



*It was a dark day in the history of the Panthean Hegemony. After an invasion by the omnicidal Ghauls was turned back, and the fleet attacked the Ghaul homeworld they found... nothing. Nothing save the alien's holiest of holies, the strange crystal called the Star Core. Analysis of the Star Core revealed the Ghauls evacuated to another dimension, called Tartarus. Unwilling to allow their enemy a chance to rebuild and return, Fleet Admiral Saturnas Kronos begged permission to pursue their enemy and end the*

*threat, and when the High Council denied him, he raised a flag of rebellion against the Council and Oranos.*

*The Civil War was long and bloody, lasting almost a decade and claiming three billion lives. Many joined Kronos initially, and more fell in line from fear after the rebels glassed Torsica. But ultimately, Kronos was defeated and captured through the use of spies and traitors planted in his ranks. Now, the Council decided to send Kronos, his followers and other prisoners totalling 312,000 to the Tartarus dimension aboard the prison ship Tytan, with the Admiral's one-time protege and bane, Captain Joav Suras of the starship Ulympea, overseeing the transfer. There was a breakout, the containment unit of the Star Core was damaged, and both ships were cast to a distant unexplored galaxy and crash-landed on a primitive planet called Earth, circa 3000 BC.*

*The Star Core event burnt out their advanced technology, but also altered the living flesh of both groups. Some became monstrous, but all had astonishing powers and became ageless, rapidly regenerating from anything but decapitation. Now Tytan and Ulympean struggle for the future of this world.*

It's now crystal clear that we have a responsibility.

It's abundantly clear that we have a unique opportunity.

The inhabitants of this planet didn't ask for our intrusion. But it's what happened.

The inhabitants of this planet clearly need the guidance of their superiors.

So it's up to us to expand our mission.

So the Fates have intervened and brought us here.

Not only do we need to recapture or eradicate the blight of Kronos and the other escaped prisoners of the Tytan--

Not only are we to be that guiding force by our example, but we must take the reins  
whenever necessary!

But from this moment on we must protect the natives as well.

No force can oppose us, when we work together.

For as long as we live here, we will be this new planet's Guardians!

I say that if we're stuck on this planet, we will be its Rulers!

-Suras, Captain of the *Ulympea*

-Kronos, prisoner of the *Tytan*

*So now you know the score, take 1000 choice points to help you out.*

## ORIGINS

*Who you are in your inserted history. Or any of these may be a Drop-in if you'd rather avoid a lifetime of local memories, but be prepared for others to be confused by your presence.*

**Ulmypean** (free) You're part of the 1800 man crew of the *Ulympea*, now in a crater in Greece. You have a duty to prevent the Tytans from exploiting this world.

**Tytan** (free) Whether you were part of Kronos' rebellion, a political dissident or a simple criminal, here you are now, marooned on this primitive dump. May as well make the most of having superpowers, I guess. Good job the early Egyptians are already used to god-kings.

**Hekaton** (free) You were a prisoner aboard the *Tytan* but were neither a terrible criminal nor a diehard rebel. Perhaps you were innocent, or a political prisoner or just picked the wrong side. Point is, you're not interested in dominating the locals, or fighting, you deserted the first chance you got with some like-minded Tytans and just want to build your own maroon community and live in peace.

**Local** (free) Long have your people prayed to the gods, for rain, for health, for easy childbirth. Now the gods are real and so are their wonders. It's a pity most of them are so petty and cruel.

## SPECIES

*Many species inhabit the Pantheon, Local Origin is restricted to human.*

**Aelfin** (free) Like humans, but with pointy ears and greatly extended lifespans.

**Daemon** (free) Like gargoyles, about four feet tall. Come in a wide variety of shapes and colors, about half have wings but not all of those can fly.

**Drakai** (free) Your basic lizardmen, complete with tails. While other Pantheans seem to universally keep the faith of the Fates, Drakai have a pantheon of Dragon-Gods that includes Fefemoth and Aviathon. Come in a wide variety of colors.

**Garganite** (free) Another reptilian people, fairly rare in the fleet. Garganites have long tails, long clawed fingers and toes, and heads covered in expressive tendrils. Garganites are pretty new to the Pantheon and the Fleet, and a rare sight among all groups.

**Human** (free) One of the most common Panthean species, found on a wide variety of worlds. Called Pantheans in the home galaxy, originating from Panthea Prime.

**Makayri** (free) Human, but tending to the thin and pale, with white hair.

**Nemean** (free) Cat-people, with sharp claws. Warrior culture renowned throughout the Pantheon, but often considered second-best to Torisians. Nemeans can have viable offspring with humans, orions and makayri, the result being closer to “cat-girls” than Nemeans with proper snouts. Such hybrids are often despised and discriminated against, when not treated as exotics by humans. If you’re okay with all that, yeah, you can be a hybrid. No judgement.

**Orion** (free) Think human, but with green skin.

**Satyrii** (free) Human with pointed ears, horns and an unconventional lower-body with extra knee and hooves, usually hairy.

**Taurean** (free) Humanoid ungulates, cow/bull people are the most common subspecies, but there are goat-men and horse-men too.

**Vermaed** (free) Mouse/rat people, from Vermifrey. Most Vermaeds come knee-high to standard humanoids.

**Anubii** (-100 cp) Dog-men with drastically enhanced senses. Tend to be very good at stealth given the stalking games common in their culture.

**Avean** (-100 cp) Bird-men, winged and flight-capable. Come in a wide variety, with some looking more like eagles, and some more like cranes. Some have wings growing from their backs, others from the shoulder with hands part ways through.

**Raknaed** (-100 cp) Spider-people, perhaps the furthest from humans. Have dark endoskeletons, often brown, black or purple, multiple eyes, mandibles, claws and four additional, more traditionally “spider” limbs protruding from their back. Excellent at stealth and climbing, with a wider field of view and swift reflexes. There was an infamous Raknaed Massacre perpetrated by the Loyalist side in the Civil War.

**Syklops** (-100 cp) Human-shaped, but tend to be seven or eight feet tall, with blue skin and one eye. Very strong, coming, like the Torisians, from heavy-grav worlds.

**Syrene** (-100 cp) Blue-skinned aquatic humans with gills and fin-shaped ears. Can quite naturally breathe underwater, an awful lot of them seem to have developed sonic powers...

**Torisian** (-100 cp) Human, but heavy-gravity adapted. Large and strong, usually darker-skinned, the Torisians have long been famous for providing the Pantheon's finest shock-troopers. One billion Torisians died on Torsica, and they tend to have a deep grudge against Kronos since.

## PERKS

**Star-Touched** (free to all but Local, incompatible with Local) You have been transformed by the Star Core, freezing your biology at that moment, less any mutations caused by the gem itself. You neither age nor get sick, and regenerate to an extent losing a limb or getting impaled would only knock you down for a day or so. Only decapitation or destruction of the head can kill you permanently, though hunger and thirst, can be extremely unpleasant, and temperature extremes can cause you to pass out.

It also gives you superpowers. Take +600 cp exclusively for the Powers section.

In the comic, two Star-Touched can't have children, the fetus burns out from their awesome power, but Star-Touched and mortals can. Never wanting to come between you and your family of choice, this isn't really an issue for you.

**Training** (-100 cp, free Ulympean) Everyone in the Fleet, from the highest Admiral to the lowest technician, knows how to fight. Your marksmanship with a laser pistol may be irrelevant in this new world, but your hand-to-hand skills are great and you find you easily adapt to combat with powers to decapitation.

**Discipline** (-200 cp, discount Ulympean) The great advantage the Ulympeans have, you have limitless willpower and self-control.



**Best of the Best** (-400 cp, discount Ulympean) Every single person on the Ulympea was hand-picked by Suras from across the Fleet to assemble a dream team for the flagship. You are exceptionally good at your job, which somehow translates to one or more skills here, with sensor operators becoming masterful hunters and watchmen, nurses becoming full physicians and so on.

**Guardians** (-600 cp, discount Ulympean) You grow stronger when acting to protect something, and can sense danger to your charges.

**Hunger** (-100 cp, free Tytan) Ambition, greed, none of you would be here if you didn't have some kind of drive beyond what was socially acceptable. Your motivation never wavers, and you can steal yourself to do what needs to be done, no matter how much other people have to suffer for it.

**Criminal** (-200 cp, discount Tytan) With the background of a hardened criminal, it would be strange indeed if you didn't have the skills and mindset needed to succeed in crime. The details of how you'd make money illicitly may vary, but no one was stuck on the Tytan for embezzlement. For related reasons, you know how to kill someone with the first hit and how to dispose of inconvenient bodies discreetly.

**Advanced Tactics** (-400 cp, discount Tytan) Kronos taught that course at the Academy, and you learned well. You're a master at ambushes, and avoiding the same, and a deft hand with logistics.

**Visionary** (-600 cp, discount Tytan) You have a goal, and it is beautiful. Besides buffing your willpower some more, you can effectively communicate this dream, giving you something like the charisma that let Kronos enlist entire worlds to his cause.

**Inconspicuous** (-100 cp, free Hekaton) You blend in, and if you don't make an effort to call attention to yourself, people will pay you no mind.

**Neutral** (-200 cp, discount Hekaton) If you declare a desire not to assist either side of a struggle, and actually don't, others will respect your neutrality.

**Plowshares from Swords** (-400 cp, discount Hekaton) You can find a constructive, creative use for any power, whether disintegrating a mineshaft, or destroying gangrenous flesh.

**Uplift** (-600 cp, discount Hekaton) Building civilization doesn't happen from scratch you know. Technology is an iterative process of building the tools you need to build the tools to maybe build the tools you really needed. Or solving specific problems like insufficient shelter. Fortunately, you read ahead and skip most of the trial and error. You know how to make gunpowder and nitroglycerin, and how to use that to make dynamite or fertilizers. Drop you on a deserted island, and you'd do Cyrus Smith proud. With time and resources, you could build from nothing to interstellar civilization in a surprisingly short time.

**Craft** (-100 cp, free Local) You have a skill and trade appropriate to the age, like pottery or smelting metal, or hunting or farming. Can be taken multiple times, but is only free once.

**Warrior** (-100 cp, free Local) You've mastered the blade and the three spears, are fit and tough and capable in a fight.

**These Men Are Mine** (-200 cp, discount Local) You may not have time to raise fighting men from boyhood yourself, fortunately, whenever you teach or train someone they develop strong feelings of trust and gratitude. In time, you may as well have raised them yourself.

**Mighty Zeus is Angry!** (-200 cp, discount Local) When gods are your neighbors, you get good at kissing butt. You are very good at seeming



servile and compliant while watching and waiting for your chance, the last person anyone would suspect of treachery.

**Demigod** (-400 cp, discount Local) A shame to let the aliens have all the fun, and aren't the best rulers descended from the gods? Like Gilgamesh, you have a Star Core affected parent, allowing you to buy things from the power section, albeit with less points.

**Godslayer** (-400 cp, discount Local) Let your enemies think themselves safe, because your blade can find any weak spot, and if none exists, you will find one regardless to bring final death to these so-called immortals.

**First** (-600 cp, discount Local) Since you could remember you were trained in leadership, battle, command, trade and judgement, all to make you a ruler who will go down in legend and the founder of a thousand year dynasty. The very Fates seem to be with you, as those people you lead are prosperous in peace with good health, bountiful harvests and fruitful trade, and triumphant in battle.

## ITEMS

*Take +400 cp just for this section.*

**Universal Translator** (free all) A handy little implant that allows you to hear and read things in your native tongue, and others to hear what you say in theirs. Immense time saver.

**Panthean Fleet Uniform** (-100 cp, free Ulympean) A simple uniform consisting of a black bodysuit, knee high yellow boots and a kind of sleeveless white tunic over it. Captains and flag officers get a white cape as well.

**Kingdom** (free and exclusive to Local) You have a kingdom, perhaps a single city-state like Uruk, or a larger one like the Lower Kingdom. Thousands of humans toil in your name, and you have a mighty army to defend your people.

**Pilot's Mask** (-100 cp) Once an essential interface to mentally direct a starship, now more of an affectation. Oh, but it can store things in a dimensional pocket sort of setup.

**Vastedium** (-200 cp) A gold-colored metal unique to the volcanic planet Vastedia and used as starship armor. Vastedium in any quantity can resist the heat and force of a nuclear blast, and shaped into tubes works as a continuous electron multiplier and photon multiplier, making superlative batteries and wiring. You get one ton that refills yearly.

Pantheans use a damage/toughness scale from 1 (steel knife driven by human arm) to a theoretical 1000. A rocket launcher or laser rifle might be 20-50, 4-9 for a sidearm, 800 for antimatter annihilation. The nuclear torpedoes used as primary ship killers are 500, just at the point where they can deform Vastedium.

**Ulympean Armor** (-200 cp) Reinforced titanium half-plate with a high gorget, armor rating 100, comes with a vastedium plated titanium helmet that hopefully will deflect blows from the noggin and back of the neck.

**Pegasii** (-200 cp) A winged horse, product of Hara's experimentation. Can match an Avean and stay up in the air for about five hours, or 500 kilometers, between rest-breaks.

**Holy Day Gift** (-200 cp) For a Holy Day (read, Christmas) celebration, Phastus, Airez, Saiden and Haydez got together to provide every Ulympean with a gift, a weapon forged from their precious supply of

vastedium, perfectly suited to their hands and fighting styles, and working with or enhancing their powers where possible.

You have one such gift. It could be a bow or spear that channels energy blasts into a more focused and accurate bolt, it could be a weapon with a psionic amplifier to boost mental abilities, or have a battery for storing your personal energies. A couple of people got jewelry, one person with stealth powers got a cloak that enhanced them, one got a sword that turned invisible with him without needing effort to maintain. Assume your gift roughly doubles your powers.

Unbeknownst to the crew, their Holy Day gifts all contained tracking devices. It was meant to be a security precaution in case they were ever captured or lost on the field, but keeping it secret for so long caused difficulties when the secret came out. You may choose not to have such a device.

**Glaux** (-200 cp) A recon satellite cannibalized and rebuilt into an owl-shaped drone. Has excellent scanners and a holographic comm, dozens of hours of video memory, and rudimentary AI that can handle simple orders when not directed by the control bracer, which has a transmission range of about a thousand kilometers. Glaux can shrink down to hide inside a small panel in said bracer.

**TrackerTech** (-200 cp) A secret not spread around for decades was that the Holy Day gifts all contained tracking devices. You have a scanner and display device to let you know where each of those are.

**Tytan Command Module** (-400 cp) A pyramid-shaped craft, less damaged than the Ulympea in transit, it can hold a hundred thousand people and fly, though it cannot make orbit. It also possesses scanners, medical facilities and a secure prison.

**Ulympea** (-600 cp) The legend reborn, the great starship repaired and restored. 832 meters long, covered in half a meter of vastedium plating, supplemented by kinetic shields. Crew of 1800, the ship can generate NPC followers to run it, three thousand passengers and fifteen thousand tons of cargo. Armed with a dozen quad-laser cannons, thirty-four point defense lasers, six nuclear torpedo tubes and one antimatter torpedo launcher. Excellent sensors and state-of-the-art science labs. The Ulympea is not the largest or most powerful ship in the Fleet, but it was the quickest, most agile, and resilient.

The only real disappointment is Panthean Warp Drive technology, the Ulympea can achieve a dazzling... ten times lightspeed. Enjoy that six month voyage to Alpha Centauri, or crossing the galaxy in 50,000 years. Good thing you're probably immortal.

**Lightning Sword** (-800 cp) The only safe way to house and use the Star Core, apparently, was to stick it in the hilt of a vastedium sword with a supercomputer to regulate it and a human will to control it. You gain a duplicate of this sword. It's dimensionally-transcendental nature allows it to cut through anything, and containing the source of all Star-touched powers, it is the perfect channel, making your powers ten times greater. The sword can banish people to the Tartarus dimension, in fact, it can create rays or energy waves that banish anyone for a hundred yards.

With a great deal of time and effort, you may learn to use the sword to retrieve things from Tartarus, to create wormholes to anywhere in the universe, even to create new Star-touched. There are other benefits to having a supercomputer you can link to mentally, storing and organizing data, but those are incidental.

As a default the Lightning Sword is locked to your DNA, as is Suras' so only you or your descendants may access the Star Core's power. You can disable this feature at any time.

## COMPANIONS

**Pantheon** (free/-200/-400 cp) Import up to eight companions with their own origin and 700 points to spend (plus power allowance, where applicable) for free. For 200 cp, Import as many companions as you like with 900 cp apiece to spend. At 400 cp, everyone gets 1600 points.

**Crew** (-100 cp) For a small fee, you may recruit any number of canon characters to join you. It's gotta be better than mouldering away on Earth, right?

## POWERS

*What were you the god of, again? Reminder that Star-Touched get +600 cp for this section, while Demigods get +400 cp. If you wish to keep to a "theme" you may alter the appearance of certain powers to do so.*

### MINOR POWERS

*You could make a decent superhero like this, maybe join the X-Men. All powers are 200 cp*

**Beasts** Pick an animal. You may now manifest twenty spectral, independent constructs of this creature which obey you. With time and practice, there is no upper limit to how many you can make.

**Birds** You grew wings, and the ability to fly at around 100 kph. So, matching the average Avean? This seems to be a really common power, so have telescopic vision as a freebie.

**Cats** You have telekinesis able to move fifty metric tons, but yours is a blunt instrument. There's hardly anything you could lift without fear of breaking, though you can do a nice kinetic shield or invisible battering ram.

**Chaos** If you didn't have them already, gain fangs and claws that can pierce most conventional metals and enhanced senses, particularly the ability to see in the dark. Your strength, speed, agility and durability can all be enhanced by drinking blood. This power up lasts for several days and seems to be limited only by access to blood and its gradual decay.

But these powers have another dimension. By draining someone entirely of blood, then feeding them a little of yours, they return from the dead with a lesser copy of your Chaos powers, obedient to your every command, but extremely vulnerable to UV light. Drinking the blood of a different Star-touched will remove that weakness, restore their free will and upgrade them to the full Chaos powers, including the ability to make vampiric thralls of their own.

**Crocodiles** You have a phenomenal jaw or mandible or beak strength. Anything you bite down on will almost certainly be destroyed. Even snapping your jaws causes a thunderclap of sound that can disable nearby people. You are somewhat stronger and tougher, to handle the stresses.

**Death** You can transform, in whole or in part, into a black cloud, allowing you to escape from harm, fly and slip through small cracks. You can condense partway into a granular, sand-like materials to have a greater impact on the world. You can generate and manipulate a small amount of this material, for a shield, armor or weapons. It does seem to very naturally fall into the shape of a sickle or scythe...

**Dreams** You have a specialized form of telepathy that allows you to see what others are dreaming, and you can edit the memories of people while they are asleep or unconscious. If people are awake, the best you can do is an SEP field, where people dismiss you as unimportant if you do not call attention to yourself.



**Gigantes** You can grow up to ten times your base size, your strength growing exponentially to counter square-cube law. This is tiring however, and you can only maintain double your height indefinitely.

**Goblin** You gain long claws, the ability to see in the dark and a ground penetrating sonar sense. You can tunnel almost as fast as you can walk.

**Gorgon** You can shoot rays from your eyes which petrify organic matter. Star-touched recover in an hour or so, nothing mortal ever has, so far.

**Hearth** You can project fire-blasts hot enough to melt stone, and cover yourself in fire. In this form, you can fly. Fire and heat cannot harm you.

**Hunger** Your physical abilities are enhanced a bit beyond comic book “peak human” but most especially your senses, granting UV and IR vision, the ability to read a page from a few miles away, overhear a whispered conversation half a mile away, sense heat and electricity. Your ability to track by scent is most especially enhanced, and you never forget a scent once it has tickled your nostrils.

**Hunt** Your body is enhanced to comic book “peak human” fitness, your reflexes are forty times greater. All your senses are enhanced, if not to the same degree as Hunger, and you gain a sixth sense, for danger, manifesting as a tingling sensation at the base of your skull, with some idea of the speed and direction of said danger. Within ten meters, you can sense a unique “energy signature” around people, and once you have sampled it, you can track that person anywhere, always knowing the direction they are in and having a vague sense of distance.

**Karma** You have exceptionally good luck, on the level of a Domino or Longshot.

**Kings** You absorb kinetic energy, drastically increasing your own strength and speed, or you can unleash that energy as a blast of power. There is an upper limit, though considerable, to your ability to store energy, and it dissipates within minutes if not used.

**Lakes** Communicate telepathically with and command marine life.

**Light** You can radiate light from across the spectrum, in lasers or as a general, blinding aura.

**Nature** You can “phase” yourself and up to three people you touch, becoming intangible. While phased you can float gently in the direction of your choosing.

**Night** You can generate and control clouds of absolute darkness, which you alone can see in. You can also see in regular darkness. You can solidify your darkness in whole or in part, though you mostly get a tough, amorphous blob, this is still great for restraining people and area control.

**Rivers** You can distend your jaw, and spray out a seemingly infinite amount of water out, as a firehose, apparently summoned from somewhere. This can be forceful enough to kill or carve through metal.

**Saga** Sonic scream can melt selected materials, but only one material-type at a time, needing to change pitch for others.

**Serpents** You can stretch your limbs to about fifty times their normal length, and contract with great strength. You can spit an acidic venom with accuracy up to fifteen meters.

**Scorpions** Your Star Core mutation has caused you to grow a prehensile, lightning-quick scorpion’s tail. Your venom is a powerful paralytic and

necrotizing agent that is lethal to mortal humans within a minute, and can paralyze even Star-touched and other regenerators for a day.

**Sleep** Your eyes glow with power, and when they do, anyone making eye contact drifts off to sleep, unless they possess an extraordinary willpower or sufficiently alien mind.

**Song** The reliable 'sonic-scream' power. Great for disabling a crowd or disrupting focus, can be narrowed down to one target.

**Whirlpools** Create and guide small singularities that disturb the medium they're in, causing whirlpools and waterspouts in water and dust devils or whirlwinds in the air. You can control ten or so at once.

**Wind** You can seemingly exhale forever, and when you do blow out, the winds for miles around blow in the same direction. With effort, you can bowl people over.

**Wisdom** Photonic energy blasts that can vaporize flesh and melt stone.

**Wolves** Invisibility, plain and simple. Still show up on IR and can make noise.

**Zephyr** You can run at supersonic speeds, and ramming into people or objects will hurt only them, never you. You can think at sufficient speeds to notice and react to obstacles, but may wish to slow down your thoughts for interacting with others.

## MAJOR POWERS

*Your powers are greater or more versatile than the average, powers in this section are all 400 cp*

**Doorways** You can consistently see thirty seconds or so into the future, and up to an hour with serious effort. Sometimes your dreams contain events of the next day. You can simulate many things you could say and do and their immediate effects, if you're having trouble visualizing this, watch the film 'Next.' You automatically get a vision if you or a loved one will be endangered.

**Evening** Your blessings bolster those who believe in you and fight in your name. Their morale becomes unshakable, their skill far greater, even their weapons become far more effective. A mortal archer affected by this is extremely unlikely to miss, and their shot can penetrate plate armor. People must have some faith in you and stand within one hundred meters to benefit from this effect.

**Foresight** Actually not remotely related to precognition, you can read the minds of anyone within line-of-sight. Not merely their surface thoughts, but do a deep dive into their memories. You can't control people's emotions or actions directly, but can edit memories. Just erasing them is quick and easy, while detailed alterations take considerable time and effort.

**Harvest** You control a crackling black energy that ruins all it touches, regardless of defenses. Steel rusts and shatters, vastadium flakes away and even Star-touched die instantly. Forcefields that could withstand the assault of a small fleet or a thousand Star-touched fail at your assault. You are accurate enough to hit people from hundreds of yards away. For some reason when you kill this way the bones remain to fall in a heap, perhaps a subconscious intimidation effect or a reminder that you are death.

**Hope** A limited shapeshifting, you can impersonate any member of the Pantheon or other vaguely-humanoid races, even growing larger or smaller. You cannot copy Star Core or other supernatural powers, but can gain abilities based in biology, like the enhanced senses of an Anubii, gills or an Avean's flight. Most impressively, you can rearrange your internals,

making you one of the only ones who can survive decapitation, by shifting your brain elsewhere. In time you may learn to distribute your nervous clusters to become even harder to kill.

**Love** You are a powerful empath, able to sense both someone's present emotions and their general character, as well as any signs of deception. You can also manipulate the emotions of others. At the most extreme, you can force people to obey your words from terror and awe, or cause someone enough euphoria they pass right out. You can affect a few dozen people at once, and if you like give each their own individual emotion.

**Moon** The power of illusions is yours. People hurt by your illusions feel pain, though you'd be hard pressed to kill anyone that way, and people bound with illusory rope or chains would struggle against them and believe they'd gotten nowhere. At your very best you could make an illusory army of thousands, and fool tens of thousands, but this would take absolute concentration and risk injury.

**Monsters** You can turn into a dragon, large enough to gulp down a person in one bite. Naturally you gain great strength and toughness from this, as well as flight and an elemental breath weapon of your choice, which is also how you'll apply any ranged powers in this form.

**Prosperity** You can teleport, roughly 5000 miles at a stretch. You don't have to see your destination, and will instinctively shunt away from solid objects. If you decide to override instinct, it is the object and not you that will suffer from the resulting telefrag. However, though you can alter orientation, momentum is conserved when you teleport.

**Sun** The power to create and control brightly glowing force fields. These can be used as a defense, or attack by creating solid bolts of force, or area denial/control, or flight/levitation by creating disks and lifting or wrapping objects in fields, or even just to create light.

**Spring** Somewhat ironically for myth, you have the power to chill and freeze, able to create snow and ice over a massive area. Let it go, Let it go...

**Stories** You can create what are basically Green Lantern style constructs, in any color, but must focus to maintain them or they melt away. If a complex machine you must be able to visualize each part.

**Travelers** You manipulate gravity to fly at supersonic speeds. You can also carry others along, lightening and pulling them in your wake, and in general can decrease or increase the weight of anything, levitating massive loads or pinning the strongest of beings to the ground.

**War** You have perhaps one of the rarest powers, the ability to charge devices off an internal power source, and thus actually make use of the busted space age tech lying all over. Without special vastadium batteries, complex devices won't hold a charge more than a few minutes. But by collaborating with others, you can imbue objects with a portion of their powers.

You can also not just power, but overcharge weapons. A simple laser pistol in your hands can match the quad-laser main batteries of a star cruiser. A projectile firearm your power would supply endless 'ghost bullets' for, and they might strike harder than a howitzer. Finally, your power has given you perfect accuracy.

**Wine** You control time, able to hold things in stasis, and create fields of slowed or accelerated time, or apply the effects to a single target. You could hold a long conversation in an objective eyeblink, or ferment alcohol in moments, or age items to destruction. You can't really do multiple fields of differently-paced time at once, not until you're a lot more experienced, and maintaining them over time takes a great deal of focus.



## SUPER POWERS

*Your abilities can level cities and change the course of nations. 600 cp apiece.*

**Earth** You mentally control the earth, able to create great quakes, or pitch boulders over the horizon. Haydez, who had this power in canon, was able to shield a tower from a nuclear blast by driving it deep underground, and built a city on a mountaintop overnight. Your power and control are sweeping, and will only improve with practice.

**Farming** Your master of plant life is absolute. You can cause seeds to grow to maturity instantly, the mass appearing from wherever the Star Core draws it from, splice and mutate plants with whatever traits you desire, and animate and psionically control them.

**Fate** You can scry on the present, past and most probable futures. This takes a lot of energy and generates tremendous waste heat, Lt. Cassandra dealt with this by mostly using her powers naked in a pool of water, and the steam helped a lot with clarity in the next portion, you can project what you see as a hologram. While you can tell exactly what a person is doing at any given time, it's a lot harder to figure out where they are.

**Forge** You are the master of all metals, even non-ferrous ones like Vastedium. You can move them, shape them, basically do anything you've ever seen Magneto do except fly under your own power, electrocute people and flip the poles of the Earth. More, you have an uncanny instinct for technology. Just by thinking of a physical problem, you *know* how to build the best device to solve it.

**Heaven** You control the weather for a huge area, and not in a Storm kind of way. If you want to make or disperse hurricanes, simply desire it and make it so. Want to strike someone down with a bolt from the blue? Have at.

**Marriage** With a touch, you can alter the biology and genetics of any living thing, including the Star-touched. This power can heal, and produce many wondrous varieties of life, but also be used to create monsters and terrible plagues.

**Sea** You gain hydrokinesis, able to control absolutely absurd amounts of water, and make it instantly change state, ice to water to vapor, you can douse and freeze or raise an impenetrable fog. You can affect distant clouds and though you can tire, it shall be from days of effort, not the act of turning all the sea you can spy to a massive wave.

**Strength** You are incredibly tough and strong. That same vastedium it takes a nuke to dent a little crumbles like tinfoil in your grip, and you can punch out giants and dragons with ease. And you can take a hit from someone with similar strength.

## OTHER POWERS

*Many people got powers that tied back to their job, or personality, or history or species or desires or a thousand other things. So why deny you the chance to get your own personalized power? Design your own power for +100 cp for its tier. So 300 cp for a Minor Power, 500 for Major, 700 for Super. It should not much outstrip the Super Powers in utility. Please fanwank responsibly.*

## DRAWBACKS

**Greek to Me** (+100 cp) The universal translator appears to be on the fritz. You'll have to learn the languages of the locals, or Panthean Standard if you are local, the hard way. No language or learning perks will help you.

**Horror** (+100 cp) Perhaps you're an alien, mutated by the Star Core or in some way deformed, but whatever it is, you have a very unusual appearance for Earth, and the locals are likely to run for the torches and pitchforks.

**Straight Man** (+100 cp) Someone, or several someones, in your faction or hometown, has become quite the prankster. Unfortunately you're usually the butt of the joke. These jokes will never be truly harmful or injurious, but they will be aggravating and you'll never get them to stop.

**Tytanomachy** (+100 cp) In canon, Tytan and Ulympean won't clash in open battle for fifteen years after crashing. It would surely be a shame to miss out, so now you will not leave until Kronos and his leadership core are dead or driven from Memphis, or Suras and his crew are dead or driven from Mount Ulympea, depending on your side in the conflict.

- **Long Haul** (+500 cp) We have seen a future, not necessarily the future, in the present day. Make yourself comfortable, because your stay will now last five thousand years.

**Weren't Using That Part Anyways** (+200 cp) How awkward. It appears, whether by injury or Star Core mutation, that your genitals have been removed or sealed. You can still urinate, but forget the happy fun-times unless you're willing to get creative or be a very generous and unselfish lover.

**Lost** (+200 cp) Well you're... nowhere near the Mediterranean, where most of the early plot takes place. Instead you start somewhere in North America.

**I'm Mortal** (+300 cp) It seems whatever wondrous event happened to everyone else who went through the Star Core Event... didn't for you. You are not ageless, do not regenerate, do not take +600 cp for powers, do not pass GO do not collect two hundred dollars.

**Dimensional Shenanigans** (+400/800 cp) The Star Core's energies apparently don't play well with other extra dimensional things, and your out-of-Jump abilities are unavailable in this setting. Double points if you don't possess Star-Touched.

**The Ghaulic Wars** (+2000 cp) It seems Kronos was right to fear and attempt to pursue the Ghauls. They have rebuilt, and are coming for their most sacred relic. Three *trillion* Star-Touched space-vampires, with working technology equivalent to the Pantheon, and a religious mandate to purge the universe of all impure (not-them) life emerge from dimensional rifts onto the surface of Earth.

## **END**

**Stay** A world shaped by you over time? Sounds pretty nice.

**Go Home** One thing so many here long to do.

**Move On** Time to see what's on the next planet.

Notes: You can read Wayward Sons at:

<http://waywardsons.keenspot.com/d/20100531.html>

Jump written by Aehriman, special thanks to Zentari