

Skullduggery Pleasant Divine

Jump By U/PriorPossibles834

Long ago before time began- well assuming time began really and wasn't just there at the start, gods started showing up on the scene. You had the largely benevolent types like the Deathless sure but you also had some real nasty customers. The Viddu De, a race of dead gods who sought to drag the rest of reality to their fate, The Faceless One's old beings who demanded the terrified praise and service of the mortals, and even the terrible god of the apocalypse Gog Magog. But the strongest race of gods was Those Who Slumber But Whose Names We Dare Not Speak Lest They Rouse To Waking, these the mightiest gods were eventually cast down by the combined force of those who lived beneath them. And then the Faceless Ones betrayed everyone yada yada yada ancient history, or the far future even I get confused here.

Well it turns out that another being came to exist at roughly the same maybe-time, perhaps one of a massive pantheon, or perhaps a lone wanderer like Gog Magog whatever the case take these

+1000 CP

You'll need them.

Location:

The place before realities, a font of the raw existential potential that would eventually become magic, other worlds will come to exist soon but for now, you and the others like you are just milling about.

Time:

The Beginning

Origins:

None to be found here not this time, you are simply a god perhaps in time you will count yourself among a pantheon but no such distinctions yet exist.

Perks:

All perks unless stated otherwise cost 100 CP, you also have 2 fonts of creation that will allow you to purchase anything in this document without expending points.

Childe Of The Beginning (Free And Mandatory)

You were among the first beings to emerge from the source of existence, whether there was an intelligent design behind your birth is a matter of debate even amongst your kind, but let's not trifle with petty philosophy, you are a god a being of immense magical prowess on par with even the greatest sorcerers, those have mastered their true names simply by virtue of your natural gifts. But you are also a spirit unable to take a tangible form in a material world without being greatly diminished as most gods are unwilling to endure such humiliation; the standard modus operandi is to use hosts to channel your power.

Timeless Being (Free For This Jump)

You are an immortal spirit from outside of existence and even time, some of this nature even transferred to your chain itself allowing you to remain in a setting indefinitely before deciding to leave.

Diminished But Not Destroyed

When Gog Magog was defeated by an alliance of all the other gods even their combined might wasn't able to destroy him, instead stripping him of all but the tiniest fraction of his powers and mind condemning him to wander the earth for eternity, now once per jump you can survive certain death the same way through reduction to a moaning shadow of what you once were. But perhaps regaining who you once were isn't out of the question...

When Someone Remembered His Name

You grow in power for every person exposed to knowledge about you, in addition, that lore is now a Cognito hazard increasing the exposed person's curiosity and devotion towards you the more they learn, this also has the side effect of restoring you from any spiritual damage you may have suffered.

Lore Of The Faceless

While the Faceless Ones are best remembered for their treachery against their fellow gods and cruelty to their subjects they were also masters of crafts and enchanting, given time you could create wonders on par with the Scepter of The Ancients, or even with millennia of practice the Obsidian Blade.

Outside Of Fate

The Viddu De as dead beings have already left fate behind and this allows them to observe its inner workings from the outside, like them you can see all possible timelines constantly, in addition, you are completely immune to the workings of fate.

Bringer Of The Apocalypse

You are the one who brings destruction to whole worlds. Your powers are ideally suited to destruction on an epic scale, and you are skilled enough in combat to fight dozens of lesser gods.

The Great Betrayal

Like the Faceless Ones these days you are an expert at the art of the double cross, you are excellent at ingratiating yourself to people and exploiting that new trust to give you an advantage in the inevitable war.

Terrible Names

None dare to speak the names of the first gods, even long after their defeat and imprisonment, you share that same menace, even people who should have no reason to know you feel a deep instinctive dread at the thought of even uttering your name, but if some fool does it anyways you will instantly become aware of their location and identity. Never speak the Jumper's Name.

Unknowable Forms

To gaze upon the Faceless Ones is to be driven mad, and now the same applies to you as well. When you choose to use this effect, anyone who gazes upon you who does not have an extremely powerful will will be consumed by violent delusions and religious ecstasy.

Of Faith And Fanatics

It is an odd quirk of the Faceless Ones that even though they seek to torture and enslave the human race they have no shortage of worshippers, you have a similar effect, beings of a lower order of life from you are attracted to you like moths to a flame, seeking to learn about you and worship you. What's better is this loyalty **won't ever break** no matter what you do to these people they will always serve you loyally.

The Child Of Jumper

Your bloodline is strong and has a will of its own, if you are ever indisposed and in need of resurrection or release, you will find your progeny subconsciously influenced to perform that service. If they are morally opposed to you they may be horrified to learn what they've done, but your children will embrace you in time.

A Grotesque Mockery

Even if you die as long as the body you were inhabiting at the time survives, you won't chain fail. In addition, you will find that your body is extremely susceptible to attempts at resurrection, able to wield surprising power in what should be a hollow mockery of your true form. And if your acolyte was able to return you to life properly... well your enemies would have hell to pay for their indiscretions against you.

They're Coming Back

Like gods in general, honestly, no banishment can hold you forever, you will always eventually find a way to escape any prison you find yourself in.

Last Gambit

In the far future, the last three survivors of the pantheons almost destroyed by the Faceless Ones will pool their energies to create a weapon capable of striking a definitive blow against them, by destroying the earth (as well as the surrounding universe) you have a similar power you can pool your power with any other willing targets to create a spell far beyond any of you individually.

Just Judgment

While most gods were cruel, the Deathless were anything but they were the ones who oversaw the balance of the universe and protected it from outside threats, it is said that mortals only allowed evil into their hearts when the blood of the Deathless

was spilled. You have what it takes to be a fair and impartial judge on matters of cosmic significance, as well as to defend the universe from corruption and evil.

Psychic Potency

You possess a powerful mind with even stronger mental powers, you can bend the wills of any mortals, or even some lesser gods and any with psychic gifts of their own will perceive you as a terrifying being of darkness that they dare not approach lest they lose their minds.

Bound To His Will And Purpose

You possess the ability most commonly associated with gods, you are able to create servitors, their abilities largely depend on the amount of energy invested in their creation but their appearance and theme are yours to decide.

Divine Wrath

You are a god, you hold grudges and do not forgive easily, now your abilities become more effective on a target the more you feel they have wronged you.

Divine Charm

Not usually associated with the gods of this verse but Gog Magog managed to have 10 children while he thought he was mortal so there must be something here. You are able to seduce anything that moves and I do mean anything, it may take more time for somethings but you have the potential.

King Of The Gods

You have all the skills necessary to manage a pantheon of your own, able to manage the colossal egos of gods and produce a functional nation.

Items:

What need has a god for the trappings of man? There are none to be found here I'm afraid.

Companions:

Import [-100]

1 companion with 600 CP

Export [-100]

One character from here joins you on the chain.

Drawbacks:

Generic Power Loss [+100]

You lose out of Jump Powers

Generic Item Lockout [+100]

You lose out of Jump Items

Generic Companion Lockout [+200]

Your Companions can't come with you

Mortal [+400]

You lose access to the 'Childe Of The Beginning' Perk

Ending

Stay?

Go Home?

Move On?