



The Djinn(webtoon)
v1

by PerfectlyNormal Shard

this is a world of mortals and immortals, long before mankind's conquest of the stars, when the world was young, yet even back then, there were rumors of a peculiar being, one that granted the wishes and desires of Men—hidden inside a cave.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Flip a coin, if tail, you appear in a faraway and nondescript cave in a mountain, the one that houses the titular Djinn, else, you appear upon the ruin of an ancient Sumerian city, where a pact of friendship between god and man was forged.

Age and Gender

Your age and gender are irrelevant, you may be male or female for mortals, and for anything you desire as an immortal, your age must be within your life-span but never beyond two thousand years.

Origins

Both can be taken as Drop-in.

Mortal

The most numerous of the creatures, filled with a vigor that fascinates the divine, cunning and foresight, vitality and endurance, you are a human that lived in a harsh world, and so probably slightly stronger than those of the modern age.

Immortal [100 CP]

While their form and strength in proportion to size is similar to mortals, the similarity ends there, you are Ten times larger than humans in your base size, you cannot be killed by mortal means, suffer no age, disease, or permanent injuries, and may reproduce with mortals to birth demigods.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Mortal

Heroic disposition [100 CP]

A mix of luck and an enhanced body, you have the disposition of an outstanding hero, while you are no Herakles, you may rival the demigods in legend, except in their chosen domain, so long as you train of course

Titantic cunning [200 CP]

Humans are the children of Prometheus, Titan of foresight and the divine flame burns brighter in you, you are cunning enough to learn on the spot what is but a vision of the future, an excellent memory, and passable experience in a chosen profession.

Wishes to your child [400 CP]

The greatest desire of Man is prosperity for your line, you may, once at the time of a child's birth, wish for them the attribute from one of the heroes of old, the bravery of Achilles, the wisdom of Odysseus, or the beauty of Helen, they will inherit a portion of that hero's attribute, enough to become an echo of their legend with proper care and teaching, of course such talent might cause trouble, but that is the nature of the world, but since its premium, the flaw they may inherit are vastly diminished.

Star that burns the divine [600 CP]

When one asks what is the bane of the divine, what do they imagine? The ability to kill immortals, deny their powers, seal their strength with a look? Immune to retribution. You, my friend, are a far more insidious one. This nature is divided into four parts based on the relation you have with the divine:

The first time an immortal lays eye upon you, they will feel intrigue, enough to stay their hand, so long as you prove courteous, even Artemis may lower her bow should you apologize, and as you spend time, they will find you amusing or become fond of you, friendly gods become more benevolent, and malevolent become more neutral.

If the relation is positive, the god will develop a more positive bond with you in time, to the point they will shamelessly declare themselves your friend, even if they think normally this is beneath them.

If the relationship is soured, they will never think it is completely your fault, and it is easier than you think to repair that bond, never will it tilt to hatred or dislike unless you cross a line.

Finally, after a certain stage, the love, fascination, and attachment will culminate and reach a zenith, their pride is cast aside as they swear an undying bond with you, whether it be platonic or romantic is up to you, they will consider you equal, their love will be all-encompassing, like a yandere, and as faithful as Penelope. Their sexuality, preference, and other factors are irrelevant as they may consider this an exception, they will make sure you are comfortable with them. Lastly, they will feel no jealousy of any with whom you share a similar bond, and no power will break this feeling with you. No mind control or emotional manipulation, reality warping will break, change, or corrupt that bond, only your actions. Lastly, the duration for the bond to mature depends on the difference in power, a spirit will take a year, while a minor god a handful of years.

Immortal

Oath unbroken [100 CP]

None may lie or break their words when facing the divine, if you observe an oath or promise made, you may sanctify it and all witnesses will know it, should it be broken, you may request something of the oathbreaker to give to the one the oath was broken too if the promise has no recipient, you may instead punish them, no matter their whereabouts.

Beloved child [200 CP]

You are a divine more loved than what we thought the divine could, it is hard for those who share your nature to hold a grudge to you, and those below you will always maintain some manner of reverence, so long as you do not hurt them. Nature is also more indulgent with you.

Oracle powers [400 CP]

The roads of time are open to you, you are a stunning oracle, more than Apollo himself, you create a plausible scenario and have yourself and/or your audience experience the plausible what-if. Beyond sight, it is an immersive interactive experience, you could have a boy experience an entire life, yet not a minute passed. you are also good with illusions.

Divinity [600 CP]

This is a fourfold perk:

Transformation: you change your shape and that of others, so long as it does not cause immediate death, like shapeshifting the brain away, it must also follow at least partly standard biology. You may change organic to inorganic and vice versa but will not kill the recipient.

Gigantification: you may grow as large and as small as you can, with no regard to logic, your limits are that of your domain, Zeus could be as big as the sky as seen from the center of Greece, or as small as an ant, and while your strength is proportional to size if you wish, your direct influence on the world diminish, meaning as, you may make waves by splashing like a child to sink a city, or carry the water in your hands, or blow upon sailors sail. but you may not crush the city with your bare hands directly.

Creation: you may create anything nonliving, plants, gold, or water, but not souls, and the quantity depends on your stamina, a small god, could fill a large cave.

Domain: chose your domain, the sea, the dead war, and a sacred animal, you have power over them, you can sense what happen in your domain, and create or control your sacred animal, bless your follower with the animal characteristics, but your domain will be as seen by civilization, Poseidon is very diminished outside the Mediterranean, and cannot sense what happens in the Atlantic, even if physically there. Also, for this perk, you are considered a minor god, Morpheus, you need worship, sacrifice and deeds done in your name to grow.

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Mortal

Faithfull flock [100 CP]

A pair of lambs, blessed to produce good wool, immortal and loving toward you

Mortal desire [200 CP]

A large vault, full of gold and treasures, imperishable food and drinks, luxurious beds and clothes, all that can satisfy your basic desire.

Heroic item [400 CP]

A legendary tool much like the heroes of old, an indestructible sword, a bow that never misses, so long as the enchantment isn't out of place in the old Greek and Sumerian myths.

Snake bracelet [600 CP]

Divine bracelet, forged as a balance against a punished divine, should you place this on a god or other immortal creature, after a week, they would become human, mortal, and lose all powers and blessing, even jump-chan, should you manage.

Immortal

Lamp [100 CP]

An enchanted lamp, much bigger on the inside, akin to a wealthy patrician house, with gardens and flowing waters, clothes, and furniture, whoever lives inside does not age.

Promise watcher [200 CP]

A gelatinous golden liquid that is bound to you, when you swear an oath or promise something, or some make an oath or promise to you, you may with a burst of will, command the liquid to take the form of an object no larger than a shed, a trio of rings, a statue of the oath maker, a pair of chained bracelet, whenever the recipient it is connected to fulfill, break, advance or any other manner of happenings, happens, it will reflect upon the construct, a ring rusting, the statue shining and more.

Twin snake rings [400 CP]

A pair of silver and gold rings, carved with snake motifs and a large lapis-lazuli encrusted, to who you give the silver ring and when you don the golden one, will be bound, not even absolute death, destruction, or the End itself can annihilate your beloved, their soul, and the soul of your children should they perish, will dwell inside you, safe and sound, so long as you live.

Symbol of power [600 CP]

Like the Mythic trident, this divine symbol that when wielded, multiply fivefold your powers and domains.

Companions

Companions can purchase more companions.

Companion Import [400]

Despite being an age of myths and legends, the world is rarely besieged by the supernatural, bound by law and nature. You may take up to two companions at 400Cp each, they each have 600CP to play with.

Canon Companion [100]

Do you seek the boy turned hero? Or the pure child of the sea? With this you may take them with you, so long as you convince them, sadly for the child, the lack of worshippers and unfriendly metaphysics means they are greatly weakened.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years. May be purchased 5 times.

Painfully naïve [+200 CP]

No matter how many years passes, or how many experiences you live through, you are as naïve as a child.

Twisted sadistic love [+200 CP]

How mortals love and how immortals love are similar, but not identical, safe to say, that your love is painful. As an immortal, the divine is wracked with a possessive desire that normally ends in tragedy, as a mortal, your divine lover can be sadistic and do not understand that this is why you resent them, and this hurt them. .

Communication problems [+400 CP]

Is it the incompatibility of divine and mortal life? A desire for Drama, madness? It matters not, what matters is that you are cursed never to resolve your issue with ease, nor can you be pushed to simply talk.

Divine humors [+400 CP]

Much like the gods, your anger and pettiness are mythical and disproportionate, and your emotions fly from joy to sadness like a hyperactive child, good luck being logical.

Oath maintained [+600 CP]

You made a promise, to fulfill three tasks to one person, only then will you be free, anyone you meet will know of this, and they tie you to another to continue, you may not leave this jump till you regain your freedom, your lifespan is extended indefinitely till then.

Lockdown [+600]

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

Decisions

You have three choices ...also, you may as a freebie, take the style of the webtoon with you, and see the world through this artsyle, this is toggable.

Go to next Jump

Continue on to the next saga.

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Temp