

# Clash of the Titans

*Version 1.0.3*



*Danae, daughter of the king of Argos, bore a son named Perseus. And for that act her father condemned her to death in the ocean. Zeus took pity on Danae and her son - **his son** - Perseus and saw them safely to a small island where the boy could grow into a man. This is the story of that man, and the deeds that would make him among the first, if not the first, Greek demigod hero or at least it is a version of that story.*

*Ray Harryhausen's last film. A late example of the classic sword and sandal Greek mythology films. A story of heroes, monsters, and gods. And now of you as well. Whether you will change Perseus's fate, replace him, or go and explore this version of Greek mythology is your choice. But to help you make it have these:*

### **+1000 Choice Points**

*With which to gain something most in Greek mythology never get, the chance to choose the gifts the gods will bestow upon you. You will arrive the same day that Perseus is deposited in Joppa.*

## **Location:**

As the story begins in Joppa it might be best to start there, but you can begin anywhere that shows in the film.

## **Age and Gender:**

You may freely choose your age and gender as long as it makes sense for your race. And just in case it needs to be said you can be a male gorgon or a female kraken if you want.

## **Backgrounds:**

You may insert into a background that fits your purchases, or drop-in. Either way there are no preset backgrounds or discounts.

## Race:

**Human (0):** You are a human. Depending upon your perks you may be a demigod, but do not expect powers surpassing humanity from such a thing; that comes with Perseus's great-grandson Herakles and the heroes that follow in that period.

**Kraken (600):** The last of the titans. You are a sea monster. Rising about 50' ft out of the sea, with a long tail behind you, significantly longer than the portion that would rise from the sea. You have 4 arms, positioned parallel to each other, each of which has a more than human flexibility, similar in its way to a tentacle. You are powerful enough to crush buildings or shatter rocks, and your hide is hard enough that an army of this day could not hurt you, and even a sword forged by the gods themselves would be of little aid against you. Besides your great strength and size you are able to create powerful waves tall enough to rise over buildings and crush coastal cities. You are an immortal beast needing no sustenance and fearing not time, only violence may end the living disaster you have become.

**Gorgon (1200):** A monster that may be more feared than the Kraken itself. You are a gorgon, sister or brother to Medusa herself. From the waist down you are a massive snake, and even above the waist your form is rather monstrous, scaled and reptilian though humanoid in shape. For hair you have a mass of live snakes. Your hearing is acute, but it is your eyes that are more feared. For one look from your head, whether alive or dead, can turn any creature to stone, no matter how huge and powerful. Finally your blood is a deadly poison that can spawn giant scorpions from the ground, as well as being able to melt through even divine metal if it was left lying in a pool of it. You are an immortal beast needing no sustenance and fearing not time, only violence may end you.





## Perks:

*No discounts this time.*

**Alert and Attentive (100):** You are these things. While if you were preoccupied and distracted by a conversation you might miss the sounds of soft footsteps, or the shape of them forming in the sand, once your attention was free you would be quick to notice the movement of an invisible being.

**Grown in the Saddle (100):** You ride like one who has been riding since they could walk, and have a similar skill with the care, training, and handling of horses. You could ride a wild stallion bareback. You could ride a wild winged horse bareback. And given time and a chance break it to the saddle.

**No I'm Coming With You (100):** Perseus's unflinching bravery in the face of danger is almost to be expected. But Andromeda's is worth noting as well. You are able to remain brave in the face of terrible odds, with the will needed to move from the comforts of the royal court of a princess to the dangers of traveling to face monsters and worse without flinching. You are capable of great bravery.

**Poet and Playwright (100):** You have the skills and talents of a poet and a playwright. Beyond writing skill, this includes being well-informed in popular stories and tales of the day and age. This pop-culture knowledge updates in future jumps.

**Riddle Maker (100):** You are capable of making riddles that while fair and answerable, not requiring specialized information to answer, are extremely difficult to answer; difficult enough to see scores of men to fail to find the answer even at the risk of death.



**Even More Lovely Than a Goddess (200):** You are beautiful. Oh, **Strong Body and a Handsome Face** would make you in the top fraction of 1%, but this is something more. People could call you even more lovely than a goddess and probably be correct. You may not be as beautiful as Helen who would come in a few generations of heroes, but your beauty is close. You have a real chance of being the most beautiful person in the world.

**Find and Fulfill Your Destiny (200):** The gods seem to have a plan for you. Oh this doesn't give you luck, or protection from failure. What it gives you is a chance. You seem to attract adventures, and chances to win glory. Like Perseus should you rise to these challenges you will be rewarded in some way.

**Rumor Keeper (200):** You have an ear for legends, rumors, and tales. Not only are you lucky in finding sources that are reliable and fairly accurate, you seem to have an instinct for knowing which rather outlandish stories are true when they matter to your greater goals.

**Strong Body and a Handsome Face (200):** You possess a body that would be the envy of most any man who has ever lived. When it comes to natural physical abilities and potential you are in the top 0.3% in every category. And yes this includes appearance.

**A Hero's Mind (300):** You are brave and imaginative, cunning and clever. While you may not possess academic knowledge, at least not with just this, your mind is as well formed as **A Strong Body and a Handsome Face** makes your body. In all natural mental abilities and potential you are gifted to the point of being in the top 0.3% of human talent.



**Animal Forms (300):** Zeus's penchant changing into animal forms was discussed, and the divine power to become a seagull was shown on screen. While the full plethora of divine powers is not on sale here, you can gain their power to shift into the form of any natural animal. This doesn't allow for supernatural or mythical beasts, or even duplicating Zeus's ability to become a shower of gold.

**Manifestation (300):** Another godly power that is available to you. Like the goddess Thetis and her statue in Joppa, you can speak through images of your face. This will animate the face to speak through it. Similarly you are able to hear and see through images of your face/head. Whether speaking or viewing (or both), this does require some attention and concentration, and can be done across dimensions. You can sense images of you by concentrating as well to know where the nearest to a location you are thinking of is.

**Set in the Stars Forever (300):** You will find a constellation that represents you in all future jumps. People may not know that it is you, but it will be associated with a myth based on your actions here, or other suitable actions in another jump. You will also find it much easier to acquire a reputation in future jumps, the stories of your actions and your deeds spreading wide and far, and when true finding many believers. And just as Perseus marked the dawning of an age of heroes you will find yourself able to inspire imitators and successors, the greater your deeds the more imitators and successors you will inspire.



**Son of a God (600):** You are the child of a god. More than that you are one that they choose to recognize and favor. You do not gain any special powers due to this heritage, but your divine parent will work to see to it that you get advantages and benefits. How much they'll interfere will depend upon the god, if they're not Zeus Zeus will limit anything too drastic, and it's worth remembering that Zeus while willing to provide aid to Perseus only did so after Thetis manipulated events to put him in danger and only enough to see his destiny back on track.

The high price on this is because it carries over into future jumps. In each future jump you will be favored by a powerful being from that setting. You won't be in line to inherit their holdings or their authority, but they will provide you with aid, advice, favoritism, and protection within some limits of their personality. You may choose a new being each jump to favor you, treating you almost like a beloved child. Though be warned, should you act too directly against their morals or interests they may withdraw this support.





## Items:

No discounts this time.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

You gain a stipend of **+400 CP** usable only for Items including Properties, Pets, and Followers (but not Companions).

**Blade of Strange Metal (100):** A sword forged by the gods from a metal not known to mortal men. Wielded by an old man, or more simple gravity, it could cleave through solid marble without a single scratch on the blade. Beyond this, this sword is forged for you, no matter how strong you should be or become your own blows and strength will not cause it damage, and it will always remain more resilient and resistant to damage and other harm than you yourself are.

**Dioskilos (100, Pet):** This is a large, 2 headed dog. It is somewhat stronger than a dog, even one of its size, should be. It is loyal to you, recognizing you as its owner and master, and is fiercely protective of you, and is, by canine standards, exceptionally intelligent.



**Expendable Soldiers (100, Followers):** This is a group of 3 ordinary, if brave and capable, soldiers. They are highly loyal to you, and are willing to die in your service.



Which is quite likely. See while they're around threats that could kill you seem to target them first instead, allowing them to serve as a sort of ablative armor. If one of these soldiers dies they will not be replaced until the start of the next jump.

**Giant Scorpion (100, Pet):** This is a large scorpion about the size of a human. While not particularly stronger than most animals of its size, its venom is highly dangerous, causing swift death in humans, which isn't surprising given the sheer quantity it must be able to inject.

**Giant Vulture (100, Pet):** This massive vulture is large enough and strong enough to carry a human, and a metal bird cage sized for one, aloft. Not particularly built to be ridden on the back of, however. It is highly intelligent, at least by the standards of birds.

**Red Cloak (100):** This is a red 'cloak', really more of a sash of cloth to be tied around the upper torso. Or really it's more intended to be tied as a bag. If used as a bag anything contained completely within this sack will not harm the sack or its carrier, or be able to release any harmful energy. If something external cuts a hole within this sack there's no promise something harmful couldn't leak out.

**Clay Figurines (200):** This is a set of small clay statues. You get one for each of your companions, followers, and pets. These figurines reflect the current status of the individual they are made to resemble. You can use magic you possess through these figurines to affect the figure represented by them as if they were in your presence.



**Foreboding Island (200, Property):** This island is surrounded by thick fog, and a rocky coast line. There is something more about it which makes it seem uninviting, and even fearsome, to others. You may choose to have it already possess a reputation of terror and of being a dangerous place at the start of a jump, but even if you do not choose that it will likely develop one as soon as people are aware of it, as it just causes an instinctual fear in those who see it. This can be overcome, but it will take brave hearts and a strong motivator.

**Helmet of Invisibility (200):** When worn this helmet turns you, and your clothes, completely invisible. You'll still leave footsteps, and make sounds, but you will remain completely unseen. This even extends to objects you're carrying unless they extend particularly far from your body.

**Mirrored Shield (200):** Made from the same metal as the sword above, this round shield is far harder than steel, but also far lighter, resisting most damage and blows without a scratch. A powerful acid, like Medusa's blood, could melt it, but only if you left the shield laying in it. The inside of the shield is almost perfectly reflective allowing you to use it as a mirror. And while by the standards of this world it's durable, Jumper's grow far more so, but do not worry, this shield will always be at least an order of magnitude more durable than yourself, and gain any and all resistances you possess likewise bolstered.



**Monster's Bow (200):** This is a simple bow, sized for you and with a draw weight designed to be ideal for your strength however strong you should happen to be or become. It comes with a quiver which always seems to have an arrow for you to use, though expended arrows seem to fade away into nothing with time, and whenever you draw one of these arrows it will be coated in any poison or venom your body produces.

**City-State (300, Property):** It would seem that we should be referring to you as king or queen. You are now the proud ruler of a city-state, an equal - at least in and of itself - to Joppa of Phoenicia. While it does not have a vast kingdom around it, this city and its surrounding lands will follow you, and you are recognized as the rightful and legitimate king (or queen) within it. It will retain modifications as you travel.

**Mechanical Owl (300, Pet):** This robotic owl speaks in clicks and wheezes but you can understand these noises. This mechanical owl is intelligent enough to talk to you and understand complicated instructions fitting for an automaton built by the gods to replicate the animal familiar of the goddess of wisdom, clever to go with it, and fairly resilient, more so than a human at least despite its somewhat delicate appearance. It is a useful scout and guide as well as somehow this owl seems to know the direction of any location - or individual - you seek or tell it to seek which is not somehow warded against such knowledge.



**Stygian Eye (300):** This small, crystal sphere a bit larger than a fist, allows you to view any location or being you desire by placing it to your forehead and concentrating on it. This sphere will only work in this way for you and your companions. It does not have other powers such as making a cloak immune to Medusa's poison.

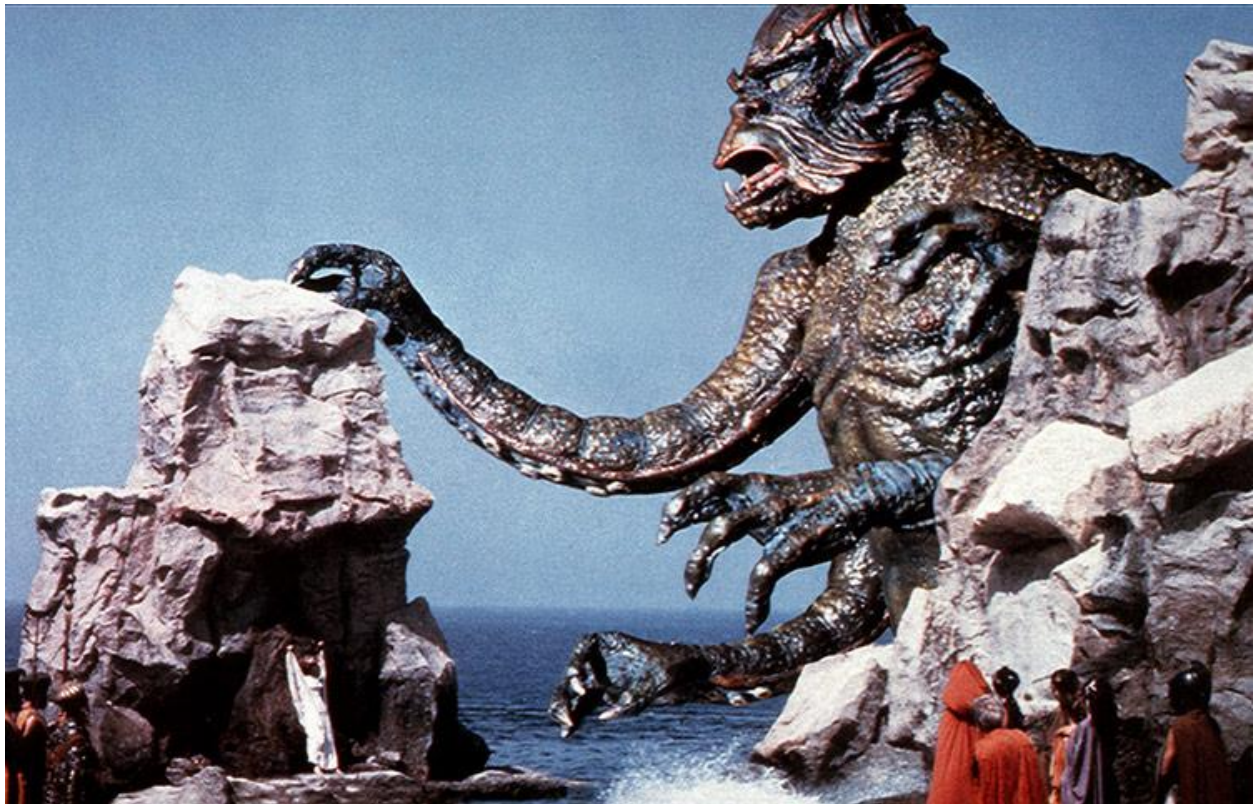
**Wells of the Moon (300, Property):** This is a large expanse of wilderness, perhaps a swamp, or a series of lakes and the woods and fields between them, or a stretch of coastline. Whatever it is, it's a fairly expansive region of several hundred square miles. If you bought any Pets in this jump it will have breeding populations of them. Mechanical owls will somehow self replicate, and be as intelligent, but will not have the ability to sense the location of things. Winged horses, and krakens, will possess the default strength, resilience, and speed, but will not scale to you.

**Winged Horse (300, Pet):** This winged horse can fly in an hour the distance that would normally take a rider a day (though some of this is because it goes in a straight line) while carrying a rider, is strong enough to carry 2 riders, is durable enough to survive being knocked from the sky into the ocean by the Kraken, and can fly back out of the water again on its own power. And that's if you're a mere human. This is a mount worthy of you, no matter what you become. It will always be able to run at least twice as fast as you can, and fly at least twice as fast as you can (or as it runs whichever is higher), and will always remain at least as durable as you gaining all of your resistances and immunities; if you are not riding it this only scales to your base line, but if you're riding it it will scale to your current state. Finally it is a highly intelligent beast, smarter than any horse should be, and extremely loyal to you as long as you treat it well.





**Kraken (600, Pet):** The last of the titans. This is a sea monster. Rising about 50' ft out of the sea, with a long tail behind it, significantly longer than the portion that would rise from the sea. It has 4 arms, positioned parallel to each other, each of which has a more than human flexibility, similar in its way to a tentacle. It is powerful enough to crush buildings or shatter rocks, and its hide is hard enough that an army of this day could not hurt it, and even a sword forged by the gods themselves would be of little aid against it. Besides its great strength and size it is able to create powerful waves tall enough to rise over buildings and crush coastal cities. It is an immortal beast needing no sustenance and fearing not time; a living natural disaster. And it will always remain at least somewhat stronger and more durable than you are; though this only scales to your baseline, no items or temporary boosts included. It is obedient to your will and intelligent enough to follow orders like 'destroy this city' or 'do not destroy this city but claim the sacrifice'. Comes with a free underwater cage to keep it in if you don't want it swimming free.



## Companions:

**Companion Import (50+ CP):** For 50 CP you can import or create 1 companion with 600 CP. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

**Canon Companion (50+ CP):** For every 50 CP you pay you may recruit 1 human (or demigod) canon character from the film.



## Drawbacks:

*Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.*

**A Life to Live (Toggle):** A decade not long enough for you? You may extend this jump up to 100 years. Drawbacks lose their fiat backing after the first decade, and if you die after it it merely ends the jump and does not count as failure.

**Self-Insert (Toggle):** Want to replace someone? Feel free. You won't gain any special benefits they possess unless you pay for them.

**Condemned to the Sea (100):** Ignore your free choice of a start location. You arrive locked in a coffin floating on the ocean. You have nothing beyond your basic clothes with you, everything else will be waiting for you in your warehouse, or your start location as you prefer. You cannot access your warehouse through the coffin, or even access any pocket dimensions until you're out of the coffin.

**Cursed Form (100):** If your race in this jump is human, then like Calibos you have been cursed into an inhuman form. You possess a tail, horns, excessive body hair, an enlarged nose, and a somewhat monstrous face. This will mark you out and you will be unable to change into other alt-forms or shapes while you are here. If you are a Kraken or Gorgon then you are merely locked in that form unable to change into other forms while you are here.

**One-Hand (100):** You have are missing a hand. You cannot regrow it, and you will find no prosthesis that would have a range of functionality close to that of a normal hand will work. You could still replace it with a hook, or perhaps a three-pronged weapon.

**Swarms of Blood Guttled Marsh Flies (100):** Flies are now much more common. While not exactly dangerous flies to be found in any place you are, not always in unsightly swarms, but always with at least some sizable numbers. And many of these flies bite.

**Always Dropping Things (200):** You have a tendency to get disarmed, drop your gear, have it stolen, have it destroyed, or lose it permanently. This is at its worst when you face major challenges, and expect this to either inconvenience you during the challenge, or mean losing it for long enough that you will need it again before you can recover. Items lost due to this effect will not return to you or be replaced until the end of the jump unless you retrieve it yourself.

**Blind (200):** Like the Stygian witches you are completely blind, and unable to see. Magical senses still function, but your eyes never will.

**What More Could Any Mortal Ask For (200):** You lose any superhuman or supernatural qualities. Any capabilities above peak human are loss. If a real world human couldn't do it you can't. Abilities gained in this jumpdoc are exempt, and items are unaffected (though if they require abilities that a real world human can't have to use them you're out of luck).

**Expendable Ally (300):** That's what you seem to be. Where normally you might be the hero blessed to see things through to the end now you seem to have lost any plot armor you possessed, and even picked up something of a reverse plot armor. This doesn't make you necessarily weaker, or unable to succeed, but danger seems to target you first over anyone else around you, be harder to avoid, and hit you harder than it should as if attempting to establish how dangerous an enemy or circumstance is with your death. You can overcome this if you're skilled, smart, or strong enough, but you will find that luck is firmly against you.

**Nothing Can Atone For This (300):** You have committed a crime of such magnitude that the gods believe you must be punished. They have released the kraken against you and yours for this sin. While the gods will not directly intervene against you, unless you try and take the fight to them, you will find that they are more than happy to broadcast your status, and bring misfortune to lands that shelter you.

**Squandered Gifts (300):** You may have many gifts, but a strong moral backbone is no longer one of them. Like Calibos you may be strong, intelligent, and blessed by birth to be a lord over a vast domain, but you will find yourself lazy, short-sighted, and indulging in the worst of your passions during your time here.



## Perseus's Replacement Scenario:

To select this scenario you must be a **Human** and you must take the **What More Could Any Mortal Ask For** drawback for no points. Beyond that you will find that though you can pay to import companions to give them CP and purchases if they import into this world you will never meet them here nor gain any benefit from their presence until you have completed this scenario, and that all your items from outside of this jump and access to your warehouse is sealed. These are both enforced to the same extent as drawbacks, but all of them - including **What More Could Any Mortal Ask For** - will be lifted once the scenario is complete.

Your jump will begin when you wake up in the Joppa theater on the same day that Perseus normally would wake up there; if you took the condemned to the sea drawback you will instead wake in the coffin and must make it to shore... which will happen to be a coast near to Joppa's theater. You must then: Get Caligos to lift his curse, kill Medusa, kill the Kraken, and win Andromeda's love and hand in marriage. You do not need to do these things in this order if you can avoid it. You must also do all these things while behaving in a way that will meet Zeus's approval - that is without excess dishonor, bloodlust, or wickedness - and without getting Joppa destroyed (so try and avoid something like a throwdown between two krakens at its sacrificial rock unless you have a plan to avoid collateral).

Unlike Perseus you will not receive gifts from Zeus to help make up for the way fate has been altered to place you here; you got 1000 CP (plus drawbacks) to do that already. You will have to use your wits, your skills, and your purchases wisely and survive to be the hero that Perseus would normally become.

Do this and you will receive **Medusa's Head** as a fiat backed item, retaining its ability to petrify into future jumps (and the snakes that form its hair won't bite you), as well as **Andromeda** as a free companion. What's more as your, presumably beloved, wife she will import for free, without taking up a companion slot, in all future jumps gaining either the cheapest import option, or a background and 600 CP; if you'd prefer to use a more expensive import option you may do so by paying the difference between the cheapest and it. You may also always transfer CP to Andromeda if you want her to have more CP for a given jump, she will gain 2 CP per CP you transfer for the first 200 CP (so 400 CP for 200 from you) and then 1 to 1 after that point.

## Outro:

Your time in this world is at an end. Whether you were set in the stars, and matched Perseus in his deeds or simply lived in the world of Greek myths at the very beginning of the age of heroes, still generations before it really blossoms, it is time to decide what happens next:

**Go Home:** Return to your native world, ending your chain and keeping everything you gained.

**Stay Here:** Stay in this world, ending your chain and keeping everything you gained.

**Continue:** Go to your next jump, continuing your chain.



## **Notes:**

Could Medusa's head/gaze affect an Olympian god? I have no idea. Athena had it on her aegis which didn't seem to turn other gods to stone, or people for that matter except in the fact that it could cause paralyzing fear. Ovid claimed Perseus turned Atlas (the war leader of the titans after Kronos was poisoned) into stone, but Ovid is not the most faithful to the older sources. In this version the gaze was a curse from Aphrodite so whether Aphrodite could inflict a curse that'd be such a weapon against the gods is something to call into question. In the end you do you.

## **Changelog:**

Version 1.0.0: Posted.

Version 1.0.1: Removed references to backgrounds/origins in Perks and Items. Apparently I had forgotten to remove that before.

Version 1.0.2: Added a One Hand drawback because Caligos lost his in the film.

Version 1.0.3: Tagged Winged Horses and Krakens as pets for (easing finding with) Pools of the Moon (instead of just referencing them in the item).