

Godling Corruption jump



“After millennia slumbering, you have awakened. The world has long since lost the gifts you had granted them, the same gifts used to seal you away. Now, you seek vengeance. Now, you seek power. Now... you will conquer.” Welcome, jumper to Earth, after a fashion, you see in the distant past, godlings existed, shaping humanity to be their devotee, till the rebellion, and the Remnant used imperfect imitations of power for the occult community, till one of them is excavated from some ruin, ready to usher in a new age. Take these **1000 Choice Points**.

Origins

ALL Origins can be taken as a drop-in; age and gender are up to you.

Mortal [+200 CP]

You are a mortal, a puny mage of the modern era, probably thanks to Runescape, or perhaps a potential believer. You live in the modern age, and you killed the gods for a reason.

Champion [200 CP]

You are chosen, a champion of a godling, granting reserves of mana greater than any mage alive, and a magic resistance to match, along with enhanced beauty, focus, strength and senses among other things.

Godling [400 CP]

You were never human, you are a godling one who survived; you are spirit, an idea given life, you feed and grow through devotion and the energy of all things, also called mana. You can possess things and can condense that energy into seeds to upgrade your powers or gain new aspects of godhood; you can control emotional attraction/repulsion and attention, drain energy, and more. Each aspect gives a single free spell. You can also move inanimate objects.

Race

Mortal Origin have a 50% Discount.

Human

You are one of the regular folks, a human of the modern age.

Mutant(Low class) [200 CP]

You are one of the many regular Mutant, a human that was affected by a Godling's aspect, they all possess some advantage and a useful ability, such as a vampire (addiction) universal attractiveness or a beholder (Mother's Love) empath sense.

Mutant(High class) [400 CP]

You are one of mutants that possess two different aspects, this can be something like the Elves (Chain Queen + Mother's Love) and Dragoon (Celestial Flesh + chain Queen). each have a unique ability and superior physics along with the abilities of the two aspect's race.

Perks

Origins get their 100CP perks for free, and the rest are discounted to 50%. All Perks are toggleable.

General [Undiscounted]

No Cravings for me [Free]

It is disturbingly easy to be addicted by a random godling or champion addiction aspect pleasure, let alone the crazy mutations, from now on, just like pain, pleasure, no matter how great and inhuman can be resisted, this also boost your willpower to resist pleasure torture.

Universal Runes [Free]

The runes channel power from the universe, from the surroundings or from the believer, but they must be found, and changes as time pass, no longer, here or in the future or new world, the runes stay the same and function the same, unless the change is beneficial. Additionally, impure rune no longer corrupt you

Sex and fertility [Free]

The basic package, being good in bed, has peak stamina and has a pleasurable body, can figure out the partner's best pleasure receptor, be good looking, be immune to STDs and can control its own fertility.

Mortal

Tech-bro [100 CP]

You are a certified nerd, you probably play ranked on Runescape, but whether it is finding a compromising file, hacking a company or creating a detailed program, you are among one of the best in the country, possibly the world.

Runescapping [200 CP]

The magic side is one more on politics than one where supreme power rule, considering impure literally kill you slowly, you know how to operate independently, be it navigating politics, researching and implementing runes and runic arrays, creating cores training mage ect....additionally you can expel any corruption or similar effect from other abilities like the taint of the warp.

Unconventional tactics [200 CP]

Magic, despite its limitation of mortality, has advanced with time, from making mana bombs to weaponizing impurity itself; you now know how to exploit a magic system into weapons.

Malleability of Faith [400 CP]

Unlike the regular mages in ancient time were remarkably malleable, their form shaped by their deity, so should you, any modification or integration you consent to, no matter how impossible, has a 100% chance of success when it concerns you, be it changed into a new species or stuffing a steamboat inside you. This also allow you veto on what kind of Mutant you ay become, the result becoming an Alt-form for you.

Atheism [600 CP]

You did not spend the better part of millennia hunting the gods to crawl back into their grace the second they come back, especially if using less than fair advantage, this is the nuclear equivalent of evening the scales, in short, you are now immune to any influence, power or authority from any divine or demonic source you explicitly do not and would not consent to, be it reality warping to death curses, they will have to find a different way if they want to confront you..

Champion

Dominance [100 CP]

As a Champion, you are expected to be the representative of a Godling, a divine being, you were expected in the past and present to rule as an eternal tyrant, so it would be the height of embarrassment of you were too shy to rule, you now have a mental switch that turn you into the perfect Dominant ruler, emanating power and dominance effortlessly, expect many who wish to become your stool, or step on them, yes this also work for the bedroom.

Rune-Works [200 CP]

Using, fueling, and activating runes or runic arrays are the job of a Champion as runes are the most powerful weapon in a Champion's arsenal. With this you may reconfigure any "impure" (whatever that means, including demonic ones) runes into pure one, which can be neutral, or holy/divine or cosmic aligned powers, you can also translate perks or power into runes, runic scripts or spells for your believers to use, and your believers/subordinate can also translate their own perks and powers and lending them to you, the more powerful or versatile, the more mana it is needed to cast their runic equivalents, other beings cannot use these runes without your explicit permission and that can be taken away too.

All Require Practice [200 CP]

Everything can be trained in this world, and for you, that rings true more than for others, even runes, universal symbols, simply work better and more efficiently than if drawn the same. By that same nature, your peak is way beyond what your peak would have been, at least two times.

Equivalent divinity [400 CP]

The truth of a champion is to act as its godling avatar on earth, its proxy, and as they grow in power, so too will the Champion. Now, whenever you empower your patron, and you will always find a way, you will be empowered in turn by an equivalent boost. You will also always be the last to be suspected and treated as a precious, irreplaceable subordinate.

The Heretic [600 CP]

The Betrayer, the enemy of divinity, the previous champion- it is laughable for a champion to surpass, let alone defeat their godling. If we forget one simple fact, a Champion is immune to ALL of its patron's power. So, let's expand that to you. Any source of power, patron or otherwise, consenting or not, you are now immune to, so long as they continue to empower you in some way or form. Directly or indirectly.

Godling

Aspect [Free and Exclusive to Godling]

Aspects are the areas of reality a godling rule over, it can be something as classic as war or void to something as complex as mothers love, or even something like your champion's principle like Chain Queen, aspects can be combined/merged or even evolved, such as celestial chain. Lastly, all godlings gain power from worship, and sufficient devotion can be transformed into seeds of faith, which can be used to gain new aspects or upgrade/merge current ones.

Seed of Faith [100 CP]

Seeds of faith are crystallizations of mana and devotion, normally godling can use it to upgrade or gain aspects. But with this perk, you can coalesce seeds of faith to upgrade anything, not just your aspects, from your stats to your altars.

Millennial foresight [200 CP]

Much like a babe can only plan for the next few days, and a human the next few decades with any accuracy, a godlings plan the millennia ahead, when he sees a devout priestess, he sees a long line of born and bred priestess, such is the gift of longevity and wisdom.

Altar master [200 CP]

This allows you to construct altars no matter where and how, and fuel them without possessing them, as well as modify or upgrade them based on your own advancement, this also allows for God-level multitasking.

Seeker of runes [400 CP]

Runes are something a mystery, a gift from the universe through constellation, and only a Godling can possess the right to see the flow of such energy and discover the pure runes. Meaning with this you now can observe or imagine any phenomena, and create Pure runes to actualize such effect, the more powerful and varied the effect, the more time and power needed to discover them.

Age of Myth [600 CP]

The appearance of a Godling in the modern age, is a sign of the Coming of the Age of Myth, what ever that entail is up to the Godling in question, and this age will certainly not be limited by things such as the law of physics, simply put, you possess a area of influence, which does nothing on its own, but with this perk, withing the area, the rule of physics are usurped by the laws of the new world the godling has created, it can be a world of kami in every object of where chi is the atoms of the world or death is a parasite to be expelled, the more you grow the more outrageous the rule and the larger the area, additionally you have full control over the mutations you inflict on mortal which cant be resisted by them, meaning you can fully decide what type of mutant they will become and they all will fully be as susceptible as a vampire normally is

Items

Origins get their 100CP items for free, and the rest are discounted to 50%

You gain a stipend of 300 CP for this section only.

Mortal

Core [100 CP]

A bastardized creation inspired by altars, this one channel mana and empower mages and runes in its radius, this one is pure however.

Encyclopedia [200 CP]

This book contains the copyright version of every rune and spell discovered. And is updated in future worlds.

Workshop [400 CP]

A workshop staffed by competent follower, enough to pump cores like crazy, along with engraved tools, as well as mage medic to heal.

The Family [600 CP]

The magic world is governed by the family, with this you are now one of the heads of one of these families, specifically the one who rules your state.

Champion

Your Studio [100 CP]

A studio, with water and electricity paid, maned by a former mercenary, addicted to you now.

Connections [200 CP]

A network of like-minded people, clubs, friend group, people willing to see anything interesting, a perfect recruiting ground.

The coffee shop [400 CP]

Your very own internet coffee shop, manned by followers, experts in trading and computers, has an altar that gives infinite wifi and 0 ping.

The Cult [600 CP]

Your cult, it either worships you directly or you and your patron; half of them are some form of mutant based on your principles or your or your patron's aspects, some of which are high-breed.

Godling

Indestructible Nokia [100 CP]

A nokia, one of those rumored indestructible ones, this one is even more reinforced and need targeted heavy military grade force to break.

Funds [200 CP]

10 million dollars cash, enough to buy the surrounding land.

Sentient altar [400 CP]

A sentient altar that provides blessings and spells the range of an entire city, can hack things, and has a sentient spirit to multitask infinitely and organize prayer.

Sanctuary [600 CP]

A temple upgrade, beneath is a fleshy prison, any non-divine is permanently stuck here unless you permit and are especially susceptible to your teachings and power.

Companions

Companion Import [100 CP]

Import a single companion into any origin for 100cp each; they gain 600 CP.

Companion export [100 CP]

So, you want to bring other? Sure, just pay the fine.

The High Priestess [Free]

This is a bland life before being shaped by you, adrift, barren monotonous life, you could list her daily activities and she would not blink, at least until you shape her life, whether she ever had a boyfriend, or her what her major are, are up to you, but whether she is confident, lover or something else depend entirely on how you shape that malleable clay.

Scenario

Age of Myth

A new age has arrived, the time of corrupt, inefficient mage is over, perhaps it is an age of godling where mutants run the streets and faith is abundant, where the laws of physics take the back seat, or perhaps an age of reason, where magic is widely distributed away from any godling control. Either way, you must be the one to change Earth's culture, so it is completely foreign to what it is right now.

Reward:1500 CP and a discount for one additional origin

Drawbacks

Take as many as you want

Insertion [+0 CP]

Be Cravic, Alena or someone else, if the origin matches the character, feel free to insert yourself.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. Only the first 15 give you points. Carefull with the aging

Hedonist [+200 CP]

For you the human hearth can be boiled down to chemical or merely the pleasures of base creatures, despite proof of the contrary,while it is possible; it will take a while for your opinion to change.

Pervert [+200 CP]

You are a pervert, meaning you easily get seduced by the first pair of tits, or be willing to join a cult of sex for pussy..your not joking are you?.

Magic civil war [+400 CP]

There was an uneasy truce, between the families, the government and each other, now the moment you arrive in this exact year is the day the civil war will erupt.

Lack of Funds [+400 CP]

You are never financially secure, it take about a week for all the money and resource you obtain to disappear completely.

Bronze Age Collapse [+600 CP]

Rather than spawning into the modern age, you will start during the bronze age, 100 years before the modern age. why the 600 gain of CP? Because you WILL be also imprisoned like cravic.

Lockdown [+600 CP]

You have no **Out of Context** items, powers, or warehouse.

Automatic [+600 CP]

At irregular interval, you will enter into a deep sleep, where your body will obey only instincts and your barest desires, it wont commit something you dislike, but it wont be precise enough to gain advantage of opportunities as you..

Polytheism[+1000]

Under normal circumstance you would either be the only Godling left, or one the last two, now with this there is a godling for each region controlled by a family, so at least 8 in America, while they aren't as powerful as you, they aren't as stupid.

Decisions

You have three choices ...

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired? Take this and go home.

Change Log

v1.0

Initial Template Creation

Notes

This jump is based on this quest:<https://fiction.live/stories/Godling-Corruption/kezv2o6G8ddeatCBC/home>

About the initial powers: Mortal origin: you are an adept level mage, know standards and weak runes like containment rune, copyright rune and geass, you can also see mana and in other worlds see magical things hidden from normal eyes.

Champion origin: -Champion Passive Abilities:

- Self-Control: Champion can partially or totally suppress the passive effects of her presence at the cost of lowering the energy output.
- Champion will have heightened physical capabilities [Twice Human Limits] as well as sharpened cognitive abilities [Never Tired, Never distracted, Sleepless].
- Champion has [Ethereal] beauty compared to normal mortals, this can grow with their power.
- Champion has an additional ability, and beauty effect based on its godling aspect as well as a unique visible-to-everyone spell. And can gain new powers by expending faithful mana.
- Champion is resistant to all mortal diseases, *poisons*, and ailments.
- Champion has [Minor] Regeneration.
- Champion has [Minor] Strengthened Body.
- Champion has [Twice Mortal] lifespan, this can grow.
- Champion can detect godling's location, as well as the people and objects they have touched or extended their power upon.

- Our Champion can freely change the appearance of her clothes.
- Godling origin: **Free Abilities**:

Vessel Jumping:

- They can jump between vessels so long as they are in physical contact.
- The host can be an inanimate object or a human.
- They cannot control/move the host, even if it's inanimate.
- Can jump (freely) between devices connected to the same Wi-Fi network.
- Jump to a target within Line of Sight so long as it's 30 meters or less.
- Can jump into any [mutant] within the altar's range.

Attraction / Repulsion:

- They can make it so living beings are drawn in/curious, or pushed away/scared of the location they are currently in.
- Those with secrets they wish to hide, or with a curiosity to unveil the secrets of others find it particularly harder to resist this ability's effects.
- *The more [mutated], the more susceptible as well.*
- This works best when the target is not thinking about what they are doing or where they are going.

Communication:

- Regardless of our location, they can communicate with their Champion and see through their senses/body (none other can hear their voice currently).
- They can communicate with anyone who has given them more than 1 Energy/Week through devotion. So long as they are within the presence of the vessel we are currently inhabiting.

Drainage:

- By inhabiting or touching a living being, we can slowly drain them of power.
- The amount of energy we can wield is dependent on the vessel we are inhabiting.
- Inanimate objects allow us to store more power than living ones.

Attention:

- they can make it so mortals can sense when their focus/attention is upon them.
- The more of godling's attention is on them, the stronger this sensation can be made.
- The sensation does not come with knowledge of what is happening past the certainty that they are being the focus of something.
- This applies not just to observing them but also on things as mild as thinking of them.
- The sensations godling causes on these mortals is dependent on his feelings (positive feelings make for positive sensations, etc).

Spells.

Spells are abilities based on their aspects of Godhood. They can be expanded upon with time / believers / knowledge

Actions.

Unlike spells, actions are soft abilities they can exert through spending energy, but without any other limitation than energy. They are far weaker than spells, and based upon our experiences / aspects.

Altars.

They are places of power that naturally gather Energy from godling followers. To lay claim to an area there must be at least one altar, but there can be multiple altars per area. When followers give Energy, the nearest altar will be to gather and store it.

Energy cannot be moved between altars without an extensive/expensive ritual.

-about mortal spells:**Runes.**

Runes are manifestations of power, through runes humans manipulate the energy of the world. There are two types of runes. Permanent (drawn) and ephemeral (spells).

To draw a rune it needs a medium. One can either use a medium that is a singular substance (ink), or through a lack of substance (carving). In either circumstance, you need the substance that is being used to have a continuity to it. This means that drawing a rune on the sand or using powder to draw a rune would prove ineffective.

Drawing a rune without applying any energy to it will result in the rune being no more than a drawing. This is why inexperienced mages could potentially draw a rune many times and fail in evoking results. As well as why non-mage humans could, sometimes, draw a rune and make it work.

To cast a rune (spell), the human needs to focus energy onto the tip of their finger as they draw the rune in the air. The more inexperienced the caster, the larger the gesture will need to be. Some runes are only usable as spells, while others only as one implemented through a medium.

Limitations:

Runes are limited by their medium. This is, at the end of the day, the reason why mortal runes do not compare to the power of the Gods and their Champions. Depending on the substance used to draw a rune, there is only so much energy they can handle before they stop working.

Even spells are limited in this regard, as the mage needs to cast it with highly concentrated energy to be able to achieve a stronger result. If one were to attempt to cast a spell with a medium that is too weak, then it would just straight up fail (potentially dangerously so).

Impure Runes VS Pure Runes:

Impure runes are those that handle the energy in highly inefficient ways. These will cause impurities within the energy itself. This causes not just that the results are weakened, but also contamination that could be very well described as cancerous. Furthermore, impure runes have limitations in that even if one were using the best medium in existence, it would have a theoretical upper limit to how much power it could handle as it'd just grow more and more unstable.

Pure runes do not have such limitations. They are, by default, stronger than the impure runes, and the theoretical energy limit is nonexistent, instead, the medium dictates that limitation.