

Record of Ragnarok, Gods

Welcome to a world of divinity, jumper. The Gods have passed judgement, and humanity must fight for survival; a 13 round tournament of duels to the death, won when a side gets seven victories.

Perhaps you've already experienced this from the mortal side?

It does not matter. Claim your godly power, and bask in supremacy over humanity.

Origins:

Ascended Mortal:

You were once mortal, becoming a god through various means. This could have been drinking Zeus's ambrosia blood, reaching a true enlightenment, or simply being born a demigod and rising to your potential. Either way, your perspective is likely affected by your prior mortality

True God:

Born a god and raised a god, with certainty in your divinity. Whether your power is your own naturally, or one strived for, let none doubt your perfection.

Perks:

Perks are discounted for their origin, with 100cp perks becoming free

Undiscounted:

Divine Form (0/100)

Your body is that of a god; your strength, speed, durability, reflexes and stamina are all far superior to a mortal's, and manmade weapons cannot so much as scratch you, though divine weapons, and the unarmed attacks of those with superhuman strength can still hurt you. You also cannot age unless you wish to. Your divine body is humanoid, but you may have cosmetic and non combat functional differences; be it a different skin colour, vestigial tail, or similar

For 100 extra CP, your divine body may have an extra feature that provides an advantage in combat; with shiva's extra arms the upper limit of this

Split God (400)

Through will, you may split off into a number of lesser gods. These posses far reduced amounts of your power; any given power may be entirely given to a single offshoot, in which case it is only somewhat weakened, or divided between them, in which case all will have a thematically similar but noticeably weaker ability; such as if you could control all misfortune, one may be blessed with fortune themselves, another may inflict misfortune with their touch, etcetera. If one of your lesser aspects die, that power is gone until you next enter a jump, though a one up may be consumed to revive that part of you. These aspects may unite whenever in one place. As long as any survive, so too do you.

Pinnacle (600)

You are at the pinnacle of divinity, at least in one attribute. Maybe yours is the speed of Poseidon, to strike a hundred times in a moment, to move fast enough to create an entire dome of after images; that strikes and afterimages fall like rain as you command, maybe you are a powerhouse of physical strength and potency; towering over your lessers, able to kill the world serpent with a suitable weapon. Maybe you put your focus towards durability and become the equal of Cú; taking full combos from a chief god for over ten minutes straight without succumbing, or any another attribute. Whatever the case, there will be few gods to even come close. You may purchase this perk multiple times, and additional purchases are discounted

Ascended Mortal:

Humility (100)

A God you may be now, but not before. And despite yourself, you don't forget. You can always remember what it is to be weak, and connect with those beneath your power, empathise with those who should be nothing to your might. If you try, descending to godhood doesn't mean sacrificing humanity

Forgiveness (100)

No matter how corrupted or evil, there is always a path to righteousness. The worst serial killer in mankind's history can be shown love, a god so steeped in envy and loathing can be brought back to happiness. This perk does not ensure you will succeed, or even know where exactly to start, but should you try, there is always a way to save them

Remnants of Mortality (200/800)

Your previous self was clearly special in some way, to have managed to climb this far. You gain the abilities of any human in Ragnarok, be it the will of Adam or Leonidas, the strength of Raiden who could crush a god's arm in his grip, Qin's martial arts that could fell a lesser god alone, or similar. The only exception is Adam's Eyes of The Lord, that allow automatic dodging of any attack and replicating it yourself so long as your nerves do not burn out, this power requires an additional 600cp payment. You may purchase this perk multiple times

Divine Fortitude (400)

Your willpower is comparable to Heracles, a limitless resolve to fight through any agony without even a flinch, to doom yourself without hesitation if you know it must be done.

Common Destiny (400)

Through a life entrusted to another, full potential can be brought forth. This is the basis of Volundr; a Valkyrie laying down her life to become one with a man, granting him a weapon to harm gods. You are far more skilled in the principle; able to accept any such faith and turn it into a weapon far greater than any common divine weapon, and in turn, may become a Volundr for those you have faith in with ease, granting a perfect and empowered weapon that could easily fell the average ragnarok combatant should they land a true strike

Growth (600)

Mankind was not born strong enough to challenge the gods. One in a billion such as Raiden may be born close, but even then. No, they were weak, and became strong in time. Sasaki

lost and lost until his blade could cut down the god of the seas. Lu Bu, though already mighty, trained for decades until he could cut the sky. You retain such a potential. So long as you strive for more, you may find it; always finding further to reach with your training, always finding something new to learn from.

True God:

Pride (100)

To be divine is to be strong, and unashamed of such. Poseidon took his obsession with such all the way to the grave, while Thor grew bored of his own power. Neither fate shall befall you. So long as you wish, simply wielding your strength is enough to keep you satisfied, holding authority is as much a freedom as any unruly wandering. And yet, you shall never be blinded by your power; never lose yourself in it. Keep pride in yourself, jumper.

Family (100)

Hades was known as the most reliable of gods, and his love and respect for his brothers united them in caring for him in turn, even Poseidon, who had nearly killed family members for so much as asking for aid. And similarly, your family will always share such a connection, that same love and respect towards you, and from you if you allow it

Purpose (200)

A purpose drives a god further than whim ever could, as shown by Shiva. Similarly, when fighting for a cause, be it your family as it was for Hades, or the dreams of everyone you fight for, your power grows; faster and stronger as if empowered by everything you fight for. Optionally, these causes and carried wishes may be represented on you with tattoo-like marks, reminders

Respect (200)

There is no truer way to see the core of someone's being than when they are putting everything on the line. So long as one does not immediately crush the other, any opponent you clash with will begin to come to understand and respect you. If you duel long enough, someone who lived their life despising you may come to think positively of you, if their hatred was built on false grounds. Actual grudges slow the process, and if you've truly wronged someone, this will struggle to work at all.

Chief God of your Pantheon (400)

You are a true leader. Yours is the charisma, wisdom and responsibility to lead even the heavens, should you be able to take the throne. To convince or threaten comes naturally, and your mind is tempered. Ruling may not be easy, but you are definitely the type to be able to

Divine Ichor (400)

Your blood carries divinity. Bleeding onto a weapon and letting your power and life force seep in, you can turn even the weakest divine weapon to one of far greater power, effortlessly tearing through things they'd clash with before, though your blood and life will keep flowing into it until you sever the connection. And should someone drink your blood, divine power floods them, resulting in a demigod. If it doesn't kill them. You may choose a

condition; able to change every ten years/new jump, only those who meet the criteria may benefit from your blood, dying instantly otherwise. Fanwank responsibly as far as your blood's effect on anything else

Sorcery (600)

You have a cruel intellect to you, jumper. With intelligence on par with Beelzebub; in biological fields, creating monsters that can challenge gods, reincarnating demons through their remains, while in more technological fields, inventions comparable to Tesla's Super Automaton are possible

Adamantine (600)

They can rebuild you. They have the technology.

You are now a cyborg, divine technology and divine metal remaking most of your body. This body is now stronger than your previous in every way, somewhat faster, stronger, etcetera, and does not tire, does not feel pain. You also have a number of smaller gadget features, on a similar level to Adamas's retractable mask, and it takes to upgrades well

Divine powers

You receive a 600cp stipend, which may be spent in this section and/or the divine weapon builder

Custom Power (?)

You may design a divine power of your own, using the others listed as price point references. Fanwank responsibly

Trials (300)

Your ascension involved twelve trials, and twelve arts. Using a club or other medium to channel them; the head of the weapon shifts, and an effect is granted, stymphalian bird causing powerful enough winds to deflect knives, nemean lion which creates a massive and powerful shockwave, and Cerberus, combining you with the hound of hades; regrowing any severed limbs, granting you claws and sharpening your teeth to fangs, granting a considerable boost to speed and strength and letting you cut from a distance as if invisible giant claws sprouted from your hands.

For the original, using these techniques resulted in the tattoos spreading and killing him when he was covered. For you, the use is merely an agonizing experience, the tattoos may optionally spread with your use, but will simply fade back at your will. Cerberus can be deactivated as a result

Only three of the twelve labours have had their effects revealed, fanwank responsibly

-Further Trials (200): for 200 more CP, when undergoing a sufficiently challenging trial, you can burn it into your soul and gain another Art

Divine Skill (300/600)

You have a skill as a domain of yours. For 300 cp it is on the level of Apollo's mastery of boxing; enough to effortlessly dodge his enemy and strike quickly, enough to be a threat, but not unparalleled, not enough to challenge gods on it alone. For 600cp, your skill is on the

level of Susanoo's swordsmanship. Masters of your skill find themselves scarcely able to comprehend your techniques, and you have perfected and then improved every technique humanity had ever conceived for the skill, then more of your own design; a master of the sword reaching the point of being able to use the very air as a sword that ignores the skin to cut bone and organ, if with terrible backlash

Enlightenment (400)

Perhaps you ascended to divinity through understanding, rediscovering the path to freedom from ignorance, freeing yourself from the cycle of rebirth. Enlightenment grants you a detachment from base instincts, able to maintain a relaxed and calm state even when fighting for your life, though you can still grow emotional if pushed far enough. The true benefit is in Eighth Consciousness, you may see the souls of others, and read the fluctuations in the soul and light of their wills to predict their actions, glimpsing this future hundreds of times if necessary, to see how best to act.

-Six Realms (200/300)

Your enlightenment lets you draw upon the realms mankind can reincarnate into, each protected by a Bodhisattva Kannon. Using the technique causes scrolls to envelop a weapon before it changes, into one of six forms, chosen by your emotions. Five of six forms are known, a halberd, a giant spiked club, a short sword, a shield, and a powerful scythe that uses the souls of the dead for propulsion, summoned from your hatred. By paying an additional 100cp, you may freely choose its forms instead of relying on emotion

--Great Nirvana Sword Zero (200):

Usually, this weapon requires a fate entrusted, Common Destiny, creating a weapon only those who attain Great Nirvana in the Pure Lands. For those who don't want to need another, by paying cp, you can bind this form into your six realms technique, creating this Shichishito with bladed protrusions, able to decimate even powerful gods with its strikes, fuelled by compassion, and called by the same unless you paid to be able to call it at will

Misfortune (400)

Your power is in misery and misfortune, absorbing the woes of others, or your own. You possess some ability to manipulate your flesh, turning it into a handle which can channel your absorbed misfortune and misery, even anger at missing fuelling it. It grows as it is fed, reshaping at your will as it does; everything from a pair of short swords attached via fleshy connection, to a storm of countless blades to a giant six headed axe nearly a hundred times your size should you be driven to enough despair

-Flesh of the Demon Lord (200)

For an additional 200cp, you are able to control your own body far more; reshaping flesh, extending, hardening, and wielding it, no longer reliant on a single handle through which to manifest nor your own misery to fuel it. Even size is no issue; effortlessly able to create makeshift weapons bigger than yourself from your limbs. Complexity is somewhat a limitation; though drills, whips and blades are easy enough, and all of your reshaping takes time. Parts that have been detached remain shiftable if you make contact, turning a severed arm into a powerful greatsword of flesh and bone is no issue. Blood offers less combat utility, but turning it into cloth or similar this way is possible

Riastrad (400)

Much like Cú Chulainn, you're at your most dangerous when cornered. When defeat is inevitable, you may enter a berserker state. Every enemy is struck by utter terror as you

transform, and your power is multiplied considerably. You may design your monstrous berserker form as you wish so long as it remains humanoid

Assassin (400)

The perfect power for a killer; you are in possession of countless blades, under your complete control; emerging quick enough to parry lightning, able to armour yourself in them, wield them as claws and blades, unleash them as powerful projectiles, or whatever else your imagination conjures.

Dance of the Cosmos (400):

Much like Shiva, you're a dancer at heart, dancing to the rhythm of the cosmos. This dance can be woven into fighting styles, utterly unpredictable without any hax or hearing the rhythm themselves, and boosting your strength and speed; enough that going all out may seem like an army of yourself attacking at once. The true power of this dance, however, is its next step; superheating you to the point of combustion, every strike far stronger and burning your foes

-Samsara War Dance: Ashes (100)

For 100 more cp, you can gain Shiva's ultimate technique; forcing your heart to beat faster and stimulating your spirit, resulting in a further giant boost to your speed and power, and making the fire even hotter; your surroundings burning to ash as every strike cauterises and burns flesh to the bone. Unlike Shiva, you're not in danger of burning yourself out to death from this technique, though it can exhaust you to helplessness still

Thunderer (500)

Your domain is storms and lightning; and lightning obeys. With a cooldown, you may teleport in a bolt of lightning. In combat, channelling lightning for various means is easy enough; wreathing your weapon to unleash an even more powerful electrified blow, calling bolts, or similar is within your power. This power is also effective at self-amplification; granting you the speed of lightning and a decent boost to your strength, with its power

Helios Phoebus (500): You can create light, and can weave this light into threads. These threads are capable of forming a variety of powerful weapons, from forming boxing gloves capable of brawling with some of the strongest Einherjar through the boosts they give alone, to unleashing arrows of light, trapping enemies, to almost any use a clever wielder can think of

-The Sun Never Sets (300): the true power of the Sun God. A powerful battle mode that draws strength from expectations; from allies and enemy alike, and glowing with more or less light depending on how much expectation is fuelling it. The more you glow with the light of expectations met, the more your power seems as inevitable as the sun's rise, the stronger you become

Prominence Field (600)

A power of the sun's heat; you can emit waves of heat as hot as the Sun, or perhaps Hell. Lesser gods fall to their knees immediately, and even your equals are affected; slowed and weakened by the heat. The heat field can even function as a barrier; anyone trying to touch you repelled by the heat

-Horus (300)

Channelling your heat lets you instead manifest the golden armour of horus. In this state, your prominence heat barrier cannot be used, but in its place the channelled heat lets you fly effortlessly, and amplifies your strength and defences. The heat waves can even be channelled through the armour to unleash a maximum output beam of concentrated heat

Palymara (600)

You can vibrate your body at high frequencies, an ability that allows for powerful destruction, ranging from earthquakes, destroying objects, or even as blades that cleave steel. You may choose to specialise the defensive and offensive uses of this into one hand each, as Beelzebub did, boosting the technique's power somewhat at the cost of some flexibility. Defensively; the vibrations can create a barrier able to block even strikes of Gods like Thor. Its ultimate technique uses both sides, condensed, resulting in a black sphere engulfing the user and things nearby before bursting, and while the user will suffer massive damage from it, almost no foe could withstand it

Contained Destruction (600)

The power of the monkey king; the force of every blow you ever take is captured inside you in a destructive energy. You can unleash any amount of this energy to enhance your attacks; a simple thrust with enough energy can devastate titans. In time, jumper, this may prove unstoppable

-Journey to the west(200)

For an additional cost, you can skip some of that collection process; beginning having stored power equal to that Sun Wukong entered the arena with. A mere 15% was able to defeat the titan Prometheus, shattering divine chains and leaving the titan in a deep crater in the arena wall

Ring of the Jester (900)

This power contains several; the first and main is the power to copy anything in creation. By touching something or someone, you are able to 'input', memorising and storing the information of the object, and using this stored information, you can recreate it perfectly. This functions on mortals, gods, and objects alike, even allowing divine treasures to be remade. You only have so much power to allocate at a time, however; you may freely allocate power as you see fit among these clones, but whether a single clone or an army, the total 'amount' of power does not change. These clones can also be formed around you, functioning as a disguise. Second, False Divine Shadow, allows you to create a clone of yourself, able to function autonomously, and wield your powers, without drawing from your own cloning pool. The third power is Peephole of the Nine Realms; you are able to see through the vision of your clones, connecting your consciousness, your eyes visibly changing. Finally, you can use copies as gates, teleporting to your copy's location and disintegrating the clone in the process, though it requires you to make a connection to that clone's consciousness, so does not work on dead clones.

God of Gods (1000)

You possess the power that made Zeus so unmatched; an absolutely overwhelming amount of strength, speed, resilience, to the point Zeus recalls even the big bang as a mere thrill, and a control over your body that allows for bulking up to a hulkish extreme at will, and the most powerful of his techniques, Adamas, contracting all of these grown muscles until your

form is spindly, disgustingly *off*, and powerful enough to set off the flight or fight response of everything nearby. In this state, destroying even Valhalla would not be too challenging. Finally, you have learnt the same technique Zeus learnt from his father, the Fist that Surpasses Time; gathering strength before unleashing a blow, faster than a femtosecond, time itself bending for your nigh infinitely fast punch

-Divine Mimicry (400)

However, just force alone did not account for Zeus's dominance. He grew, unlike many, learning his father's technique in seemingly a single battle. And for 400cp, this growth is yours as well. Witnessing, and far more so experiencing a god's, or other fighter's, fighting prowess and abilities will let you begin to understand, and replicate somewhat in your own fists. Poesidon's Forty Day Flood? A rain of fists is close enough.

Items:

Items follow the same discount rules as perks

Divine Weapon (free, one purchase only/+300)

You may obtain a divine weapon of your own making for free, and access the divine weapon builder section, or forsake this to gain 300cp

Valhalla Arena (500)

Your own personal copy of the arena; floating in the sky. When a challenge is issued, you may invite it to be settled here; a series of one on one fights; with the conditions up to you. Most opponents will be inclined to accept, so long as the conditions are not utterly unacceptable; such as being blatantly biased to you, or seeking a duel to the death over a delivery tip. Anyone relevant to what is being settled may appear in the stands to witness the battle at your desire

Ascended Mortal

Candy (100)

A comparable collection of candy to the Buddha's, available as and when required. You can always have something sweet on hand as you want.

Einherjar's Volundr (200)

A divine weapon suited for a human fighter, without a Valkyrie within. You may take a copy of any human fighter's volundr, resized and adjusted as appropriate for your divine form.

Valkyrie's Data (400)

Brunhilde was planning for Siegfried's freedom, and was planning extensively. This hologram based computer system comes with files on every human to have ever lived and most gods of importance, used to find the best combatants for Ragnarok. This updates in future jumps, and comes with all the necessary filters and searching capability to not be overwhelming

True God

Divine Wine (100)

Well, good to have something to relax with before or after the match. This is a divine form of wine; guaranteed to taste perfect and give even gods a pleasant buzz

Divine Transportation (200)

The Fortune Gods entered the arena via flying ship, and now you too can ride in style. This purchase provides one form of vehicle or steed, be it a palisade, horse, airship, or whatever else appeals to you; with far reduced requirements for fuel, food, or whatever other needs

Palace (400)

Many of the more important gods have their own personal domains, and you are no exception. This palace is made to your specification; at least the equal to what was seen of Poseidon's

-The Whole Kingdom (300)

But what king rules without territory? For an additional 300cp, upgrade to a whole divine realm on the level of the underworld; complete with multiple points of interest of your will, to the level of Helheim's power and importance

Divine Treasure builder:

Potency (0/300/500)

For 0cp, it is on par with a Volundr; potent enough to hurt gods and cleave through buildings. For 300, it is more akin to the blade of Susanoo or bident of Hades, with far more destructive power, and more resistant to damage. For 500, it is comparable to Thor's hammer; slaying giants in a single blow with a strong enough user

Incubating (300)

Your divine weapon is alive, but not awake. Not yet. When you are facing a truly worthy opponent, your weapon will 'hatch', visibly fleshy and alive, and emitting considerable heat. You gain 300 cp to spend on other divine weapon purchases, only active in this awakened state, and in this state, it effectively has an additional purchase of potency, which can put it over the 500cp level. Fanwank this power up responsibly if applicable. You may purchase options to specifically improve this living state, discounting purchases made exclusively for it

Amplifier (300)

Much like Beelzebub's staff or Ra's Horus, your divine weapon empowers your abilities channelled through it, significantly boosting their output

Controlled (300)

Similar to Thor and Mjornir, you can control your weapon somewhat in flight; enabling it to build momentum by flying in circles for a super powered strike, to return to your hand at your will, or similar tricks, though precise surgical control is beyond you currently. Perhaps with training?

Multiform (300)

Your weapon can take multiple forms, changing between. You may add up to 5 additional forms per purchase. These can be weapon forms, a shortsword, shield etc, or something else, such as a form for storage.

Torturous (400)

Cruel, isn't it? Those affected by the treasure, such as bound by its chains in the original, have their pain amplified several hundredfold. Ordinary gods would perish in moments, mind and body each buckling under such pain; and even those on the level of Ragnarok fighters will suffer

Sure Hit, Sure Kill (800)

Similar to Gáe Bolg, your weapon is capable of a powerful final attack. Gáe Bolg itself shatters when kicked by Cù's Riastrad form, becoming a hail of shrapnel that bypassed even maximum output prominence field and skewered a chief god many times over effortlessly, before reforming. Your weapon has a similarly powerful attack, though with a requirement of its own

Companions

Import (100)

You may import up to three companions

A loyal friend (100)

A dog, of any particular breed you fancy, though mostly mundane. Guaranteed to be friendly, with just a slight divine spark rendering them ageless

Monsters (200)

For 200cp, recruit a monster from the various backstories of your fellow gods, be it the python Apollo once met, a jotun that survived, or any other. Zeus's dragon is also available here

Gods (200/400)

For 200, recruit a noncombatant god such as Aphrodite, or another audience member god. Their divine form is stronger than mortals, but any Ragnarok level combatant would overpower them with ease. For 400, a combatant may be brought with you, or another on their level, such as Rudra who fought Indra and alongside Shiva despite being not selected for Ragnarok

Mortals (100/400)

For 100, you may take a human non-combatant; be it from the audience or backstory. For 400, a combatant or one similarly able to fight on the level of gods may be recruited

Scenarios

You can select any number of scenarios; these happen prior to your time in the tournament, and between their end and Ragnarok, you may choose to 'fast forward' to the plot. Each successful scenario completed provides +400cp

The Titanomachy Tournament

Aeons before humanity, the titans ruled over the universe. Eventually, Zeus and the other gods faced off against the titans for dominion over the universe. Zeus and the gods of course won. That is no longer guaranteed. You will need to replace Zeus, and ensure victory for the gods.

You will need to fight and to win. You will face several of these, stronger than almost all gods, and then face off with one of their mightiest; on the level of Kronos, the embodiment of time; with his technique The Fist That Surpasses Time that lands a blow within $1e-20$ of a second. Your foe will possess something on that calibre, with no qualms as to destroying you with it. But if you succeed, for your victory, you may claim their technique as your own.

Your true reward, however, is Valhalla itself. The floating heavens are now yours to command, becoming the new chief god ruling over it, and it becoming a property/warehouse extension

Ruler of Svarga's Peak

One way or another you must claim the title of the strongest god in India. There are two ways to approach this scenario, though both end the same; either accompanying Shiva and Rudra on their journey to the top, and when the three of you reach the summit, you alone must win. Or you can do so alone, taking on all 1115 gods of the Hindu realm; seeking them out and defeating them one by one before reaching the summit of Svarga, and facing off against Rudra and then Shiva. These gods vary wildly in strength; the early gods are pretty much fodder, while by the end, pretty much all combatants on the level of Ragnarok fighters

If you chose to accompany the duo, you may take them as companions for free

If you chose to go alone, you gain 200cp instead

Either way; you gain the mountains of Svarga and some of the surrounding country as a property, connected to your warehouse, and the many lesser Hindu gods you bested may follow as followers

Drawbacks:

Someone old (+0)

You awaken as a canon god. You do not gain their abilities unless purchased

Loathed (+200)

You are not popular around here, jumper. Nobody hates you quite enough to break the taboo unless you start it, but you'll find many a standoff, and none besides perhaps your companions will be in your corner when you take to the arena

Lilith's Curse (+200)

A rose tattoo marks you, and binds you to life. Any time you'd harm yourself, or allow yourself to come to harm, it activates, stopping you or forcing you to act, respectively. While seemingly benign, the true downside is in combat; for yours will hinder even self destructive techniques, sacrifices that may need to be made. This does not help automatically dodging attacks; merely forcing you to try and block or dodge once you've noticed an incoming blow, even if it's futile or worsens the situation

Boredom (+200)

Much like Thor, you've not found a worthy foe. Never found the joy of fighting with all you have and being pushed to the brink. The curse of strength leaves you utterly bored with the mundane; and fighting the weak further saddens you. Perhaps a true fight can pierce this, and show you a better existence?

Satan (+300)

When you reach a state of pure love, affection, or respect, an alter ego emerges from you. Utterly evil and dedicated to destroying everything you hold dear. Surfacing outside battle, it will gleefully kill everyone you've come to care for, if it can. In battle... the murderous bastard may be less skilled, if they haven't had the opportunity to hone their murderous craft, with only their claws, your muscle memory and their bloodthirst to guide them, which may well get you killed against an opponent who takes advantage. But it's fine, it's not like gods coming to respect their opponents in the arena is a recurring theme

Obsession (+400):

You're obsessed with something befitting your nature, be it a fanatical drive for justice that sees you blindly chasing evil into traps and letting a serial killer strike you down to redeem them, a belief in your own perfection that blinds you to even the possibility of defeat and taken by surprise by any difficulty, or similarly self destructive obsession

Incarnation (+400)

Whether an experiment of Beelzebub or something else entirely, you are not a known god. Instead, you incarnate in the middle of ragnarok, the prior combatant in your place having been entirely overwhelmed by your emergence.. and leaving you tired and likely heavily injured before even getting to throw a punch. Your opponent, meanwhile may have been mildly scratched and bruised at worst

Traitor (+600)

You have, or will betray the gods. Turning on them to fight for humanity. Not only must you ensure humans win in the tournament to prevent a chain fail, but the gods will not take kindly to your treachery, and an opponent seemingly hand picked to counter you will take the spot to oppose you; perhaps they wield fire to your ice, perhaps they grow from grudges and are the person to hate you most in the world. This may yet prove a challenge, jumper

God's Apocalypse (+800)

Your place in Ragnarok is not guaranteed. Instead, a second tournament is taking place, for the final place in Ragnarok. You must win, and take your place in Ragnarok. Defeat here will end your chain as certainly as death against the human in Ragnarok would. You will replace your best matchup in the tournament. Your fight against a human may seem trivial in comparison, but even Zeus was pushed to his limit by the father of mankind, and similarly, this drawback ensures your human opponent will manage to compete

Ending:

And as always, the choice

Perhaps divinity was enough for you to decide to **return home**

Perhaps you found a new home here, among the gods, and wish to **stay**
Or more likely, the urge to fight and see more has not faltered, and you will **move on**

Notes, rambles and yap:

-Incarnation and God's Apocalypse drawback interaction, you merely incarnate in the tournament before

-God's Apocalypse and Traitor; you will need to win the apocalypse tournament, then go on to ensure humanity wins. The fiat of your human opponent will instead ensure your divine opponent is able to challenge you

-divine mimicry isn't strictly based on anything canon, but Zeus did learn fist that surpasses time in a single fight, and otherwise it's just a very simple ooga booga big and strong perk, and that feels middling for the big guy himself's powerset, you know?

-split god is currently a representation of zerofuku's self division, if Ahura Mazda's split design does lead to a dividing based fighting style as some have theorised, it'll probably move to divine power and encompass both

-fist that surpasses time is on the wiki noted as at least as fast as 0.00000000000000000001 seconds, 16 zeroes. Measurements exist for 18 zeroes and 15 zeroes, so I've just made a "well its faster than the 15 zeroes", feel free to do math if you care enough, or just fanwank

-common destiny is effectively both sides; buddha's mastery of it let him teach volundr to the valkyries and zero became an incredibly powerful sword; the perk is expertise in both

-beelzebub's power is bought at the level it was in Ragnarok for lack of any hard information on how much he was boosted by the staff. Fanwank responsibly with Amplifier all around tbh

-sure hit, sure kill; there's no strict guidelines but just go with whatever feels appropriate, its based on Gae Bolg's effect as a guideline

-once there's some actual information to it, there'll be a primordial perk probably