

BLOOD OF ZEUS

V1.0

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Introduction

In the world's beginning the Gods of Olympus, led by Zeus, defeated the Titans. In the wake of their victory, the last Titan cursed the Gods, and unleashed the Giants on the world. Yet another war wage between Gods and Giants, and the Gods won again. Many years later, an army from the east, using the essence of fallen giants to fuel their army's power, has descended upon Greece. On the outskirts of Greece a commoner named Heron learns of his heritage as the son of Zeus, and his destiny to save the world. This is the world of Blood of Zeus, a world that you will be arriving in. You will arrive around the time that Heron's Polis is being attacked by Seraphim and his brood.

Gain **1000 CP**

Locations

Choose a location appropriate for your origin or roll 1d6 on the below list.

1. **Polis**
2. **Underworld**
3. **Olympus**
4. **Unnamed Village**
5. **Shack on the Outskirts of Town**
6. **Free Pick**

Choose your age, sex, and gender. Depending on what other options you choose here these might prove irrelevant.

Origins

How you come into this world, the specific details are up to you where reasonable, just note that in a time like this familial ties don't necessarily equal a good relationship.

- **Hermit:** You're free of heavy attachments, and for the time being, great destinies. This might mean a soldier/guard, blacksmith, literal hermit, random mythic beast, or even someone who's Dropped In out of nowhere, wouldn't nearly be the strangest thing to happen around here. You seek only to further your craft and design your own greatness.
- **Hero:** An epic in the making, you're guided indirectly or otherwise towards some grand fate. Almost certainly a very active participant in conflicts like the one brewing at the time of the Jump's start. You might be a Human warrior fighting for justice and the safety of your people, a Demigod seeking to uncover their mysterious past and solve some divine plot, or even a God striking out on their own path to do some good without caring for ruling over mortals.
- **Demon:** Not a literal demon, but still someone destined to be seen as one. You actively seek power through the corruptions of this world, likely literally in the form of Giant flesh. You'll have your way no matter what it takes.
- **Lord:** A ruler, a director, a mentor, you command, coerce, and instruct others to create or fight in grand plots. You find yourself in a position of authority such as a king, queen, or God, and you'll use this to further your ends, for good or ill.

Races

What kind of creature you find yourself as in this Jump, the options are a bit broader than most.



- **Human - Free:** You know what this is, I hope. Also can include inhuman races whose overall abilities aren't superior to most humans.



- **Magical Being - 100 CP:** Not just the divine and humans roam the Earth, you'll also find any number of magical creatures and races that fall somewhere in between or to the side. This is a catch all for any race or creature that has abilities above a human's but below that of a fully trained Demigod. Includes things like Centaurs, Minotaurs, and Manticores.



- **Demigod - 200 CP:** You are the result of a night of passion between a God and a mortal. The implications of this can go on and on, but the important parts are that you're naturally fitter and more healthy than your average human, even under poor conditions, and your strength and toughness go one step beyond them. You're strong enough to move boulders larger than a man, crush and throw stone pillars, and take the same kind of hits with minimal injury. You also recover faster from injury and exhaustion than a normal human, but this is not notable regeneration. You'll also find yourself with instincts that make you naturally talented in learning skills related to your divine parent's domains.

In time you can take this further too, with training and practice you can tap into some of your godly potential, gaining divine strength and raising your physical abilities all to at least just superhuman like your previous strength and toughness, and those rise to about the level of a Lesser God, able to shake buildings and crush large stone formations as a side effect of your battles. You may freely pick your parents, but a reminder again that family ties don't equal a good relationship here.

(Take the mandatory drawback **Eyes of Olympus** for **0 CP** when choosing this race)



- **God - 300 CP:** One of the immortal divines, the child of Titans or two Gods, or even one of the divine that fall slightly outside this but aren't Giants, like the Oneiroi or the Fates. By default you start at the level of one of the Lesser Gods, with one primary domain and a notable power deriving from it, as well as instincts that make you naturally skilled in things related to it. Even as a Lesser God your physical abilities are far beyond the realm of mortals, you move and react beyond their very perception and your strength is great enough to bring down entire small buildings, and over the course of a fight change landscapes, and it takes similar amounts of punishment to harm you at all. Your domain power is where you really shine though, and if it has a destructive nature you'll find it able to destroy large building equivalents and rend stretches of land. You can again freely decide your parentage under the same reminder, and if you want you may design a suitably divine appearance for yourself, likely notably larger than the average man, incredibly fit and healthy, and with any combination of small unnatural additions like hair/skin/eye color, texture, body glows, and other such things.

With the right perk combinations, or a significantly long amount of time and one of the highest positions in the pantheon, you may rise to the level of a Greater God, such as Zeus or Hera. They're mostly relative in base physical abilities, but a Greater God's primary domain power is far stronger, with destructive capability able to destroy even entire city block equivalents at their best, and even more so, a Greater God possesses a handful of weaker secondary powers from their other domains. These secondary domain

powers aren't quite on the level of a Lesser God's primary/only power but they still present a clear advantage, especially all together.

(Take the mandatory drawback **Ancient Laws** for **0 CP** when choosing this race)



- **Giant - 400 CP:** Birthed from the blood of the Titans after their war with the Gods, you're a beast of immense power, easily the equal of any God and your own variety of divine immortal. Your size dwarfs all natural creatures, being easily the size of large buildings if not crushing them underfoot. Your physical abilities are far above most gods, most of them equaling a Lesser God's domain power focused on that aspect, with strength able to smash large buildings or crush Lesser Gods with little difficulty if they don't have the proper defenses, and your almost literal mountainous mass of tough flesh allowing you take the same punishment in turn.

Giants also tend to have one two notable physical advantages or powers that equal a destruction focused Greater God's domain power. Allowing them to leverage their strength or toughness to handle things on the scale of city blocks, or fire things like death beams that do the same. You also have regeneration and resistance to wounding that lets you operate through and recover from injury that would normally see someone dying within minutes.

Your appearance is largely up to you so long as it's at least heavily inspired by something humanoid, but could even be a giant human with grey, red or black skin if you wanted. Giants come from the sea and have an affinity to it, living comfortably in it, and being weak to fire as a result. You can optionally be a Titan or similar other variety of monstrous divine if you want, but the stats of this will be the same, aside possibly some physical ability traded for a more esoteric power, and in such a case you may buy off the mandatory drawback.

(Take the mandatory drawbacks **Godly Scorn**, and **Eyes of Olympus** for **0 CP** when choosing this race)



Domain Powers

A God's greatest advantage, every God in this world is connected to one or more Domains, area of influence, inspiration, or just theme, it doesn't matter. The important part is that the Gods themselves are influenced by these Domains, with natural instincts, preferences, and most importantly, powers based on them. In addition to their physical abilities and instincts related their domain all Gods have at least one special ability based on their primary domain, this is usually something offensive but is at least always measurable in some way, with a scale or destructive power roughly equal to a large building at max for a Lesser God, or city block for a Greater God. Examples would be some kind of elemental control or attack such as Zeus' thunderbolts, Apollo's fireballs, or Poseidon's hydrokinesis. Or some kind of physical talent such as Hermes' speed and ability to leap and run on water and even air, trailing slip streams in his wake, which makes him a blur to even most Gods, or Ares' physical superiority, with great strength and toughness that alongside his keen battle instincts allow him to counter nearly any God in a physical confrontation. Lastly there are harder to scale abilities such as the Oneiroi's dream manipulation, the Fate's ability to track likely events, and Hephaestus's divine talent for enchanted machinery, but generally assume these are capable of similar feats against powers of a similar level in a direct confrontation.

Greater Gods will also have a handful of minor powers derived from their usually numerous domains, these powers function at a similar or lower level than a Lesser God's power. Examples would be Zeus who seems to have domains of at least clouds, mountain tops, and fatherhood, and has additional powers including at least lingering weather manipulation, animal/human shapeshifting, reactionless flight, and mountain plant growth. Another example would be Hera who is the queen of the sky and additionally has at least domains of marriage and womanhood, and powers including at least telekinetic wind, animal/human shapeshifting, raven control/sensing, and reactionless flight.

It's possible that some minor powers such as shapeshifting and minor telekinesis are to some extent universal among all Gods, but we see no evidence of this in the series, and while there may or may not be a lot more middle ground than this, there's at least a clear divide between

Greater Gods and Lesser Gods, so I'm going to say they're not, but if you want to rule otherwise for your Chain I won't stop you. Giants have physical advantages that are similar to domain powers as described in their entry, but aside from some specific things like fire/laser breath these are more along the lines of fantastical natural weapons than a magical superpower.

Perks

100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin.

General

- **Living Legend - Free:** If a setting has a collection of Greek myths or a close equivalent you can freely insert your time and placement in this setting into them, making you a potentially recognizable figure. You can roughly decide how this works, but if this Jump isn't really compatible with the setting and you don't have the appropriate perks to bridge the gap it may end up just inspired by you instead of a direct placement.



Hermit

- **Craftsman - 100 CP:** You are a craftsman, whether it be pottery, armorer or blacksmithing. You now have the skills to perform well in the profession, and the equivalent experience to efficiently direct such projects on large or small scales, putting you among the best in the field. On the mundane side at least.
- **Focus - 200 CP:** While others have a hard time focusing on projects, you find that you do not. You have the ability to see a project through from beginning to end, entering a fugue state or sorts to achieve this. This also allows you to easily picture such projects in your head and then bring them into reality, making detailed work go faster and requiring less measurement and reference. This doesn't necessarily give you the stamina to work

24/7 or anything, but as long as you get your bare minimum self care your work will proceed at an excellent pace and quality.

- **Forge Master - 400 CP:** You possess crafting and forging skills beyond the realm of mortals, able to create weapons, tools, and armor fit for their purpose to a level mortal smiths could never imitate. You also know the secrets of forging materials in a way that allows them to stand up to the forces of basic divine combat without any more wear and tear than mortal battle would cause. Essentially you can now create things on the level of Hephaestus forged **Tools Of The Trade**.
- **Daedalus Returned - 600 CP:** Daedalus was said to be able to create wondrous inventions, more so that even the gods took notice and praised them. You now share the same penchant for designing and creating fantastical devices that would impress even the gods.

Firstly you have the skills in crafting and enchanting necessary to easily create clockwork marvels such as artificial foot soldiers that could take on a small squad of mundane ones, or with a good deal more time and effort, robotic beasts or automatons that can stand equal to the greatest non-divine Magical Beings and even take on typical Demons and untrained Demigods without much trouble.

More importantly however, when working at the limits of your skill you can imbue items you enchant with any one supernatural ability you possess or have immediate access to in the form of their own minor domain power worked into their purpose. Essentially allowing the creation of **Divine Instruments**.



Hero

- **Disciple of Chiron - 100 CP:** Whether actually trained by Chiron because of some natural talents or just the product of hard work, your fitness is at or near the peak of human (or whatever you are) possibility and you possess a comprehensive skill list including nearly all of mundane Greek combat and warfare, an exhaustive list of weapon skills, horse riding, and likely even things like marching and formation.
- **I Can Help - 200 CP:** You have almost a sixth sense for when someone is feeling guilty about something related to an ongoing problem, and can carry yourself with practically

an aura of responsibility that combined means you're unnaturally talented at getting people to help you on a quest or tell you secrets necessary to solve one. If you can prove yourself actually worthy of this trust it would be natural for them to join you on your adventures if they're not tied down by something, but this isn't mind control so don't expect it to always work.

- **Favored By Fate - 400 CP:** You're marked for a great destiny, and as an interesting individual, so whenever the people you care about will be in great danger the Fates will act to warn you just in time to save them, as long as you hurry. Even after the Jump is over you'll find yourself with visions passed your way of this nature, allowing you to keep your loved ones safe so long as it's physically possible to do so.
- **A Spark - 600 CP:** Within every person who would be called a great hero lies a spark of greatness, a potential to push the realm of possibility for their people and reach legendary status. With enough time and the tempering of battle your combat skills will rise to preternatural levels, you will be able to achieve feats and fight effectively in ways that would be deemed impractical at best if not impossible for others of your race, and have such keen battle instincts you can fight on nearly even ground with those who should be your clear superior otherwise.

This will also raise your physical potential to a point normally impossible for your race, a Human would possess physical ability roughly equal to that of an untrained Demigod or a demonic human, and Magical Beings could potentially match a trained Demigod or **Demon King** depending on what precisely they are. A fully trained Demigod would find themselves nearly the equal of a Lesser God, even possessing a minor domain power based on one of their divine parent's domains. Even a Lesser God that is completely uninvolved in the hierarchy of Olympus would find themselves with power and domains equaling that of a Greater God, though not necessarily the same political power.

Greater Gods and Giants will see very little physical boost from this, maybe a slight advantage over former equals, but will still possess unmatched combat skills that could lead them to best any of their fellows.



Demon

- **Blood Of Giants - 100 CP:** Ingesting the flesh of a primordial being comes with quite a boost to your constitution. Your strength, speed, endurance is all boosted to superhuman levels, similar to that of a poorly trained Demigod. The corruption of the Giant has also allowed you to rapidly heal from nonlethal wounds that aren't sourced from flame/heat, and given you a physical transformation that can be deactivated at will (unless under immense pain) and grants you a variety of natural advantages such as claws, fangs, horns, and protective hardened sections of skin/flesh.
(Take the mandatory drawback **Godly Scorn** for **0 CP** when choosing this perk)
- **A Monster Is Born - 200 CP:** From a young age you've had to fend for yourself, and fight to survive in the wild, or at least that's what you'd make people think, you have the natural instincts of various wild animals, mostly predators, and a raw talent for violence and movement that training can refine, but never truly mimic. If you wish you can also bring a wild perspective to your moral system, brushing off actions done in the pursuit of survival.
- **The Strong - 400 CP:** The promise of power, or even just community, has a strong pull on many people. You can form a philosophical doctrine, that so long as you're not openly hypocritical about, will draw in anyone vulnerable or desperate for its message, building a veritable cult eagerly awaiting your promises and going out their way to bring you new members. Even those who would consider your philosophy morally abhorrent would become true believers in time if they agreed to follow it anyways, whether under duress or not.
- **Demon King - 600 CP:** The 'Demons' of this time, while not true demons, are still corrupted with bestial power, and they look to you as the most monstrous of them all. Anyone or anything that would consider themselves followers of you will be fiercely loyal and subservient to you, even if they would normally be too wild and uncontrollable to tame in this way you'll find they won't willingly disobey your commands out of fear of your strength.

This perk also increases the effectiveness of **Blood Of Giants** should you have it, making the transformation more complete and refined, whether from time, continual consumption, or just your position as the first/greatest. Even if you were a normal human before you'd find yourself the physical equal of a fully trained Demigod, arguably even above them when you account for your physical advantages and regeneration.

A Demigod with both perks would be roughly the equal of Lesser God, though with a heavy physical bias, and a Lesser God would find themselves equal to a Giant, though the size change is optional. Greater Gods and Giants will see only a very minor comparative boost to their abilities, but they'll make much better use of the first half of this perk for obvious reasons, and when you're already at the top another boost can really mean something.



Lord

- **Noble Stature - 100 CP:** Becoming a lord isn't something that comes easily, luckily it comes naturally to you and the skills needed to be one were refined with instruction from an early age. From proper courtly etiquette, to how to carry yourself, to managing a town and its resources, and lastly knowing how/when to delegate work to properly skilled people.
- **Hear Me - 200 CP:** It's important to actually be able to communicate as ruler, if you can't get messages to those under you they can't be expected to know what you want. This perk allows you to speak to, but not hear, your followers regardless of distance or intervening objects, this could be telepathy or a whisper on the wind or whatever fits you best, the important thing is, if you need to tell them something they will always be able to hear you.
- **Word Of God - 400 CP:** Plans and commands are only as good as they can be actually followed, and even the right words at the right time can have fumbled results that lead to tragedy. This will not be a flaw you face when dealing with your own subordinates, so long as someone considers themselves to be following you your commands will never be misinterpreted, and most importantly they won't need to stop and think about them to execute them properly. The moment they hear your words or see your message they can put it to action with no pause or hesitation, so long as they'd actually want to listen to you of course. No time will be wasted second guessing the information you provide them either, so long as you give them no reason to stop trusting you and can be reasonably expected to explain later, they will always take your words as the truth and not waste time or opportunity doubting them in incredulity.
- **Royal Authority - 600 CP:** Communication is invaluable, people actually executing your active commands just as much so, but a factor of ruling at least as important if not more so, is laws. You have the authority to set laws to those who follow under you, and so long as they generally consider themselves beholden to you, they will follow all reasonably fair laws as if they're truly unbreakable, the only reasons they would ignore these laws is if you were consistently and provably hypocritical about them, or if they openly decide to no longer follow you.

Additionally this perk comes with a large boost to your status in this setting, normally the Lord origin best represents common kings and minor gods, a position of nobility within whatever society you find yourself, but typically one of the many in such a position. Now you'll find yourself among the top of your society, a human emperor over a great dynasty, a legendary king or queen, and for a God, you'll find yourself joining the ranks of the Greater Gods such as Zeus, Hera, Poseidon, and Hades.

A God with this perk will of course gain a handful of secondary domains from this position, and the powers that follow. A Demigod with this perk who chooses rank within divine society instead of the mortal ones may ascend to a status much like a Lesser God, gaining their own minor domain and related power.

Items

All Items may be bought repeatedly. One **100 CP** Item is free for each Origin. All Items are discounted to half price for their respective Origin. All items can have a similar item freely imported into them and can be combined with others purchased here where logical/reasonable.

All items also come with instructions to potentially make more of them if possible. All items respawn/repair at least once a month if lost, stolen, broken, or destroyed, and once a week in the case of consumables such as ammunition, money and food.

General

- **Tools Of The Trade - Free/100 CP (Free Demigod and God):** This is a collection of basic combat and travel essentials from this time, all of them are by default of mundane nature but very high quality. This includes at least a full set of armor and traveling clothes of your rough design, at least one man operated weapon of choice for each of close range, medium range, and long range, a pack with camping supplies and rations for a week, and either one fit and healthy perfectly trained horse fit for long distance travel, or two strong and healthy warhorses with an attached chariot.

This can be upgraded for **100 CP (Free Demigod and God)** to instead be Hephaestus forged equipment, with unnaturally comfortable and easy to use weapons and armor that can stand up to typical divine combat, even if your body might lag behind, and optionally even clockwork replacements for the horse or chariot.

- **Bag of Drachmas - Free/100 CP:** Enough money to buy very cheap food and housing for a couple people for about a week. For **100 CP** this is instead enough to buy upscale food and housing for a few people for about a week, or cheaply care for nearly a dozen people for the same.
- **Divine Instrument - 400 CP (One discounted to everyone, first free for Demigod and God):** This is a divinely forged item of your rough desire, taking on generally any nature that doesn't cause it to perform beyond what's described, it by default functions at the level of a piece of Hephaestus forged equipment and additionally possesses one ability equivalent to a lesser domain power or two abilities equivalent to minor domain powers. Examples would be, nearly indestructible and unnaturally effective adamantium

construction, being telekinetically controllable by the user with their normal strength/speed, being able to generate/channel elemental attacks, enhanced physical performance for the user in one area, collecting and storing the souls of the recently dead, or generating ammunition that splits on command.

Hermit

- **Crafting Tools - 100 CP:** Every craftsman needs tools to get started. These are basic mundane tools for whatever profession you have decided to gain upon entering the setting. These tools will replace themselves in the event they are stolen or destroyed.
- **Clockwork Assistant - 200 CP:** Everyone needs a helping hand, you decided instead of hiring one that you'd build one. An automaton suitably built for the express purpose of helping you with the day to day business in your shop or just when you want to invent something and need someone. Fully capable of finishing any project as long as the tasks are simple enough and all the bones are done. Can come in the form of a clockwork animal such as an owl for free.
- **Workshop - 400/600 CP:** What every aspiring professional needs: Their very own private place with which to hone their craft. The shop will be stocked full of whatever is needed for your personal crafts up to the highest level that is possible for mundane craft of this current time period.

For **600 CP** you will receive everything previously listed but then you will gain access to the same godly equipment that Hephaestus himself uses with his creations, to make your creations truly legendary. Your workshop becomes full of Hephaestus forged equipment the envy of any mortal craftsman, the biggest addition however is a set of processing and refining equipment divinely enchanted to work at greater than 100% efficiency. As long as you operate them personally you can maintain access to a small source of any non-unique crafting materials you gain access to, about enough to craft a single weapon or armor piece at a time. This includes things like adamantium or magical plants, as long as it could be continuously discovered on the world it came from without any special circumstances.

Hero

- **Parental Amulet - 100 CP:** This amulet signifies your connection to your parentage. The appearance will signify their domains and symbol of power if they're a god, and either way serve as solid proof of your identity to anyone who would know of your parents.
- **Adamantium Forge - 200 CP:** A forge capable of making any weapon, armor or gear piece that you can design, but specialized in being among the few places where you can break down Adamantium, a metal with the special property of being nigh-unbreakable against anything but possibly the top powers of this setting (or equivalent). You'll receive a stockpile of adamantium ore large enough to craft one gear piece (such as a helmet, shortsword, or bracelet) once a month. Even when crafted by a competent mortal these gear pieces will be of preternatural quality, though possessing no special powers beyond their durability.

Just remember that being covered in an invulnerable shell won't protect you entirely from the forces conducting through it.

Proving Grounds - 400/600 CP: The very same training ground where Heron himself learned to fight. It comes with an obstacle course, training equipment, training dummies and a mundane medical clinic should you require patching up after a training session. For **600CP** you get all the previously listed but you then get access to the hephaestus clockwork warriors that Heron himself was fighting on Olympus to train against. These are some very well made automatons and will always provide an adequate challenge to a young demigod.

Demon

- **Black Cloak - 100 CP:** A cloak that has the uncanny ability to draw less attention to one's self if they so choose. Of course this won't include if you decide to start up a huge ruckus, say a fight in the marketplace or killing someone in broad daylight but it otherwise will allow you to go about your business without being bothered.
- **Transport Ships - 200 CP:** A handful of sturdy and well made deep sea capable personnel transport ships, together they can move several dozen people comfortably in addition to their crews. No weapons or special defenses right now, but nothing stopping you from changing that and they carry enough supplies to cover a single voyage. (This can be discounted to half price, **Free** to Demon origin, by instead making it a single ship capable of carrying about a dozen comfortably plus crew)
- **Giant's Cave - 400/600 CP:** Somehow you managed to stumble across one of the ancient Giant corpses, much like the one that gave you your new abilities, in a cave. This corpse boasts the ability to give those who eat of the corpse the **Blood Of Giants** perk and it also doubles as a basic base/home from which to dwell. The corpse regenerates lost flesh over time, so it won't run out. For **600 CP** however, the cave now comes equipped with fortifications and more to better protect your new source of power. It can now comfortably house a full **Demonic Horde** and comes with a Magical Being on par with a **Magical Mount** guarding it.

Lord

- **Wardrobe Fit For A Queen - 100 CP:** This wardrobe contains an arbitrarily large assortment of mundane attire perfectly fit for you and giving the impression you'd wish for basically any occasion. You won't find more appropriate outfits without supernatural crafting being involved.
- **Lands - 200 CP:** This is a small city roughly equivalent to Heron's Polis, the population starts fairly poor and they don't have a lot of war potential, but any changes you make can be retained, though the population won't remain the same between Jumps outside of those you take as actual followers or companions. You're either the highest ranking official in their government or their primary God of worship depending on your race.
- **Watcher's Peak - 400/600 CP:** All good rulers must watch over their subjects carefully, this is a post from which you can do so literally, no matter the distance. Similar to Zeus and Hera's domain on Mount Olympus this is a very well constructed building from which you can magically see anywhere not physically obstructed by solid objects, as if it was

right outside your window. Any abilities that rely on line of sight will also work through this. Whether this is a fancy manor with a tower, a tall castle, or an actual divine peak depends on your race, origin options, and personal preferences.

For **600 CP** this is a full villa fit for living with whole families of aristocrats, or Gods. It comes with fitting defenses as well, becoming an extensive fortress fit for the form you chose above, with a full guard complement (a few dozen guards choosable from **Lord's Army** options) and several siege/anti-siege weapons. For a Greater God this may even be an equal to if not literally Mount Olympus itself.

Companions

All companion options may have **CP** donated to them at a **1:1** ratio, this **CP** is handed out across the board to all companions bought/imported in this Jump(unless for some reason you want to exclude someone). Unless otherwise noted a preexisting companion or follower may be freely imported into any companion option given. Any genders or other non-mechanical specifics given for a companion are example-only and can be freely changed by you if you wish.

Companions

- **Posse - 50/200 CP:** Import or create one companion. They get **400 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts. Or instead up to 8 companions for **200 CP**.
- **Safe Passage - Free/100 CP:** This is my permission to take anyone with you that you can actually convince when you leave this Jump, or for **100 CP**, as many people as you can convince.
- **Aspiring Inventor - 400 CP (Discount Hermit):** Word of your inventions have reached all over the world and many have come to see you in order to exploit your secrets. This especially talented inventor however has come to learn under you, in the hopes that whatever talent and wisdom that you have to impart will come to him. They come with the **Hermit** origin, all its freebies and perks, and a **400 CP Workshop**.
- **Rising Heroine - 400 CP (Discount Hero):** I bet you thought you were the only one lusting for glory and adventure, this woman has a grand fate of her own to pursue, and has decided to do so alongside you after a message from the Fates. Raised by the amazons she's an accomplished warrior ready to take on all manner of foes. She has the **Hero** origin, all freebies available to it, and either all **Hero** origin perks as a **Human** or just the first three as a **Demigod** or **Magical Being**. She also comes with **Hephaestus** level **Tools Of The Trade** and your choice of either a custom **Divine Instrument** or **Magical Mount**.
- **Demon Princess - 400 CP (Discount Demon):** No matter the station, it seems power speaks to all. You've managed to attract the attention of a princess who is unsatisfied with the current power she wields and yearned for more. Hearing tales of your frightful might and the power you wielded, she filled a ship with her riches, loyal servants and left her kingdom in search of you. Upon finding you she offered to serve under you if only you would give her power similar to that which you now wield. She has the **Demon**

origin, all freebies available to it, and all its perks. She also comes with an upgraded **Bag of Drachmas**, a **400 CP Demonic Horde**, and a single **Transport Ship**.

- **Young Noble - 400 CP (Discount Lord):** Word of your greatness has spread far and wide. Your stature, your grace, the power you wield attracts many who wish to entreat with you and this young person is like all the others with one caveat: They wish for a permanent alliance with you. They have the Lord origins, all its freebies and perks.

Followers

- **Swarm Of Ravens - 100 CP:** This is a large group of mundane birds (or bats, whatever) that follow your commands loyally, they don't have to be ravens but as a general reference, if they were you'd have about two dozen of them at a time. Their numbers will fully replenish within a week if killed, but otherwise they are no more impressive than natural birds capable of following simple orders.
- **Magical Mount - 200 CP:** This non-sapient Magical Being was either a gift or one you saved before raising them yourself and having their full loyalty. They always seem to understand and follow basic commands you give them, and they're roughly of your own design as long as they fall within the normal limitations of their racial option, though they might push right up against the edge of it. In one specific form of movement such as flying, swimming, or running they exceed the normal mortal limits, able to transport you at speeds much like most Gods travel at (not Hermes).
- **Apprentices - 400/600 CP (Discount Hermit):** Every person needs a set of helping hands and for that you have managed to hire a small group of young aspiring craftsmen who wished to work with you and have pledged their services in exchange for what they might learn in the process. They come with the Hermit origin and all its freebies, as well as **Focus**. For **600 CP** they have just enough skill and experience to function like one **Forge Master** when working together, or individually handle the grunt work of such projects with the oversight of one.
- **Hero's Party - 400/600 CP (Discount Hero):** While a hero is the star of the story, they usually would have failed long ago without people supporting them. This is a cadre of adventurers who have been drawn to you and wish to help you on your quest. Numbering up to a dozen, Humans with the Hero origin and all freebies available to it, or sapient Magical Beings with just universal freebies. For **600 CP** there may be up to two dozen Humans or Sapient Magical Beings with the Hero origin and all freebies available to it, as well as the **100 CP** version of **Tools Of The Trade**.
- **Demonic Horde - 400/600 CP (Discount Demon):** Everyone needs minions to do the little things in life right? Well with some careful "persuasion" and some who were willing you've managed to cobble together a group of beasts and demonic humans who will follow your orders. This is up to a dozen Humans with the Demon origin and its freebies, or Magical Beings. For **600 CP** they may be up to two dozen Humans or Magical Beings with the Demon origin and all freebies available to it.
- **Lord's Army - 400/600 CP (Discount Lord):** This is an army of standard greek soldiers, a few hundred strong. The members are relatively fit and healthy but all normal humans with related limitations. They have a more standard quality version of **Tools Of The Trade** limited to what's needed for their specific roles among your forces, and they have

just enough training to be considered proficient with their primary equipment and perform basic group formations such as a phalanx. They're loyal and ready to face danger, but not completely immune to fear or other demoralizing factors to their performance.

Optionally this may instead be a few dozen clockwork soldiers, whose programming makes them nearly a master with their primary equipment, though very standard and predictable without enough creativity to adapt as well. Their construction also means things like fear and basic human needs aren't an issue, and while they're roughly physically equal to fit human man, they can be treated as if using **100 CP** version **Tools Of The Trade** limited to their specific role in your forces.

For **600 CP** this is upgraded, representing instead roughly 1000 human soldiers or several hundred clockwork ones, either way having a variety of siege equipment to supplement their function. Or optionally you may have both of the **400 CP** options.



Drawbacks

There is no drawback limit. Some drawbacks might be restricted to certain other purchases in the Jump doc.

- **Bastard! + 100 CP:** Unfortunately your birth was one that is not really looked upon kindly, born out of wedlock, and for that single fact alone you are considered a black sheep. Social interactions are not weighed in your favor at all, most won't talk to you. Merchants who know your origins will do their best to undercut and cheat you from your rightfully earned product. Lastly, should you decide to try and warn of impending danger you will be ignored even if you try and tell them things of import. It's going to be a long time before anyone pays you any respect.
- **Flammable + 100 CP (Giant and Blood Of Giants Mandatory):** For all the power that goes with being Giant blooded, there is one glaring drawback: You have an intense weakness to fire. If it were to touch your skin you will experience an excruciating amount of pain, and were you to be set ablaze it's quite possible you will die in agonizing pain if not extinguished soon. Your regeneration also won't work as effectively against heat based damage and it can forcibly reveal your true nature to others.

- **Eyes Of Olympus + 100 CP (Demigod Mandatory):** The gods have detected the touch of divinity that exists within you and have eyes on you and all that you do while in their lands. Be careful not to draw the ire of the Gods for it is a great and terrible thing.
- **Ancient Laws + 200 CP (God Mandatory):** You are bound by the Ancient Laws created from time immemorial, as are all immortal beings. You are unable to disobey these laws which include trying to interfere in mortal affairs directly to tilt the balance elsewhere. Attempting to disobey these laws in any way will result in those in your faction attempting to stop you and should you break these laws, they will move on from trying to stop you to instead kill you.
- **Godly Scorn + 300 CP (Giant Mandatory):** The History between both the Giants and Gods is a tumultuous one, fraught with animosity and violence. By becoming one of them you have now become just as hated. Prepare to experience many setbacks brought on by the hatred that the Gods share for those of your race, even convincing them you deserve to live would be quite a challenge.
- **Titan's Blood + 300 CP:** That was quite the adventure wasn't it? You saved the kingdom, managed to stop their plots and can now go home, confident that you can rest easy now right? Well, not exactly. As it turns out, since you overcame your current enemies, some new ones of similar power have risen to take their place, and this is a pattern you'll see repeating every time you finish off or otherwise defeat a major opponent. You will have to constantly deal with an ever present cadre of enemies, good luck, I'd advise not making many in the first place.
- **Fated Foe + X CP:** Your fate has been intertwined with one another and not for the good. Choose an enemy and the two of you will forever be pushed by the fates to be on complete opposites of the battlefield for the duration of your jump here. You can either pick an actual canon character or make a new foe who will have all freebies available to one origin, either way this option grants **100** + half their racial cost in **CP**. This drawback may be taken up to a maximum of 3 times.

Scenarios

This section is for scenarios that change the way the Jump functions and/or create unique situations and challenges that may offer potential rewards. Scenarios will list whether or not they're compatible where applicable.

- **Gigantomachy (Giant/God Races Only):** This scenario starts you right after the defeat of the Titans. You must choose one of two sides, God or Giant.



Giant: You must succeed where your progenitors, the Titans, failed. You must cast down the false Gods and claim their realm for the dominion of the Giants.



God: You must fight alongside the Gods in their terrible battle with the Giants, the Gods won originally but it was close, there's guaranteed to be at least one more Giant now so don't think you can just sit it out.

- **Reward - Divine Supremacy:** As long as you actually played a vital role in the war you may claim the leadership position of your faction when they've won. This also allows you to freely take any/all direct members of your faction from the wartime as companions or followers.

- **Crowning Moment (Demon Princess Companion required):** Once you have arrived back at your abode after a victory against your enemies, the princess will come to speak with you in private to ask of you a boon: She wishes for her kingdom back. She explains that she had always intended on going back and ruling the kingdom after getting the power that she long sought but now must contend with the new rulers of her kingdom, some fops she says the people love. But to her that doesn't matter, she asks of you to lend your strength in waging a war against them to conquer the kingdom in her name.
- **Reward - Demon Kingdom:** When asked what you would receive in return she states that it should be obvious: You'd rule alongside her of course. As reward for helping her to conquer her old home, you receive her kingdom along with the riches that it holds, and a 'willing' populace to welcome into your demonic forces.
- **Heroine's Journey (Rising Heroine Companion required):** As with all heroes, there are always trials and tribulations that must be done before you can truly count yourself among the most famous in history. Heracles had his 12 labors, Odysseus had his treacherous travels to get home to his family, and Jason with his Argonauts to go and retrieve the Golden Fleece and reclaim his throne utterly. Well it seems that it is now your companions turn to join these heroes of legend as she's explained to you that the god's have assigned her a quest and would like you to join her on it as she would trust no other person to help her. The difficulty of the quest wasn't stated but she would rather have you by her side just in case. Upon completion of this quest, the Heroine receives a lot of acclaim as well as a great amount of material rewards.
- **Reward - Blessed Journey:** Alongside the more obvious treasure you'll accumulate on this journey the **Heroine** receives a divine blessing, if she's a human this will make her immortal and grant a physiology similar to a typical Demigod, if she's already a Demigod she gains the equivalent of **A Spark**. She will also find or be granted whichever option between **Divine Instrument** and **Magical Mount** she didn't before over the course of the adventure.
- **Our Masterpiece (Aspiring Inventor Companion required):** Your apprentice rushes to you after an easy day of work and wishes to speak with you later in private about something. Once the two of you are alone they speak of receiving a vision in a dream about a fantastic invention that only the two of you could create, but you must journey across a great distance to get the pieces of said invention in order for it to truly be complete.
- **Reward - Magnum Opus:** Upon completing this scenario, you earn the title of a master in your craft, and people will expect that level of competence from you in the future. Your apprentice and you both gain matching **Divine Implements** not limited by the powers available to you, representing your ideal collaborative work.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Return home**
- **Stay here**
- **Move on**

Notes:

- Noted the notes.
- Noted that we noted the notes that were noted.

Changelog:

V1.0

- V1.0 Started, yay.