

Greek Mythology [Reddit]

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Time:

Chaos/Birth Of The World: Primordials are born Ouranos is in charge.

The Golden Age: Titans Rule, Kronos is king, Gaia warns him not to get with his sister Rhea because one of their kids will dethrone him (ungrateful brats) he doesn't listen "I do what I want" he says.

The Silver Age: Gods Rule. Zeus is king, the Olympians rule over Greece and the titans are locked up. The gods will create Pandora and give her the famous box (It was more of a jar but you know).

The Heroic Age: Zeus is still in charge (and humping everything), The god Dionysus will be born, Persephone will be abducted by her uncle to be his bride. A lot of heroes will be born (and Hera gonna be P/Oed) and doing their renowned feats.

Origin:

Mortal (Free): The everyday men and woman going about their lives just trying to live a happy and fulfilling lives with no problems. Unfortunately the chances of that are slim considering this is a time where gods get angry/infatuated with mortals and then leave any problem that arises to be dealt with by the mortal.

Monster (100cp): Living disasters and plagues most likely born from Echidna and Typhon or perhaps born from mortal and beasts, you may even be the product of the gods whether because of a curse or actually being a child of said god. Allowed to live by the gods "mercy" to act as challenges against the "heroes" and champion that the gods will most likely send to hunt you down, or they may simply allow you to live to torment an area that spited them (then wait for you to be killed by a hero).

God/dess (200cp Minor/ 400cp Major): You are an immortal being that has divine command over an aspect of the world. For 200cp you are a Minor god that most likely serves under a major god, your aspect will be less powerful than a Major gods and you won't have as many mortal worshipers as a Major god. For 400cp you are a Major god on the level of the Olympians (can even be a sibling of Zeus, Hera, Hades, Poseidon, Hestia, and Demeter) the mortals of the world will both sing your praise and fear your wrath for your anger will surely bring their demise

expect temples of you to be built in hopes of keeping you happy. **[Choose 3 Concepts for Minor Gods, 6 for Major]**

Perks:

100cp free for their origin 50% discount all other perks.

-----Mortal-----

Face That Launched A Thousand Ships (100cp): Let's be honest Greek legends are filled with overly attractive people and now so are you to the point of rivaling Helen of Troy. Don't worry fiat backing prevents Aphrodite from getting jealous of you, unless a drawback is taken.

Aura Of An Argonaut (200cp): An aura that draws powerful people and plot bound people to you. As well as an enhancement to your charisma to better help you ensure a good first impression and bolser your chances of getting them to work with you.

King (400cp): The Sword of Damocles a large sword that hung above the throne and held at the pommel only by a single hair from the tail of a horse. This sword was a symbol of what it truly meant to be king: even with all the fortune, power, and luxury at your fingertips you must always watch in fear of the dangers that might try to overtake you. This perk grants you your own sword of Damocles in the form of an ethereal invisible blade held over your head that will lower itself closer to you to show how present a danger to you is.

Demigod (600cp): Whether you were born like a normal human child or you hatched out of an egg it doesn't matter you are now a demigod a child born from divinity. You are not the only demigod in this world but you are far more blessed than any other, where most demigods have one skill boosted you have many and the capacity to improve upon them. This perk grants you the Strength of Heracles, Speed of Atlanta, Intelligence of Perseus, Cleverness of Odysseus, and a lesser version of "**Nemean Pelt**" that is similar to Achilles granting you the same durability as the perk but you must choose a point on your body that will be your Achilles heel, and finally you can choose one mundane craft that you are exceptionally skilled at medicine would put you on a level similar to Asclepius who was able to bring the recently deceased back to life.

-----Monster-----

Stymphalian Feathers (100cp): You have the unique ability to weaponize parts of your body (feathers, fur, hair, scales, quills) by launching them out from your body like arrows from a bow. [Can have parts or all of your body take the appearance of metals].

Hundred Handed One (200cp): The Hecatoncheires where a race of giants that had fifty heads and one hundred arms, with this perk you can appear in a similar matter being able to create

multiple limbs that will be just as effective as the original the only catch is you will be unable to create more than one hundred fifty limbs at a time.

Nymphs, Naiads, Dryads, Oh My! (200cp): Like the many races of nymphs you are able to tie yourself to a piece of the natural world such as a certain tree (Dryads), a river or stream (Naiads), the sea (Nereids), even mountains (Oreads). When you tie yourself to this location you become a spiritual caretaker to it gaining the power to manipulate it as you see fit (the more vague/vaste your claim such as the ocean or this mountain range the less control you have) your life force will also be shared with the location allowing you to heal it if it's damaged or transfer damage done to you on to it (Be careful placing too much damage on the location will end up harming you if left unattended). Note: Higher powers and stronger individuals can cause your location to betray you (Will Check).

Laelaps (200cp): Like the hound granted as a gift by the gods you have a destiny bound by fate that should you decide to mark something as your prey (you would have to have seen it or smelt it at one point) you are guaranteed to catch it with fate itself working in your favour.

Teumessian Fox (200cp): Like the giant fox that preyed upon the children of Thebes you have been blessed by fate to never be caught without your permission you could escape the most skilled of hunters managing to escape any trap they set fate itself will work to prevent your capture blowing winds to cover your track or remove your scent tripping pursuers to allow you to escape their sight.

Siren's Song (200cp): Like the sirens you can produce a haunting sound usually in the form of a song that will lure people to you with promises of their greatest desires and as they grow closer their power will weaken and they will grow lethargic before slowly falling to sleep.

Guardian Of The Gates (400cp): Cerberus the hound of Hades, his job is to keep the dead from leaving and the living from entering. This perk grants the ability to touch and affect ethereal beings such as ghosts and spirits, A death glare that can frighten mortals and demigods, and finally as a guardian you can mark your claim to a territory allowing you to sense when someone tries to enter and/or leave it the moment you sense this you can "mark" the intruder allowing you to track them those that have left the territory will slowly lose this "mark" the longer they are away. If taken with "Hundred Handed One" you will be able to call on fifty venomous snake heads or fifty heads of various beasts you have encountered.

Sibling of the Gorgon's (400cp): You have the skills and abilities of the three gorgon sisters. Like the eldest sister Stheno you can spot weak points on your target and your ferocity will grow in accordance to those around you. Similar to Euryale you can release a Death Bellow that will cause pain to those who hear (the level of pain is based on the distance they hear you, screaming straight into someone's ears will most likely kill them). And finally like the famous Medusa those who look upon your face will be turned to solid stone.

Nemean Pelt (400cp): Like the Nemean lion (and Achilles, One of the Hydra's Heads, and Caeneus) your skin is invulnerable granting protection against traditional weapons. Your invulnerability does not extend to your insides, and a strong enough force could potentially strangle/crush you.

Hydra's Blood (400cp): You share some traits with the Lernaean Hydra such as its extreme healing factor that would let you regrow a missing limb in a matter of seconds, and poison blood so potent that even your breath and steps would prove deadly, should your blood touch the skin of another it would cause an intense burning sensation that could take years before finally wearing off. Note: With "Hundred Handed One" when you regenerate you may choose to have two of whatever was removed grow in its place.

Ouroboros Skin (400cp): Like the snake that eats its own tail you are a cycle of renewal, should you be injured you can shed your skin like a snake removing any damage done and gaining a husk of yourself. The speed that it takes for you to shed is dependent on the damage done (ie: the more damaged you are the longer the shedding process will take, the minimum time it takes to shed is twelve minutes.) and the husk left behind will retain the damage that had been caused and the traits of your skin (Tattoos, resistance, etc.). Should you desire you can shed your skin without taking damage but it will take twelve minutes to do.

Echidna (600cp): Echidna the mother of monsters whose children include the likes of Cerberus (The Guard Dog Of Hades), Orthrus (A Two Headed Dog), Lernaean Hydra (A Poisonous Multi-Headed Serpent), Chimera (A Fire-Breathing Beast That Was Part Lion, Goat And Snake), Nemean Lion (A Lion Invulnerable To Traditional Weapons), and so many more. Like the mother of monsters you can produce monstrosity that are strong enough to challenge the ancient heroes of Greece and those are just your standard "children", you can also imbue your children (and "children") with powers/perks that you possess and specialize them which will weaken some of their perimeters and boost the skills that would make them most skilled in their specialization. Should you also gain the DNA of other beings you can use it along with your own to create a child that will take on some of the powers and skills from whatever you had taken the DNA from.

Typhon (600cp): Born from Gaia and Tartarus, Typhon was a monster and titan who was born with the sole purpose to destroy and defeat the gods of Olympus. You can produce a fire hot enough to burn an immortal with the ambient heat being enough to scorch the earth and boil the oceans, you also possess strength enough to lift and throw mountains. The strongest ability you hold is being a bane of immortals for in your presence they are just as vulnerable to death as anyone else.

-----Gods-----

Godly Vigor (100cp): Most of the gods of this world are known for the trysts and other such debauchery that tends to bring about divine reckoning for mere mortals. Though much like those

mortal folk, their lurid escapades tend to end in the birth of unforeseen factors in the loom of fate. Perhaps due to their divine nature, these creations can take on many forms and come from just as many a strange occurrence, and much like the most prodigious of progeny proliferators, Zeus himself, you can bring about new life from utterly absurd occurrences. Pop a godling out of someone's head? Go for it. Turn someone's voice into an entirely separate existence on the winds themselves? Done. Bring about a mob of monsters fit for an epic contest? Let's make it happen. So long as it can be ascribed to a concept or given a name, you can find a way to birth it into the world of mortals.

Fluid Form (100cp): The gods of Greece look just like the everyday humans (don't tell them that) with a few being better looking and having fairer features, but the gods aren't bound to those forms on many occasions the gods have taken the form of animals and other people, the god Zeus became a golden shower (of rain) at one point. You now have this level of extreme shapeshifting being able to become living light, water, animals, people, no form is truly out of your reach.

- **Trans-mortal-fication (200cp requires "Fluid Form"):** Sometimes people will insult you and you can be the bigger person and let it go... Or you can be like a god and curse them into the form of monsters and animals (then offer a prize to the next person who brings you their head?). This transformation doesn't always have to be a curse it can also be a "gift" after all in some versions of Arachne's story Athena changes her into a spider when she (Athena) sees that Arachne has hung herself in a similar fashion should you find use this power on someone who has recently died they will return to life as an animal that most fits with how they were in life.

Born Blessed (200cp): Most of the heroes of this world are born from the loins of a god (*Cough* Zeus *Cough*). Your loins are similarly blessed, any child you sire will be born with a grand destiny this will of course mean that their life will be filled with danger and hardships to ensure that they reach their full potential and really only a lucky few will actually manage to survive but the ones that do will surely be viewed as heroes! If losing a large number of your spawn doesn't sound great you can dile down their destiny to a simple good life. They won't suffer as many trials but they also won't reach the level of "Heroes of Legend" a small price to pay to ensure they (potentially) survive.

Victim Blaming (400cp): Greek gods don't live by the same rules as normal people, they live by a strict rule of "I do what I want when I want to and everyone else has to deal with the consequences while I walk off satisfied and scott free" and now you can live by this same rule depending on your position of power you can get away with pretty much anything a greek god could get away with. If this involves another person as long as they are viewed as "lower" than you, you can bet that you will be fine and they may end up punished instead. Do be warned if you do something to someone of a higher rank than you this protection will waver but it will work to lessen the punishment.

Universal Usurping (400cp): Greek legend talks about the usurping of one's father and claiming all that they had as yours (Oedipus complex?) like Kronos did to his father Uranus, and Zeus to Kronos. You now embody a similar concept when you slay and/or defeat someone beyond recovery you can claim all that was theirs for yourself their kingdom, people, family, items everything is yours and can't be kept from you by any means because you won the right to have it when you beat them.

- **You Are What You Eat (200cp requires "Universal Usurping"):** When you defeat your enemy you now can claim non-physical things from them such as their wisdom, powers, voice, name, everything that they are and ever would have been is now yours to take.

Primordial (600cp): You aren't some mere "God" in fact even the Titans are nothing more than children to you. For you are a Primordial a being that was born from Chaos or perhaps lived alongside Chaos before anything was even a thought you are the living embodiment of a concept of reality as old and powerful as the likes of Ananke, Nyx, Chronos-Aeon, Gaia, Etc.

General Perks

No Discounts

Crafts Of Creation (50cp/150cp/300cp): The **50cp** purchase of this perk grants you the skills of a skilled crafter most things you make will be of average quality but every now and again you will make a true masterpiece, for **150cp** you gain the skills of the later generation of cyclops' being able to great extraordinary items and enchant them with simple spells and abilities, but these items wouldn't prove all that effective against the more powerful foes of this world for that you would need the **300cp** version of this perk which puts you at a level of skill to the very first generation of Cyclops' (Yep with capital C) being able to forge items out of natural forces like lightning, storms, and shadows. You would even be able to create living automatons that could bleed and feel like any other (except for the fact that they may bleed oil or some other material).

Sorcery (150cp/300cp): For **150cp** you have the skills in magic that would put you on par with most of the known sorceress of this world being able to turn men into pigs or other animals, craft charms able to redirect natural disasters, even steal the abilities from a weak opponent and lock it in an item, but all of this comes with a price and that price is your magic can easily be undone and with the right items may even prove ineffective such as a plant that when chewed blocks your magics use or the use of an item wearing it out until the magic fades and potentially return to its original owner, then there's the fact that a stronger or equal mage could potentially block your magic. For **300cp** you don't simply practice magic you are born of it like the Goddess Hecate your magic can only be blocked by a power on the level of a god and even then it would take be stressful on the opposing force, your spells also last far longer than anyone would expect requiring a minimal amount of concentration and upkeep.

Rewritten Tale (400cp): In some myths the Titaness Rhea is said to be Demeter but in most stories they are two different beings, in fact they are mother and daughter respectively. The god Eros is sometimes stated to be the son of Aphrodite and sometimes he is a Primordial god. What the truth is doesn't really matter. With this perk you are able to choose a second Origin in this and future jumps you will gain the discounts of that origin as if you had originally chosen it. And should you desire when you enter a jump with an origin, other than Drop-In, a history for that origin will be created in the world granting two lives and histories (you can choose if the second origin is as strongly influential as the first).

Thrice-Born (600cp): The Orphism religion revered the god Dionysus who descended into the Underworld and returned the myth states that Zagreus the son of Zeus and Persphone who was originally meant to replace Zeus as king was killed by the Titans with only his heart being saved by Athena and brought to Zeus who did some weird godly stuff with it then slept with the mortal Semele who was then tricked by Hera to ask to see Zeus' to form thus killing her leading to Zeus implanting their (Zeus and Semeles) baby into his thigh and producing the god Dionysus who was Zagreus reborn, there is also a third possibility that states that Dionysus is actually the reincarnation of the Primordial god Phanes who was the original ruler of the universe but was eaten by Zeus. Like this god you can die twice (Phanes and Zagreus) without your chain ending on your third life (Dionysus) you are on your own. These lives will reset at the beginning of a new jump or after 10 years post-jump.

Items:

100cp free for their origin 50% discount all other perks.

-----Mortal-----

Honey Cakes, Olives, Grapes, Wheat, and Apples (100cp): A never ending supply of Honey Cakes (A dangerous dogo of the underworld might be bribed by such treats), Olives (and a bottle of premium Greek Olive Oil), Grapes (and two bottles of wine), A Bundle of Wheat (and a basket of never ending Bread), and finally a basket of apples.

Brazen Bull (200cp): A life-sized bronze, hollow bull with a door on one side. Should you lock something inside the bull will begin to heat up roasting whatever was inside it at the time, great for ancient BBQs right? On a side note the bull has an enchantment that any screaming that comes from within it will be converted into the sounds of a bull.

Ant Farm/Hill (200cp): A ant hill (or modern day ant farm for better travel capabilities) that when you desire will release every ant within (About 12,000) that will then quickly transform into brown armoured soldiers who are as fierce and hardy as ants and completely loyal to you as their leader.

A Burial Shroud (400cp): Why would you want an unfinished burial shroud? Because should you be asked to make a decision you can put it off claiming that once the shroud is finished you will make said decision the great thing is the shroud will undo any work done to it the moment the sun fades over the horizon allowing you to stall making a decision for at most three years.

Shirt of Nessus (400cp): A simple shirt that I would recommend you not wear yourself instead give it to another. This shirt has been soaked in the venom of the Lernaean Hydra so when it is worn it will begin to cook the water alive causing unbearable pain, the shirt is also enchanted to be impossible to be removed without your permission. You may have a different poison affect the shirt, as well as make it so it instead causes the feeling of being cooked alive rather than actually cooking someone.

Life Log (600cp): Like the hero Meleager you can tie someone life to this log (Yes even yourself), as long as the log remains safe the one bound to it will live, however the opposite is also true should the log be destroyed the bound person will parish.

Kingdom (600cp): You are now the ruler of your own Kingdom/City-State the size of ancient Athens with a population of 300,000 people who are all loyal to you and happy to serve you in **ANY** way they can.

-----**Monster**-----

Cornucopia (100cp): The horn of plenty a symbol of abundance and nourishment. This horn produces an endless amount of fruits, vegetables, nuts, flowers, and sometimes a choice piece of meat. If filled with liquid the horn will change it into a highly nutritious milk that holds the same properties as the original liquid.

Isle Of Beasts (200cp): An island prison of your design could be a desert, jungle, mountain, actual labyrinth, etc. anyone who steps foot on this island will find themselves being turned around since the island acts as a labyrinth with the intent to keep what enters it contained you are the only one able to navigate without issue.

Syrinx (400cp): This reed instrument also known as a Pan-flute were created by the god Pan after a nymph tried to escape his affection by becoming water-reeds, he then went on to use the reeds to make the first Pan-flute. This Pan-flutes powers include increasing and enhancing the growth of plants, calling/bringing/charming animals to you, and the strongest ability this offers is its party song a haunting melody that causes those who hear it to want to dance, sing, and partake in all manner of party festivities (that you would want partaken in) but be warned the longer this song is played the more clouded the minds of the listener will become, with the thoughts of partying, bringing them to the brink of madness a state that should the music suddenly stop and you command it all the party members would follow that single command (such as tearing a man apart with their bare hands even if said man was their father/king).

Golden Apple Orchard (600cp): You have a copy of the Garden of the Hesperides, a beautiful garden that any plant placed within it will grow to be the epitome of its kind. The soil of this garden will grow plants even if a plant needs specific requirements to grow and survive. The crowning feature of this garden is the apple tree that grows at its center, as this tree produces golden apples that have the power to restore someone to their prime and increase their natural lifespan.

-----**Gods**-----

Attendants (100cp): A group of twelve mortal followers who are all willing to die for you; they are also very receptive to your needs, willing to go to any lengths to fulfil them. The members of this group can appear anyway you want them upon purchase but they are no stronger than the average human. Can be purchased again at full price gaining twelve more attendants.

Items Of Fate (200cp) You might be wondering “Why would a set of items that sound so powerful be so cheap?” the answer: The items hold no real power; they are completely mundane. With this purchase you receive a spinning wheel that can produce unlimited thread and yarn at your command, a measuring rod that can change its length to measure whatever you need measured, a golden set of scissors that are always there when you need them and always sharp enough to cut what you might need cut, and finally a set of multiple tapestries that depict your greatest adventures.

Item of power (400cp each first one discounted): Any reasonable item can be imported to gain the powers of the purchase. Or you may create a magical item that lets you control a single concept. Each item has the potential to grow with use becoming more powerful the more its used.

- **Helm of Hades:** A helmet that can turn the host invisible allowing them to go undetected by mortals and other supernatural entities.
- **Zeus’s Thunderbolt:** This thunderbolt shaped scepter allows you to deal instantaneous retributive destruction by releasing bolts of lightning from its tip.
- **Trident of Poseidon:** A trident that when struck against the earth can cause mighty earthquakes or produce wells of seawater. The trident can also be used to bring forth tidal waves, tsunamis, and sea storms.
- **Eros’s Bow:** A bow that can cause one to love or hate the person they first saw after being struck.
- **Aphrodite’s Magic Girdle:** A magic girdle that charms those around the wearer into falling in love with them exceptionally strong willed people and most divine beings will have a high resistance to its power.

- **Arrows of Apollo and Artemis:** The Arrows of Apollo are made from sun rays and have the powers to heal anyone or cause famine and death to boys and men, the Arrows of Artemis are crafted from moonlight and have the power to cause madness to anyone or cause death and disease to girls and women.
- **Hammer of Hephaestus:** A hammer that is able to forge weapons and items from metaphysical things such as emotions, and natural elements like light allowing for the powers of said materials to be used by the weapon and wielder.
- **Talaria:** A pair of golden winged sandals that can grant flight as swift as any bird.
- **Aegis:** A shield with a surface that looks to be made of golden snake-skin decorated with interwoven serpents and furnished with golden tassels. The likeness of the gorgon Medusa is featured on the center of the shield. When the shield is shaken it produces the sound of ten thousand roaring dragons, a sound that will strike the weak willed with fear.

Harpe (600cp): A sword with a sickle protrusion along one edge near the tip of the blade, made of a divine material that resembles diamond. A dangerous and feared weapon that was used to castrate and depose Uranus, a primordial god, as well as kill and behead the gorgon Medusa. This blade has the power to slay an immortal without risking the destruction that would come from their death instead everything will continue as it naturally would.

Olympus/Hades [Underworld]/Ocean (1000cp, Only first purchase is discounted): With a purchase of this you can buy one of the three locations that are/would be ruled over by one of the three sons of Kronos. The appearance of these locations can be changed at your discretion, who can enter is up to your discretion but powerful beings, and the cunning/tricky may break a way in or find a way in respectively.

- **Olympus (The Heavens):** Home of the gods, resting upon a peak that rises above the clouds and doesn't touch the earth. This land looks over all the earth allowing you a birds eye view of any location that is touched by the air of the living. All the sky is yours to command.
- **Hades (The Underworld):** Hidden deep in the bowels of the earth, away from the prying eyes of Olympus, and the final resting place of the souls of the world. This land has a few features that will remain even if you edit it those are the five rivers that flow through it (Styx, Acheron, Cocytus, Phlegethon, and Lethe) and a large dark pit (Tartarus) that can be used as a prison for the most vile and worst beings anything in this pit loses access to most of their powers becoming as strong as they would be as a new born baby. In its current state Hades is divided into four regions (not including Tartarus) those being the Elysian Fields (Dwelling of heroes and the excellent), Fields of Mourning (Those hurt by

love), Asphodel Meadows (Ordinary people), and the home of its ruler residing at its center. You can choose to have openings leading to your underworld scattered throughout the surface of the world. (Check Note Section)

- **Water (Both Fresh and Salty):** All the world's water is your domain from the lakes, rivers, springs, and ponds to the oceans. Only the surface is seen by the Heavens but that is not a lot given the vastness of your domain, heck even in modern times there are places that are unexplored and you know all of them, being able to sense when something enters your waters and instinctively know where they are all the creatures that live here know that you are the one who allows them to use your waters as their home and will listen to you and come to your aid.
- **Gaia (The Earth) (Purchase Of “Olympus”, “Hades”, and “Water”):** Control of all three domains grants you the full dominion of Zeus, Poseidon, and Hades who had decided to share command of the earth as such should you hold control of all three of their domains then it's only right you gain the fourth region (The Earth) for free.

-----General Items-----

No Discounts

Wind Bag (100cp): A tightly closed leather bag that contains an endless supply of wind. When opened the bag will release the winds inside, the strength of the wind released depends on how wide you open the bag's “mouth”.

Chariot (200cp): A high quality chariot pulled by two strong immortal steeds. This chariot is able to travel ten times faster than you with little effort. The horses and chariot require no maintenance but nothings stopping you from taking care of them. For an additional 300cp, you can replace the horses with any animal or beast they will be scaled to the size of horses and the chariot will be able to travel over land, water (over it and through it), and soar through the skies. The animals pulling your chariots will also prove efficient in battle, being brave enough to play chicken with death itself, you can also grant them an offensive or defensive ability that befits their form.

Apple of Discord (400cp): A shiny apple comes with a note that reads “For The Most _____” to it and throwing it into a crowd will cause a fight between the people the note most applies to.

A Golden Pomegranate (600cp): A beautiful golden pomegranate that is enchanted so that anyone who eats all the seeds within it will become a full-fledged companion. The truly Greek myth part? You don't need to tell them. Yep, no consent needed just get them to eat every single seed if they don't eat the whole pomegranate then they will only be your companion for a

fraction of time if they eat half they will be yours for 5 years. A new pomegranate will appear in your warehouse every 10 years or the start of a new jump.

Bridle Of Bellerophon (600cp): A golden bridle gifted to Bellerophon by Athena with the purpose of being used to capture and tame Pegasus the winged horse that sprang to life from Medusa's severed head. You gain a copy of this golden item that holds a special enchantment that any non-sentient creature (animal) that you manage to get the bridle on will become a fiat backed pet. There is a small catch to this process the bridle must remain on the creature for twelve days and nights, with each passing day the animal will grow more restless and try to remove the bridle even calling upon allies (other animals, monster, or some environmentalists) to its aid, but upon the end of the last day or night (depending when you put the bridle on) the creature will be loyal to you. Once the Bridle is no longer in use you can reuse it.

All Of Greece (600cp): Pretty self explanatory.

Companions:

Galatea/Galateo (100cp/ Free Mortal): An ivory block that can be shaped anyway you want it to be once it is at the point you want the statue will change to a living being with a personality of your liking, they will be more durable then a normal person. They have 600cp to spend. You may import a companion into this role for free.

Two Siblings (100cp/Free Monster): Like most monsters in Greek mythology you are not only an only child, rather you have two siblings that share your origin and have 600cp to spend on themselves each. You may import companions into these roles for free.

Heir Of Divinity (100cp/Free Gods): Congratulations Jumper! You had a baby, they are what you would expect of your child. They have 600cp to spend on themselves. You can import a companion for free.

Import/Create (50cp/400cp): You can import/create one companion for 50cp each, or pay 400cp for eight. Each companion gets 600cp to spend.

Canon (100cp Mortal, 200cp Low Divinity, 400cp Olympian Level, 600 Titan Level, 800 Primordial): This world is filled with legends and well known individuals pay the proper price for anyone here and convince them to come with you gaining them as a companion.

Drawbacks:

Written In The Stars (+0cp): If you had a good time in this world why not bring it with you, your time in this jump will replace/be added to the history/legend of greek mythology in future worlds.

Fate-fiction (+0cp): The normal world of Greek Mythology too cringy for you (or not cringy enough)? You can instead enter a form of media that is set in Greek Mythology.

Extended Stay (+50cp): Increase your stay by 10 years. Up to 100 years.

Hubris (+100cp): The greatest sin of greek tragedy pride, you are now among many of the people in this world who think very highly of themselves and will underestimate opponents and belittle others even if they are powerful gods.

Hot-Headed (+100cp): Heracles once yelled at the sun saying it was too hot and threatened to shoot it down. You are quick to anger and slow to calming down expect to get into fights and arguments during your stay here.

Permanent Obscenity (+200cp): Constantly aroused can't hide it no matter what if its erect its big and out there if you are a girl your always wet basically dripping a river can't hide it no matter what it doesn't even have to be anything sexual you just are always hard/wet. Should be 100cp but it's 200cp because of the pure embarrassment.

Yeeted By Mommy/Daddy (+200cp): One of your parents threw you away as a child just yeeted you like a ball this caused you to be crippled in some way. Nothing can repair this crippling until the end of the jump.

Godly Interest (+200cp): A god likes you and will interfere in your affairs to make your life more "interesting".

- **Godly Spite (+200cp):** That god now hates you and will make your life horrible like causing your waifu/husband to go crazy and try to kill you, sending monsters to try to kill you, etc.

Dethroned (+200cp): Your children are dangerous to you, don't have kids well you're guaranteed to have at least one during this jump they may be upright murderous towards you, or unaware that they are putting you in danger but nevertheless they will be the cause.

- **Godly Thotery (AKA: Zeus-ing it) (+400cp):** You jumper are a menace to society always going around having kids with anyone/thing and everyone/thing. The worst part you never seem to wrap it up and even your fertility control perks/powers/items seem to fail as a kid is almost always guaranteed to be born. What's better, each kid will be born with "**You Are What You Eat**" and have an increased growth rate and develop a power that can negate one of your powers.

- **I Don't Even Know (+400cp):** You will produce an army of children enough that the whole army together could negate everyone of your powers each one has **"You Are What You Eat"** and wants to take you out the most interesting part is they seem to respawn and learn from their losses. Kill enough and they may realize that they need to team up to take you down.

Bane Of Jumper (+300cp/+500cp): An animal or plant exists that has the power to kill you even the smoke from its being burnt could prove fatal and nothing can be done to destroy it or remove it from existence, plus side no one knows about it besides you. If you took "I Don't Even Know" this grants 500cp and you can be sure your kids will learn about this bane and seek it out.

12 Labors (+600cp): Powers and warehouse locked but will unlock with the completion of heroic feats that will get harder and harder rising to be a challenge fit for your power level.

Notes:

Thanks to an Anonymous who wrote out the Godly Vigor Perk.

Thanks to the Reddit Community and Everyone who helped and provided ideas.

Thanks To WogMog on Reddit for giving me some inspiration and ideas for the Sibling of Fate perk.

- If you have the Attendants Item and the Underworld Item you may have your attendants act as psychopomps and lead the spirits of the dead to your Underworld.
- If you have both Heavens (Sky) and Hades (Underworld) you may designate them to act as a heaven and hell for the souls you gather.
- In future jumps most spirits will go to the afterlife of that setting it will take your intervention to gather souls to your afterlife (or the use of your psychopomps) in most cases this will not mess with the balance of the world and there should be no problem unless a person in charge of the dead (ie. death lord, reaper, etc.) wants a particular soul that you have taken. In most cases they will send a message to you and seek a non-violent solution (even if they normally wouldn't be one for talking things out), if no solution can be found things may get tense. Fanwank.

Change Log:

1.1

- Fixed God Pricing
- Fixed Ron of Chaos
- Clarified Hundred Handed One
- Clarified Item "Olympus (The Heavens)" as granting the sky.
- Added "Gaia (The Earth)" as a free item should you have purchased "Olympus (The Heavens)", "Hades (The Underworld)", and "Water (Salt & Fresh)".
- Added the Drawbacks "Permanent Obscenity" and "Yeeted By Mommy/Daddy"

1.2

- Can purchase multiple Attendants.

- Added "Chariot" to Generic Items.
- Added "Rewritten Tale" to Generic Perks.
- Added Notes about the Underworld Item.
- "Sibling Of Fate" is at a finished point but will not be added to the main jump until I can decide if it should even be in the jump.

WIP Perk (Use at you own discretion):

[I would say it's done and can be used but I'm unsure if I should even add it, it seems a bit too much. Use it if you want if not then don't, you do you.]

Sibling Of Fate (1000cp) [Purchase A Max of Three Times]: Fate in Greek mythology might seem inevitable given how often tragedy falls but the depiction of fate is that of strings and a tapestry, materials that can be manipulated and are flexible. You can choose one of these abilities that will grant you a fraction of control over fate:

- **Clotho:** The spinner of the thread of life. With the power of Clotho you are the Beginning, the start of fate. When you look within the eyes of another you can see their life laid bare up to that point in the present. Your gifts allow you to begin the thread of life allowing you to decide when someone gets pregnant (even if they normally couldn't or shouldn't be able to) even forging life from nothing by drawing upon the tapestry of fate, and once a year you have the power to begin the thread of life a new for someone who is about to die granting them a second chance at life. Playing with the tapestry of fate can prove fatal/dangerous when you only create the beginning pieces of a thread but have no control over its course, or where it ends.
- **Lachesis:** The chooser of a person's destiny. With the power of Lachesis you are the story, the present is your gift. When you look within the eyes of another you can see their present bonds and connections you can see the life that they live and all the strands of fate that they are connected to the brighter the thread the stronger the bond of fate are. A hero destined to claim a legendary sword, Two lovers destined to be together, a villain destined to die at the hands of a child, you can see the plot of fate and the paths it is destined to take in your eyes fate is linear a set course of events, but your true power

lies in your knowledge of these events allowing you to act in a way that could rewrite the course you had seen but you must be present at the event in order to change it. Once a year you can change the path of fate without being there changing its course to one that is more to your liking, but changing the image of the tapestry can cause the ending to become clouded and out of your sight even with your intervention fate will proceed.

- **Atropos:** The inevitable end. With the power of Atropos you are the outcome. It is inevitable that everything has to reach its ending, reach its finish, reach you. When you look into the eyes of a person their end is yours to see but unlike Lachesis which sees a single inevitable end you are able to see all possible endings even those that would stop the “story” prematurely. You see the last moments that everything will experience and in your presence all things know that they will eventually reach their end especially should you desire that end to occur. You can slice the threads of fate prematurely forcing an end but in doing so you weaken the strength of the tapestry forcing it to rethread itself in a way that allows it to remain together so that fate and the plot can continue without any adverse threats to itself. Once a year you can end something and force the tapestry to accept it without trying to rethread itself, this will cause the plot to go on and by some miracle end how it should just without that single thread.
- **Ananke (Free With And Requires The Purchase of Clotho, Lachesis, and Atropos):** Necessity, Ananke is often viewed as the Primordial being Embodiment of Fate and in purchasing control of all three aspects of fate they have merged making you something more an existence outside the tapestry. Your powers have all evolved when you look at someone they become a walking ball of string each string is an extension of fate something that has been, currently is, and will be the full tapestry is yours to see not a single piece is closed off to you, what's more you can see all versions of the tapestry not just the one that the “plot” dictates to be true, but all possible plots, now every version of how a world could turn out is in your gaze along with how to make it occur and how to spot the key points. But when looking at a person and seeing their threads you are able to categorize what you want to see from bonds of love, friendship, importance, items, locations or simply hide the strands from your sight, by slicing one of the threads you can re-tie it and change its placement starting new paths, changing the set destiny and ending a tapestry. Fate is yours to play with and manipulate but doing so too often in the same world can cause fate to bind you in its weave once more should you desire you can bind yourself to fate on a choice basis. Fate is the grand design, everything else is just a fragment that you can manipulate. (Removes the time limit on the things you can do with fate from the Clotho, Lachesis, and Atropos perks but won't protect from the weave wrapping around you). Once per jump (or every ten years) you may make a single grand change to the weave, warping every strand from past to future (examples: wipe out all men/woman so now the world is only made up of woman/men who have adapted to this change, grant every single person wings, make it so people have soulmates (maybe add timer on their arm counting down to when they meet or a mark that only them and their soulmate will have), any change made will not impact the main

plot of the world since the change has always been that way since as far back in the past as anyone can remember.