a being; you are the breath of the cosmos, a force that sways even the threads of destiny.

- **Immortal Watchers may choose the 300 CP option for Free and have a discount on the second Tier**

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Legendary Monster x Major God hybrid would cost 1,000 CP (400 + 600 + (100*2) = 1,200). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All Perks are discounted to their Origins and the 100 CP perks are free to their Origin.

General Perks

Welcome to the Cast - Free

Oh, welcome to the show, my friend! Didn't catch your voice in the crowd at first, but here, come forward, let's fix that. You say you can't sing? Ah, that simply won't do! Here, take this gift—what is it, you ask? It's a voice, richer than Apollo's lyre, a voice to match the gods. Your words now carry a tune that lingers, a melody that enchants. You're no longer just a face in the crowd; you're the song that others remember, the sound of the stage. And there's more, oh yes! With a mere thought, you can make your world a grand musical—words turning to lyrics, and battle cries to harmonies. All who stand near will find themselves caught in the melody, whether in peace or in war. Welcome to the cast, my friend; the stage awaits your song.

Tide of War - Free

While Greece isn't a war torn hellscape this is still a land filled with monsters and battle. As such even those who remain outside of the theatre of war are prepared for it. Given this you will receive the equivalent of twenty years worth of training as a proper Greek warrior, have undergone their conditioning, and the fortitude needed to do so. You might not be the next Achilles, but you shouldn't have any trouble dealing with bandits. Now my friend, try not to die before you can become a proper legend.

Face of the Show - 50 CP

You can make up any argument you wish, but it's undeniable that people prefer an attractive cast. So if you're going to be joining everyone on this grand adventure we're going to have to give you a makeover. This perk will upgrade your body and appearance to that of a legendary Greek hero. You might not have the skills, but your body would match an experienced Spartan. Furthermore it comes with equally impressive looks. Meaning that you'll now be at least a solid 9 out of 10 at minimum.

- **Free for Gods**

These are Changes, not Mistakes - 50 CP

While crafting this story Jorge made changes to fit the narrative he visioned. Most of these were relatively small changes such as turning Aeolus into a goddess and some

alterations to motives. This perk grants you a similar ability allowing you to alter a Jump before you officially hop in. You are free to make any changes as long as they aren't outright plot breaking. For example, perhaps in this world Ares became Odysseus's patron rather than Athena. The most useful aspect of this power is that the plot will remain unless you deliberately alter it.

Speed of Hermes - 100 CP

Amongst the gods, the fastest of their ranks without a doubt is Hermes. You are one of the few individuals gifted with his blessing. This blessing allows you to vastly enhance your speed. Your speed will become even faster as your body becomes better equipped to handle greater intensities. Additionally, this with two other boons: duplication and delivery. Duplication utilizes your immense speed to create clones that can aid you in any situation. The total amount of clones is limited by how fast you are able to go. Your final ability Delivery is a representation of Hermes' status as the messenger of the gods. You are able to locate any being and reach them as long as you're delivering something.

Would You Fall in Love With Me Again - 100 CP

Despite all that Odysseus did in his journey Penelope immediately accepted him back. So too are the bonds of love you share with those close to you and your allies. No matter how far you go or what you become you will never be rejected. Even if you transformed from the most holy of gods to the darkest of monsters none would abandon you. This will also affect any new bonds you create allowing you to become closer to those with vastly differing alignments.

Quick Thought - 100 CP

Quick Thought is a unique ability belonging to Athena. This power allows her to rapidly accelerate the thoughts of herself and others. It can also be used to communicate telepathically with others such as when Athena spoke to Telemachus. When in use the user's thoughts will be accelerated hundreds if not thousands of times faster making time seemingly come to a halt. Alternatively if you dislike Athena's Quick Thought you choose another variant instead. Perhaps you'd prefer Ares' Dark Quick Thought which amplifies bravery and rage over cunning.

Please Don't Make Me Do This! - 100 CP

Sadly most mortals are nothing more than playthings to the gods. They are bound to the whims of fate constantly struggling to claim their freedom. You, however, are an exception to this rule being an individual favored by fate. Fate is willing to accommodate your actions by bending her designs. For example, if Odysseus had possessed this gift

he would have been able to change Astyanax's destiny and adopt him like he originally wished to. Rejoice knowing the Mistress of Destiny and all under her look on you kindly.

600 Strike - 100 CP

While epic clashes using all your power are cinematic, they're a bit rarer than you probably think. The more common method used is death by a thousand cuts. You can mimic this concept by launching repeated attacks. Each successive attack you deal will be amplified. For example, you could go from doing nothing to damaging strikes after a few dozen hits. After hundreds your every attack will become a lethal blow. The only requirement is that your metaphorical combo will disappear if you stop attacking for a few seconds.

I Can't Have you Sowing Seeds of Doubt - 200 CP

Loyalty is a rare treasure, but you've somehow managed to inspire an unshakable devotion in those closest to you. No one in your circle will betray you, no matter the circumstances. They will stand by you, offering unwavering support and doing their best to help you achieve your goals. Whether it's lending their expertise, providing emotional support, or giving you a reality check when you're being reckless, they'll ensure you stay on track.

Herald of the Forge - 200 CP

While the Cyclops are mostly known for their strength they are also some of the greatest smiths in the world. You are of the privileged few who have been taught their lessons in full. Your knowledge consists of the full technological capabilities utilized by Atlantis and their brethren. Given time you may be able to replicate truly divine wonders on par with those forged by the Elder Cyclops and the Hecatoncheires.

- **Free for Cyclops**

Siren Song - 200 CP

The Sirens are some of the most famous monsters belonging to Greek Mythology. Their most infamous ability is their songs capable of entralling those who listen to them, bringing their listeners under their sway. A unique aspect however, belonging to the local Sirens is their ability to access their listeners' memories. This combined with their power over illusions lets them create irresistible traps. You somehow have gained these abilities likely either through a divine blessing or by being a Siren yourself. You have all of the aforementioned powers along with an excellent singing voice.

- **Free for Sirens**

What If I'm The Monster - 300 CP

The weight of difficult choices, moral dilemmas, and the shadow of your own darker impulses can break even the strongest of souls over time. But rejecting the parts of yourself you fear will not make them disappear. True growth lies in acceptance, even of the darkness within. Through profound introspection and relentless self-awareness, you have achieved a complete understanding of yourself: light, dark, and everything in between.

You are now unshakable, immune to being thrown off balance by emotional turmoil, foreign influence, or primal instincts. Manipulation, mind control, and inner conflict are powerless against you, as you have made peace with all aspects of your being. For example, if you had an inner Hollow, rage spirit, or similar entity, you would have reached a harmonious accord with it.

Beyond this harmony, you can manifest your "dark side" as a powerful combatant. Whether by drawing its strength into yourself to enhance your abilities or allowing it to act as an independent ally, this side of you becomes a fearsome weapon, honed and loyal to your will. In mastering the monster within, you have made it your greatest ally.

The Cunning Hero

My Son, I'm Finally Home - 100 CP

For twenty years Odysseus tried to get home to see his family. When he finally got home he found his son and he knew that loved him no matter what had happened. Like the estranged family you will find your own familial bonds strong no matter the distance or time that passes. They will always have a close kinship with you, grow up in the ways you hoped for, and be care for their family. Additionally, it doesn't hurt that you're genuinely a good parent knowing how to raise a child in any conditions. Lastly, should you be defending a family member your powers will receive a boost. The greater the threat the more you will rise to meet the challenge.

Legacy - 100 CP

Legacies are beings similar to Demigods only with a more distant connection. Typically this refers to a grandchild rather than a direct offspring. You are one such legacy who possesses the blood of a god. This will grant you a variety of boons depending on your new relative and ensure that you possess a close kinship with any version of them you encounter. For example, if you were a Legacy of Hermes like Odyessus you'd likely be quite a bit faster than most, have a perfect internal compass, and maybe some other useful abilities. Furthermore, as mentioned earlier this will also grant you a close bond to any alternative versions of your relative that you meet in the future. Lastly, you can purchase this multiple times if you wish to complicate your family tree.

Goddess of Man, Bestest of Friends - 200 CP

For the most part mortals unfortunately are nothing more than playthings for the divine. You however, are an exception to this rule. Something about you resonates with the divine. You will find yourself easily befriending any divine or mythical beings you encounter. Even the nastier beings will look at you with a kinder gaze. Granted this may simply mean that your death will be painless rather than an eternity of suffering. Additionally, this also means that should you come before a god with a request they will be far more likely to aid you rather than simply smiting you.

Not One Died - 400 CP

During the Trojan War Odysseus ensured that not even a single soul under his command would perish. This was only possible due to his incredible tactile mind. You are one of the few beings to ever live who can match wits with Odysseus and the goddess Athena. You are capable of outmaneuvering enemies, exploiting weaknesses, and commanding with precision and creativity. On the battlefield, your plans are works

of art: formations flow seamlessly, ambushes strike with surgical accuracy, and defenses are nearly impenetrable.

But your true genius lies in preserving life. No matter the odds or the danger, your leadership can guide an army through even the most perilous situations with minimal casualties—or none at all. Soldiers under your command may return battered and bruised, but they will always return alive. Lastly, this mastery extends beyond warfare, applying to any high-stakes scenario where lives hang in the balance.

Warrior of the Mind - 600 CP

Odysseus managed to gain Athena's interest when he was a child due to his strategic mind. She would later take him on as her student, honing his mind over the years. It would appear however, that Odyesssus was not the only student she took. Like the infamous king you were taught by the Goddess of Wisdom since you were a child. This experience has bolstered your intellect, knowledge, and skill. Intellectually you are a true genius capable of mastering fields that would take most people years in mere weeks.

Knowledge-wise your time with Athena has taught you numerous secrets of the world. It would be a rare day that you encountered something on your journey's that you haven't studied. Granted this knowledge is more enclopediac than trade skills. Post-jump this knowledge will update with new information. Lastly, even if you are not a warrior Athena made sure that you could defend yourself. You have honed your skills in all manners of combat to a masterful degree. You are capable of fighting the Goddess of War to a draw. Should you have the physical stats to match her you might even fight in a head on fight.

The Faithful Crew

Brace for a Storm, Storm - 100 CP

Given the technological level of Greece, stalwart wooden vessels served as the primary method of transportation. As such any man worth his salt knew how to operate every role on a ship. You are particularly adept at the art, and could even be mistaken for a child of Poseidon. Be it navigation, mending gear, or even keeping the mood up with some sea shanties you know what to do. Furthermore this experience has broadened your horizons when working with teams. Whenever a gap emerges amongst your numbers you are the perfect man to fill it. You may not be a master, but in an emergency you can occupy a role without issue.

Dancing Riddles - 100 CP

Be it due to the need for secrecy or simply for the sake of mystery most divine figures enjoy battles of tongues. Luckily you happen to be a master of this particular field. You are capable of twisting your words and unraveling those of others. You can troll your friends, make amusing quips, and finally unravel those aggravating prophecies so that they make sense. Lastly, to ensure that you can always utilize your skills you have learned all the languages within the world. Be they spoken, written, or through reading the lips of others. After all, it doesn't matter how good your words are if no one understands them.

How Much Longer Till You're Luck Runs Out - 200 CP

One of the most important duties held by the Second in Command is to stop your leader from doing something stupid. Thankfully that is something you are more than capable of. You have a keen eye allowing you to analyze any situation knowing where disaster can strike. Most importantly however, is that your words will be heeded should you speak up. You need not fear retribution, the possibility of stroking turmoil, or otherwise causing a negative impact. Even the most arrogant of individuals will genuinely consider your words without simply dismissing them.



Meet the World with Open Arms - 400 CP

Ah, wanderer, what if I told you that steel and fury are not the only ways to conquer? With this gift, you walk the path of Polites, whose heart is a light in even the darkest places. You carry a warmth that reaches beyond words—a kindness that disarms and soothes, a spirit that others cannot help but trust. By your presence alone, tensions ease, and foes find their anger softened. Even in lands torn by strife, you find allies where others find enemies. Problems that once seemed insurmountable may now yield to friendship, as your open heart becomes a bridge between souls. Go forth, with arms wide and heart unguarded; your compassion will be the shield you need.

We Are a Different Beast Now - 600 CP

In the Trojan War, Odysseus's crew faced countless trials, each loss leaving scars upon their souls and forging a bond deeper than blood. Like them, your allies are more than comrades. They are a part of you, and even death cannot break that bond. When a companion falls, their spirit does not fade. Instead, their strength, skill, and will flow into you and the others who remain, empowering you to fight on in their stead. This shared resolve forms an unshakable unity among you and your allies.

As long as even one of you stands, the collective strength of the group burns brightly, shielding against despair and amplifying your capabilities. You can sense each other's needs and intentions instinctively, allowing for seamless coordination in even the most chaotic battles. Should all else fail, the fallen may manifest one final time as ghostly echoes lending their aid to protect their surviving brothers and sisters or to ensure the group's victory. This bond not only fuels vengeance but also reinforces hope, ensuring that the legacy of your oath endures, no matter how many are lost along the way.

The Shadow of the Deep

A Monster's Visage - 100 CP

The greatest monsters are not merely beasts of fang and claw. They are beings whose very presence shifts the air and twists the hearts of those who behold them. Like the titanic figures of legend, your aura is a force unto itself, shaping the emotions of those around you. For most, this manifests as dread so profound that even seasoned warriors hesitate, and lesser beings flee at the sight of you.

Even gods may falter before your visage, overwhelmed by the primal fear you exude. This effect intensifies when you are within your lair or in any place you hold dominion, making your mere presence an overwhelming weapon. However, dread is not the only emotion you can evoke. Should your nature be of a rarer kind—more guardian than terror—your aura may inspire awe, reverence, or even hope.

You Think I Don't Know My Own Palace - 100 CP

It is the height of folly to challenge someone within a battleground that they know intimately. In your case this is any territory or location you possess. Within the area you have a perfect understanding of how to best strike at your foes, hide away from view, and strike terror into your opposition. Like the infamous king of Ithaca you could single handedly slay a hundred foes without being struck once should you fight within your own halls.

You Killed My Sheep - 200 CP

When Odysseus's men killed Polyphemus' sheep they immediately tried to compensate him. Admittedly this was mainly due to him being a powerful monster, but still the thought means something right. Regardless of whether or not you agree you can use this concept. Anytime someone harms your interest they will be compelled to repay you in some way. This payment will always be at least as valuable as the damage they caused. The only restriction is that this doesn't work on active enemies. For example, a rival could attack you, but if you made peace with them they'd likely be compelled to give you reparations.

But, Jumper Has a Cost - 400 CP

There are a number of beings who are just as much living puzzles as they are monsters. One of the most famous examples is Scylla who requires six sacrifices in order for a group to pass through her waters. It would seem that you can be included amongst this group as you possess a similar ability. This power allows you to claim an

area and institute a cost for the area. Perhaps those passing through would be forced to offer you a sacrifice. The amount you can influence will be dependent on your strength and the importance of the territory you dominate. For example, the waterway Scylla claimed was the only path clear of Poseidon's influence making it a small, but unique location.

Child of Magic - 600 CP

Ah, seeker of spells and whispers, come closer, closer still. Let me show you a gift, woven in shadows and starlit tides. You have been graced by the Goddess of Magic just like Circe. Yours is now a sorcery born of the ancient songs sung by sirens and winds that carry secrets. Herbs bend to your will, animals heed your call, and with a glance, you could charm a soldier binding them to your whims. Potions bubble with power in your hands, and spells slip from your lips like a lover's murmur. The world will feel your magic as a soft touch and a storm's wrath alike—use it wisely, or watch it consume. Go forth, wielder of arcane mysteries, and let the mortals marvel.

The Immortal Watchers

Ruthlessness is Mercy, Upon Ourselves - 100 CP

Ruthlessness is one of the most important concepts within this tale leading to both great tragedy and salvation. You are one of the few to truly understand the meaning of ruthless and found a way to implement it properly. When the time comes you will never hesitate to do what must be done. Most importantly you understand how to do so in a way that causes the least amount of harm while ensuring a greater benefit. Some may still fear you for your actions, but all will respect you for your resolve. Hopefully this is a talent that you aren't forced to call upon frequently.



Love and War - 100 CP

In one world Aphrodite would empower Ares to combine their powers pushing Athena to her limits. Like the divine lovers, you have the ability to fuse your powers with those of others or allow them to merge theirs with yours. This fusion significantly enhances both participants' abilities and grants unique benefits tailored to the combination. For instance, Aphrodite's power was believed to have inflamed Ares's passion. This allowed him to exert power beyond normal limits.

I Am The Prophet - 200 CP

The Oracles are mystical individuals blessed by the god Apollo with the gift of foresight. They have the ability to receive visions of the future showing events of importance. Like the Oracles of Delphi you share this gift. You can glimpse into the future on both a broad and specific scale. The only restriction is that whenever you state a prophecy they will come out cryptic to their listeners. Often these prophecies will only make sense after the events occur. As their speaker however, you will be able to view strings of fate with a clear view. Finally, you will be able to control whether you state a prophecy aloud.

This is the Will of the Gods - 400 CP

You hold the threads of destiny in your hands. With concentration and effort, you can alter the course of events on a grand scale, redirecting the lives of individuals, entire nations, or potentially even the world itself. This can take the form of subtle

adjustments, such as ensuring a specific person survives an otherwise fatal encounter, or grand manipulations, like orchestrating a prophecy to come true. While this ability doesn't make you omnipotent, it grants you incredible influence over the flow of events, ensuring you can steer the world toward your vision of the future. Just keep in mind the grander your change the more difficult it will be to adjust. Additionally, beings of sufficient strength may attempt to resist this change if directly affected.

The Thunder Bringer - 600 CP

Zeus reigns supreme among the Olympians not just for his authority but for his unmatched power. He is a force that no other god; save perhaps the Primordials can challenge directly. Like the King of the Gods, you are a being of extraordinary might, a force of nature among peers. Your casual blows carry the devastating strength of a minor god's full effort, and if you are already among the greater pantheon, likely only Zeus himself could stand against you.

Beyond raw strength, this gift amplifies everything you are. Your speed, durability, and divine powers are elevated to new heights, granting you supremacy in any confrontation. When you unleash your abilities, it is as if the heavens themselves have opened; your strikes shake the earth, and your mere presence commands awe and fear. You are not simply strong—you are more. To challenge you is to invite ruin, and to stand beside you is to bask in the light of your glory.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that updates Post-Jump will also receive a retroactive update.

General Items

Epic the Musical - Free/100

This is a limited edition collection for Epic the Musical. It contains the full album of all songs, animatics, and a guide book detailing events that occurred throughout the epic. This will allow you to view events that would normally be unknown or otherwise outside of your reach. You may take this collection with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Wind Bag - 100 CP

Granted by the God of the Wind, Aeolus, this deceptively simple-looking bag is a container of immense power. It has the ability to trap storms of any scale, even those unleashed by major gods, sealing their fury within until you decide to release them. By unsealing the bag, you can unleash a tempest of devastating power; summoning howling winds, torrential rains, and thunderous destruction upon your foes. Alternatively, you can use the storm to propel your ship at impossible speeds, protect yourself from an enemy's assault, or clear an otherwise insurmountable obstacle.

Island in the Sky - 200 CP

The heavens are dotted with realms beyond mortal reach, home to the divine and the extraordinary. You now possess one of these realms; a magnificent floating island akin to Aeolus's airy domain. This sprawling skybound sanctuary is large enough to support an entire city, resplendent with divine architecture and natural beauty. Elementals of air, water, and other forces of nature reside here. Alongside them are lesser divine beings who serve and protect the island. Presiding over them is a minor god who ensures the island's governance in your absence. All who dwell within the island are loyal to you, and the island itself can traverse the skies, offering safety and mobility.



Aegis - 200 CP

Aegis is a legendary shield belonging to Athena. Forged with the head of Medusa embedded at its heart, this shield possesses the ability to petrify foes with a mere glance, leaving them frozen in fear or stone. Beyond its terrifying visage, Aegis is an incredible defensive tool, capable of withstanding even the full power of Zeus's lightning bolts. harm. If you already own a defensive artifact or shield, you may combine it with Aegis to create a unique and even more potent weapon.

Land of the Giants - 200 CP

Nestled within the vast domain of Poseidon lies the Land of the Giants, home to the mighty Laistrygonian Giants. Towering over a dozen feet tall, these titanic figures are fearsome and renowned for their unmatched physical strength. Though not the greatest titans of myth, they are among the most formidable monstrosities in Greek lore.

By some stroke of fate or cunning, you have become the ruler of this land, earning the loyalty and obedience of its cannibalistic inhabitants. The city of Telepylus, a fortified and ancient stronghold, is now yours to command, along with the undying devotion of these giants. If the current population doesn't suit your needs, you may customize the demographics of your kingdom, tailoring it to your personal preferences.



God Armor - 200 CP

The God Armor is a powerful set of armor created by Hephaestus. It grants the user a power of a god although its true power can only be bought out by an actual warrior. As was demonstrated when Athena destroyed it during her fight with

Hephaestus. The suit is approximately thirty feet tall and equipped with an equally large hammer. If you happen to have any mechs or large equipment you may optionally import them granting them instead.

The Peacock's Feathers - 300 CP

The Peacock's Feathers are divine armaments belonging to Hera. This is the crystallized variant of the weapon that can be absorbed into your soul. When using it you can call upon three dozen divine avatars. Each of them initially are as powerful as a Minor God, but over time they can be cultivated by your soul growing stronger. Should any of them be slain they will be reborn within twenty-four hours. Alternatively should you wish you may give this relic to another letting them use its power.



The Cunning Hero

Where is He? Where is the Man Who Can String This Bow? - 100 CP

When Odysseus was young he saved the life of a young man. As a reward his father Eurytus, the master archer who taught Heracles gifted Odysseus with this weapon. Using this weapon Odysseus fired an arrow that pierced through twelve axe heads without weakening. You have claimed this bow for yourself or at least an equally powerful weapon. Aside from being one of the strongest bows ever crafted it possesses an additional enchantment: its power scales with your determination and resolve. The more you focus your mind and will, the more powerful and precise your shots become, allowing it to pierce magical defenses or strike true at critical weak points. Alongside the bow you will receive a quiver of high quality arrows that refills automatically over time.

Shaded Cloak - 200 CP

After arriving back home Odysseus concealed himself in order to understand the state of his kingdom. To do this he wore a simple grey cloak that concealed his features. While it may look like a seemingly ordinary cloak at first glance, this garment is imbued with an uncanny ability to enhance your stealth and misdirection. When worn, it muffles your footsteps, obscures your figure in shadows, and subtly shifts colors to match your surroundings. Perfect for sneaking past guards, vanishing into a crowd, or blending into the wilds. Additionally, the cloak has a faint charm that makes others underestimate or overlook you, buying precious moments to outwit your enemies. Should the cloak somehow be damaged it will be repaired or replaced within twenty-four hours.

600 Men Under My Command - 400 CP

If you're going to war then you're going to need a proper army to lead into it. You however, seem to have prepared for your upcoming battle by assembling this mighty fleet. This is a large fleet filled with hundreds of skilled warriors. Each of these combatants have honed their skills throughout years of intense combat. They are amongst the greatest human warriors in the world. Although they are still mortal so they can handle a couple stronger monsters, but nothing on the level of a god.

Post-Jump you may import this group gaining another six hundred warriors and matching equipment. These additions will be composed of whatever counts as elite warriors for the setting. For example, going to Halo would likely give you Spartan-IIs with standard UNSC vehicles while the Nasuverse might give you low to mid-tier Servants. Lastly, if you wish you may freely design the personalities and appearances of the groups in question.



I'm the Reigning King - 600 CP

While Greece may be remembered as a united land, its early history was defined by numerous independent kingdoms, each ruled by a sovereign figure. You are the ruler or heir, depending on your chosen age of one such kingdom. Your domain spans a cluster of lush, fertile islands rivaling Ithaca, their combined population totaling over 100,000 loyal subjects. These islands are strategically situated, boasting natural harbors, rich agricultural land, and capable warriors. As the ruler, your word is law, and your kingdom's wealth and strength are yours to wield. Post-Jump you may turn the kingdom into a Warehouse attachment or import it into future settings.

The Faithful Crew

Shoot for the Sky - 100 CP

When the fleet encountered Aeolus island they launched harpoons to anchor the boats to the floating island. This is a set of harpoons similar to the armaments they used. For the most part they are simply standard harpoons. They however, do have one special trait. Anything impaled by the harpoon will be bound and their ropes are far stronger than they should be. Moreover if one harpoon isn't enough then you just need more of them. While bound you can either anchor yourself to the target or lock it in place. You will receive a hundred harpoons along with instructions to make more of them.

600 Mouths to Feed - 200 CP

Fielding a mighty army is an impressive feat, but it's also an expensive one. You must not only arm your force, but you must also supply them. Luckily you seem to have planned for this exact scenario. This is a special facility that you may place within your Warehouse (if you lack the upgrades this will expand your Warehouse appropriately). This facility has a limitless supply of quality food, ammunition, and basic materials needed for maintenance. For example, you might receive ship parts if you happened to own a fleet. It can automatically supply any force that serves you, ensuring that they can operate at peak capacity.

The Route to Home - 400 CP

Finding your way through unfamiliar waters can be a dangerous task. It still will be for you, but thanks to this artifact you should have a slightly easier trek. This artifact is a divine map etched with every route within the mortal and immortal realms. Most importantly this map updates in real-time reflecting changes in geography, areas with hidden treasures, safe harbors, and threats you may encounter. Post-jump, this artifact seamlessly adapts to new worlds, mapping out their geography and ensuring that, no matter how lost you may seem, the path home will always be within reach.



The Argo - 600 CP

This is a mythical ship and a vessel fit for legends. Inspired by the famed Argo of Jason and his Argonauts, this ship is a marvel of divine craftsmanship. Its hull is constructed from enchanted timbers that defy the mightiest storms and shrug off attacks from even the fiercest sea monsters. The ship's figurehead is alive with subtle magic, offering guidance, warnings, and the occasional cryptic encouragement.

Beyond its extraordinary durability, the Argo grows with you. As your legend expands, so too does this vessel—its size, capabilities, and enchantments evolving to meet your needs. It can house a growing crew, store plundered treasures, and even manifest upgrades like divine weapons or self-repairing sails. While it begins as a ship fit for mortal heroes, with time and triumph, it may rival even the divine chariots of the gods themselves.



Shadows of the Deep

Lotus Wine - 100 CP

The Lotus Eaters may not possess the strength of most threats within the Greek Mythos, but they are arguably one of the most terrifying. This is due to their ability to mind control others whenever someone ingests the Lotus flowers. This is an incredibly delicious wine made from that very same flower. It lacks the mind control aspect, but it's capable of putting any being to sleep. Though the amount of time needed for the effect to occur depends on the being in question. For example, a normal human would be knocked out in seconds while a Cyclops might need a few minutes. Purchasing this will give you a set of a dozen bottles full of wine. Should any be used up they will be replaced within a week.



Gate to the Underworld - 200 CP

The Underworld also known as the Land of the Dead is a location of vast importance within this world. It however, is not meant to be walked by living souls. Somehow though you have managed to find a gate allowing you entrance into the Land of the Dead or any other afterlife within your setting. Here you can commune with the dead, seek out their rulers, or explore your soul's final destination. Just remember not everyone will be welcoming should you intrude upon these sacred grounds.

Welcome to My Island - 400 CP

This is a magical sanctuary hidden away from the rest of the world similar to Circe's isle. The island's two unique properties are that it can remain concealed providing a sanctuary for those under your protection. Moreover, it will automatically attract any individuals fitting your desired parameters. For example, Circe welcomed any female particularly those who had suffered in the outside world. Second, due to the magical energies infusing the island, any spells or rituals you cast here will be three times as powerful as they normally would be. Should you already have a similar property you may merge it with this isle.

The One Who Hermes Mentioned - 600 CP

A true monster is defined not just by their power but by two essential elements: a domain to rule and a legend to fear. Fortunately, you have cultivated both. First, you possess a massive lair perfectly tailored to your monstrous form and needs. If you are an aquatic being like Scylla, it could be a sprawling underwater cavern with labyrinthine tunnels; for a land-dweller, it might be a dense, foreboding forest or a mountainous fortress. This lair provides everything you require to thrive and defend your territory. It is filled with resources, traps, and environmental features designed to give you an overwhelming advantage against intruders.

Furthermore, you are not alone in this domain. It teems with Greek monsters and other mythological creatures you've encountered, creating an expansive ecosystem. As you meet new monsters in your journey, your lair will expand to accommodate them, generating a population of these beings and further fortifying your realm. Your second gift may seem less impressive, but it's no less important. This is your legend or at least the ability to spread it. Tales of your might, artifacts tied to your existence, and whispers of your deeds will naturally proliferate, instilling fear or awe in those who hear them. Post-Jump, this ability carries forward, ensuring that your legend endures in every world you visit.

The Immortal Watchers

A Magic Boar - 100 CP

This is an interesting creature, while not a divine beast this boar was created by Athena. It was a powerful creature only capable of being brought down through cunning as Athena desired. Somehow you've come into possession of the same boar. It has two main uses. The first is that it can be used as a test drawing out the traits you desire from your students. The second is that it can still serve as a formidable weapon. While not as strong as say a cyclops this creature is far beyond most mortal soldiers. Should the creature be slain it will be replaced within three days.

Siren Colony - 200 CP

Sirens are a race of all-female monsters who live in oceanic environments. They act as both guardians and predators using their enchanting songs. Normally wary of outsiders, this particular enclave of Sirens has pledged their loyalty to you. Located within a stunning coastal area, this colony is home to roughly one hundred Sirens who are devoted to your service. They can hunt, protect your waters, and even perform mesmerizing songs at your command. If desired, you can fully customize the appearance, abilities, and personalities of the Sirens in this enclave to better suit your needs. Lastly, should any of the Sirens be slain their ranks will be refilled within a couple days.



Moly - 400 CP

Moly is a magical plant that can normally only be gathered by gods. This magical plant provides potent immunity to all forms of magic for a short duration when consumed. In addition to this unbelievable protection, it temporarily grants the user the ability to summon a powerful magical familiar to fight at their side. Somehow you've managed to get your hands on a tree allowing you to harvest the plant monthly. This tree can thrive within your Warehouse or any property you own, ensuring a steady supply. To care for this invaluable plant, you are also gifted a devoted Dryad companion who tends to the tree and harvests its bounty when the time comes.

Divine Realm - 600 CP

Like everything else about the gods their homes are mystical lands that can captivate all enter. This particular realm is yours based around your domain. If you somehow happen to not be a deity then you must have a truly generous friend to receive this. Regardless, this realm exists within a separate dimension and is shaped by your power. Should you be a god of the sea, your realm might take the form of a sprawling underwater kingdom, teeming with vibrant marine life, fearsome monsters, and your sacred creatures. If your domain is more abstract, such as Justice, you are free to design a realm filled with towering halls of judgment, glowing scales, or whatever symbolizes your influence.

This realm exists independently of the mortal plane and will continue to grow alongside your strength. Additionally, you can merge it with other properties or domains you own, allowing for a seamless and organized integration of your possessions. Should you desire, this realm can serve as the ultimate sanctuary for you and your allies, divided neatly into sections for all your needs.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

My Dear Mentor - 100 CP (Free Cunning Hero)

Even the greatest heroes need guidance to fully realize their potential, and you are no exception. This companion is a mentor of incredible power, rivaling the might of an Olympian. They are wise beyond measure, brimming with knowledge, and possess the skills to hone your abilities and lead you toward greatness. Whether they are a strict taskmaster, a patient sage, or an eccentric genius, their teachings will elevate you to new heights. You have complete freedom to design their personality, appearance, and species, crafting a mentor that perfectly complements your journey.

Band of Brothers - 100 CP (Free Faithful Crew)

Loyalty forged in fire and camaraderie built through countless trials—this band of warriors stands as your steadfast allies. They are not demigods or legendary heroes, but their courage and devotion make them invaluable. These men and women, or perhaps creatures of your choosing, have fought by your side through thick and thin, ready to follow you even into the depths of Hades itself. You may customize their appearance, personality, and species to form a group that feels like family, united by trust and a shared purpose.

Kindred Spirit - 100 CP (Free Shadows of the Deep)

In the vast loneliness that many monsters endure, you have found solace in a rare connection. This companion is your friend, family, or perhaps even something more—an individual who shares your struggles and stands by your side. Whether they are another feared creature of legend, a misunderstood guardian, or a kindred soul in monstrous form, their presence brings a light to the shadows you call home. You may fully shape their personality, appearance, and species to create the bond that sustains you through the darkness.

Friends, Maybe Later - 100 CP (Free Immortal Watchers)

Most gods hesitate to befriend mortals due to their lofty statuses and immortal lifespans. You however, seem to have found a special individual that worked their way into your inner circle. Perhaps they were a child whose innocence charmed you or a being who embodied your domain. Regardless they are a close ally who will stand by you. Most importantly they are capable of recognizing your flaws and not afraid of trying to help you correct them. You may freely customize the appearance, personality, and species of this individual.

The Winions - Free

Playful, loyal, and endlessly mischievous, the Winions are a delightful band of miniature wind elementals who bring joy and laughter wherever they go. These furry, winged companions are experts in harmless pranks and minor mischief, but their hearts are pure—they would never intentionally harm anyone. Each Winion can fly, communicate in their own quirky way, and manipulate minor wind currents, making them surprisingly helpful in certain situations.



By taking this option, you gain a dozen of these lively little beings who will make their home on your properties, filling them with life and cheer. While they prefer to stay close to home, they're more than willing to assist with small tasks or lighten the mood with their antics. Individually, they're charming and amusing, but as a group, they're quite the chaotic bunch.

Argos - Free

Argos is a dog considered to be the epitome of loyalty and devotion. Known in legend as Odysseus's faithful dog, Argos waited for twenty years for his master to return, surviving through sheer will despite neglect and the ravages of time. His devotion never

wavered, even as he lay in his final moments, managing to see Odysseus one last time and finding peace at last. But such loyalty deserves better.

This option allows you to rewrite Argos's tragic fate, restoring him to his prime. Argos will once again be a healthy, powerful, and endlessly faithful pup. Alternatively, you may choose to receive your own version of Argos. This canine companion is quite the smart pup, has courage in spades, and is devoted to you. Whether guarding your home, aiding you in battle, or simply staying by your side, Argos is a true friend who will never leave you, no matter what trials you face.

Familiar - 100 CP

Familiars are powerful entities bound to an individual. They typically receive energy from their master and are cared for. In exchange they offer their abilities and act as deadly combatants. Somehow you've managed to form a familiar bond with a powerful monster. This could be a Chimera like Circe's, an adult Cyclops like Odyessus's, or perhaps something more exotic like a Pegasus. This creature isn't at the level of a legendary monster, but given time it could reach those heights.



- **Free with Child of Magic Perk**

Odysseus - 100 CP

Odysseus, the wily King of Ithaca and the hero of our tale, is a man of immense wit, bravery, and resourcefulness. A true legend among mortals, he is as skilled with his silver tongue as he is with his bow and blade. By purchasing this option you may recruit the King of Ithaca. Lastly, given all of the trouble he went through it would be a crime to separate him from his family again. So both Penelope and Telemachus are included in this option as well. Odysseus possesses the entire Cunning Hero perk line and Telemachus will be given a weaker version of the Warrior of the Mind perk.

Circe - 100 CP

Circe is a powerful witch and minor goddess. She studied under the Goddess of Magic Hecate becoming one of the greatest magic users in the world. Normally she remains isolated on her island, but somehow you seem to have earned her attention. You may choose what relationship you have with the sorceress. Maybe you're an old friend or perhaps you managed to work your way into her heart. Lastly, to maintain her self-declared duties Circe will be allowed to keep her island along with all of her nymphs.

Amazon Princess - 100 CP

Hailing from the warrior tribe of the Amazons, This silver haired woman is the youngest daughter of Queen Penthesilea, and supposedly the invincible hero Achilles as well. While questionable given the two's history she does have remarkably resilient skin and exceedingly high potential for combat even when compared to her sisters. She is fierce, cunning, and unyielding in battle, having been gifted a spear that crackles with divine energy. Unlike her sisters, she's not entirely convinced that strength alone is the key to victory. She seeks a balance between wisdom and might, and perhaps that's why she's chosen to follow you. With her sharp wit and honed skills, she could be your ally, rival, or even the voice of reason when things get out of hand. Her appearance, personality, and exact skillset can be customized to your liking.

The Young Hydra - 100 CP

This is a fledgling Hydra, a creature of terror yet unscarred by the world's expectations. Though he possesses the ability to regenerate heads and exhale venomous mist, he is still playful and curious, more likely to steal food from travelers than destroy them. As his companion, you have the opportunity to guide him. You could teach him to become a wise guardian or have him embrace his lineage turning him into a terrifying legend. Regardless of which he is fiercely protective of you, seeing you as his first true friend.

Daughter of the Deep - 100 CP

Born of the sea god Triton and a mortal woman, this young nymph was blessed with the beauty of the ocean and the strength of the tides. She wields a trident imbued with hydromantic power forged by her father. The weapon is capable of helping her summon storms and tame sea creatures. Her mischievous streak is matched only by her fiery temper, though she harbors a deep longing for freedom from her father's shadow. Whether she becomes a steadfast ally, a romantic interest, or a rival depends on your choices.

Athena - 200 CP

Athena, the Greek Goddess of Wisdom is a powerful entity. Her mind is as sharp as her spear, and her care for her allies is as steadfast as the shields she grants them. While she can be prideful, Athena is deeply loyal to those who earn her trust, and you are among the rare few she holds close. Whether advising you with her divine insight or standing at your side in battle, Athena is a capable ally. By purchasing this option you may recruit the goddess bringing her along as a companion. You may customize the exact relationship you have with Athena. Lastly, you may choose a specific variation of Athena if you wish.

Olympians - 400 CP

When you think of Greek Mythology the first thing to likely spring to mind are the Olympians. The Twelve Olympians, the mighty gods of Mount Olympus, are the ruling pantheon of Greek mythology, presiding over the heavens, earth, and seas. Zeus, Hera, Poseidon, Athena, Apollo, Artemis, Ares, Hephaestus, Aphrodite, Hermes, Demeter, and Dionysus (plus Hades and Hestia) are all yours to call companions.

As companions, they will still carry their pride and quirks, but their troublesome tendencies have been tempered to ensure they don't wreak havoc simply by existing in your presence. Additionally, Mount Olympus itself will accompany them, serving as their home and removing the need for you to manage their divine egos under your roof. Lastly as their shapes can vary you may choose a particular version of each deity if you wish. For example, perhaps you favor the more muscular and friendly version of Ares created by Neallllustrator.

- **Discounted to Gods**

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Time of Legends - 0 CP

The Epic of Odysseus is merely one of the numerous legendary tales that occurred within this time period. By default they would not exist here, but perhaps you would like to encounter a few more heroes of legend. Taking this toggle ensures that all of the other famous mortals within Greek mythology are active in this time period. For example, you could go find Hercules in Thebes or try your luck racing Atalanta in Arcadia. They won't necessarily be involved in this tale, but now the world is a bit more exciting.

The Whole Tale - 0 CP

While the story of Epic starts during the final hours of Troy's siege the full tale actually began decades earlier. If you wish you can use this toggle to start your journey a bit earlier on and stay till the end. Perhaps you want to grow up alongside Odysseus rather than simply joining his crew on their way home. Just remember this option won't let you escape any Drawbacks you choose. In fact certain Drawbacks could potentially upend the entire story depending on your actions.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Background Character +100 CP

You have been relegated to the sidelines, a mere observer to the grand tapestry of fate. While you can act and influence events on a smaller scale, the major turning points of this world are beyond your grasp. Polites' death will still occur, Poseidon's wrath will remain unchecked, and Odysseus will inevitably fall into Calypso's trap. Try as you might, your interventions will be swept away by the unrelenting currents of destiny. You're not powerless, but your role is more supporting than starring, with the epic narrative marching on, indifferent to your efforts.

Fight Little Wolf +100 CP

You are but a pup, barely on the verge of adolescence, with a child's body and all the limitations that entails. Your physical abilities are drastically reduced, making feats of strength, endurance, or combat much more difficult. Worse still, your youth makes others dismiss you, treating your words and actions as those of an inexperienced child. Much like the young Telemachus, you will face constant struggles to be taken seriously, and proving yourself in this world of gods and monsters will be an uphill battle. While not entirely powerless, you are far from your full potential.

Let Jumper Feel the Pain +200 CP

You hold a particular set of values dear to your heart. Maybe you follow some sort of chivalrous code or a more personal creed. Should anyone go against these values you will feel rather spiteful much like how Aphrodite looked down on Odysseus for inadvertently causing his mom to die with a broken heart. The greater the offense to your creed the more enraged you will become. It is possible to restrain yourself when dealing with minor violations, but doing so will require an immense amount of self control.

How Can We Trust You Now +200 CP

The knife always comes from the place you least expect. At some point you will be betrayed by someone close to you. A trusted ally, a beloved companion, or a respected superior will shatter your faith, turning against you when you need them most. If you are a leader, one of your subordinates will strike at you, perhaps with ambitions of usurping your role. Alternatively if you're a follower then maybe you'll be sacrificed much like how Odysseus offered his men to Scylla. Lastly, you will forget that you take this Drawback when you start the Jump. I hope you can get over the sting of betrayal when it occurs.

Ire of Man +200 CP

Depending on which version of her legend you encounter Circe's hatred of men can be justified. In Epic's case this is one of her more sympathetic variants and one that you can emphasize with. Like Circe you are incredibly distrustful of many around you. This distrust affects either men or women as a whole. While it is still possible for you to be comfortable around those of your chosen sex it will take a great deal of self control to overcome your paranoia. Lastly, you can choose your own sex. For example, just because you're a woman it doesn't mean that men had to be the ones who hurt you.

Jumper We Meant No Harm +200 CP

Jumper, Jumper, Jumper why do you have to make things so complicated. Like Odyessus you have a terrible habit of trying to outwit others. Much like how Odyessus refused to actually apologize to Poseidon, you will constantly make things more complex. This isn't necessarily a bad thing, but remember tricks don't work as well on individuals that are vastly stronger than you.

What Good Would Killing Do? +400 CP

After Polites's death Odyessus tried to honor his friend by being merciful. Unfortunately each attempt only resulted in greater pain when he refused to do what was necessary to protect his remaining crew. Like Odysseus in his depressed state you will always seek out a peaceful resolution or attempt to spare your foes. This world however, thrives on revenge and escalation. While some good may come it's just as likely that a threat left behind will emerge stronger later on in your journey.

Love in Paradise +400 CP

Now this is a plot twist somehow you've ended up on the infamous island of Ogygia. That's right you are now trapped on the divine island prison housing Calypso. You can't leave for 10 years. Now I know what you're thinking I get to spend 10 years alone with a beautiful goddess that loves me. How is this possibly a drawback? Well the reason is that outside of your island is some sort of event that demands your attention. Perhaps your homeland is in peril or your family is suffering.

Regardless of why you need to leave the island. Doing so however, requires either the aid of a god or for Calypso to willingly let you leave. This is a more difficult task than you might think though. Calypso has been alone for over a century and will not wish to let you go especially if you're already married. As a small mercy if you can convince Calypso to let you leave you will be allowed to see her one more time before the end of the Jump. During this meeting you may offer her the opportunity to join you on your Chain as a Companion for Free.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Generic Greek Mythology Jump, the Hercules Jump, the Clash of the Titans Jump, and any other Jump related to the greek-based universe.

Fury of the Divine +200/400/600 CP

The pride of a god is a fickle thing, particularly when it comes to mortals. Sometimes even the simplest of acts can offend a god or their domain. Somehow you seem to have offended one of the gods on Olympus. For 200 CP you have committed a minor offense and received a simple curse related to the offended gods domain. For example, choosing Apollo might make any healing method less effective. For 400 CP instead this curse will be elevated to a major curse. Using Apollo again any medicine you have might lose all effectiveness. Lastly, for 600 CP you can truly offend a deity to the point they will attack you directly. They will not stop until you either kill them or otherwise defeat them. You may take this Drawback multiple times if you want to offend multiple gods.

All I Can Hear Are Screams +600 CP

Regret and failure can be some of the greatest challenges you face throughout your journey. In your case this is not just a matter of the heart. You are plagued by the

anguished cries of those you've failed—companions lost, innocents caught in the crossfire, or enemies who met undeserved fates. They will appear whenever doubt fills your heart attempting to bring you low. Some may do so for the sake of revenge, but others will do in the hopes of granting you peace. Do you have the willpower to continue onward or will you let your journey come to a halt.

I'll Become the Monster +600 CP

Your ambition burns brighter than the sun, but its light casts a long, dark shadow. You have a goal—a dream so grand you would do anything to achieve it. Unfortunately, "anything" can mean compromises, sacrifices, and betrayals that will strip away pieces of who you are. I hope that by the time your journey is done you can still call yourself the same person lest you become the very monster you battled against. Will you recognize the moment to stop, or will your ambition consume you entirely?

You Came to my Home to Steal +600 CP

The world is vast and teeming with beings of immense power, from the wrathful Cyclops Polyphemus to the cunning witch Circe, the cursed Scylla, and the vengeful god Poseidon. By taking this drawback, you invite even more of these dangerous entities into your path. Titans, primordial forces, and forgotten gods will take notice of you, and their intentions may range from adversarial to manipulative. While not all of these encounters will result in direct conflict, the sheer presence of so many powerful beings in your life drastically increases the odds of calamity. And should they decide you're an enemy, expect no mercy.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

Odyssey: Tale of Odysseus

Welcome to one of the most infamous legends of the world. This is a renowned tale with adventure, legendary conflicts, and equal amounts of tragedy. So it's my chance to say congratulations, as you are getting a unique opportunity to live through it yourself. You'll be taking on the role of the protagonist of our story. That's right you will be replacing Odyessus himself. You'll start off at the end of the Trojan War. Your journey will last until you successfully reach Ithaca or you die. You will be facing all of the challenges that Odyessus did, though you won't necessarily be locked into the same outcomes. You will start out with all of Odyessus's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed that he did (provided you don't screw up too badly) should you follow his path. Lastly you will receive Odyessus memories up to this point so that you know what's going on. Now get ready you've got to give a speech in a few minutes inside that wooden horse. Hopefully we'll see you on the other side.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

I don't own Epic the Musical or anything related to it.

Animatic Playlist

- Animatics: [Epic the Musical - Animatics \[In Order\]](#)

All perks that have active and passive effects may be freely toggled on and off.

Images Sources

- Cunning Hero - <https://www.artstation.com/artwork/rJmQeO>
- Immortal Watchers - [God Games: WolfyTheWitch](#)
- Cyclops (Mircsy) - [▶ Polyphemus - EPIC: The Musical Animatic](#)
- Luck Runs Out - [▶ Luck runs out | Epic: The Musical](#)
- Love and War, God Armor, Peacock's Feather - [▶ God Games | EPIC: The Musical Animatic](#)
- Ithaca Saga - [The Ithaca Saga | EpicTheMusical Wiki | Fandom](#)
- Magic Map - [Fantasy Map](#)
- Underworld - [▶ No Longer You_EPIC: The Musical Animatic .](#)
- Winion - <https://epicthemusical.fandom.com/wiki/Winions?file=Winions.png>
- Familiar - [▶ Done For | EPIC The Musical | Animatic](#)

Unique Powers

- Sirens: Can read minds when singing. Lets the illusion become deeper
 - [▶ This is how the sirens' powers work in EPIC! 💙 #epicthethundersag...](#)
- Circe Magic
 - [▶ Wouldn't You Like || EPIC the musical \[ANIMATIC\]](#)
 - [▶ Done For | EPIC The Musical | Animatic](#)
- Gods
 - Can't be killed conventionally due to them being empowered by faith. Instead gods can only fade when all belief in them disappears. Dying in battle and having to repair your body still counts as Chain-Fail for the Jump.
 - God Powers: Each God has access to a host of powers based around their domain. For example, as the God of War Ares has his own version of Quick Thought called Dark Quick Thought which causes distress/anger in the target. More info is in the video below from Epic's creator
 - [▶ Here's how I imagine the other gods' powers working in EPIC!](#)

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
 - **Species**
 - Human
 - **Perks**
 - Welcome to the Cast
 - Tide of War
 - Face of the Show
 - Would You Fall in Love With Me Again
 - 600 Strike
 - ALL Cunning Hero Perks
 - **Items**
 - 600 Men Under My Command
- **Scenario End Boons**
 - **Perks**
 - What If I'm The Monster
 - Dancing Riddles
 - You Think I Don't Know My Own Palace
 - Ruthlessness is Mercy, Upon Ourselves
 - **Items**
 - All Cunning Hero Items
 - Wind Bag
 - Lotus Wine
 - Moly
 - **Companions**
 - Canon Companion
 - Penelope
 - Telemachus
 - Athena

Changelog

- Jump in Progress
- P