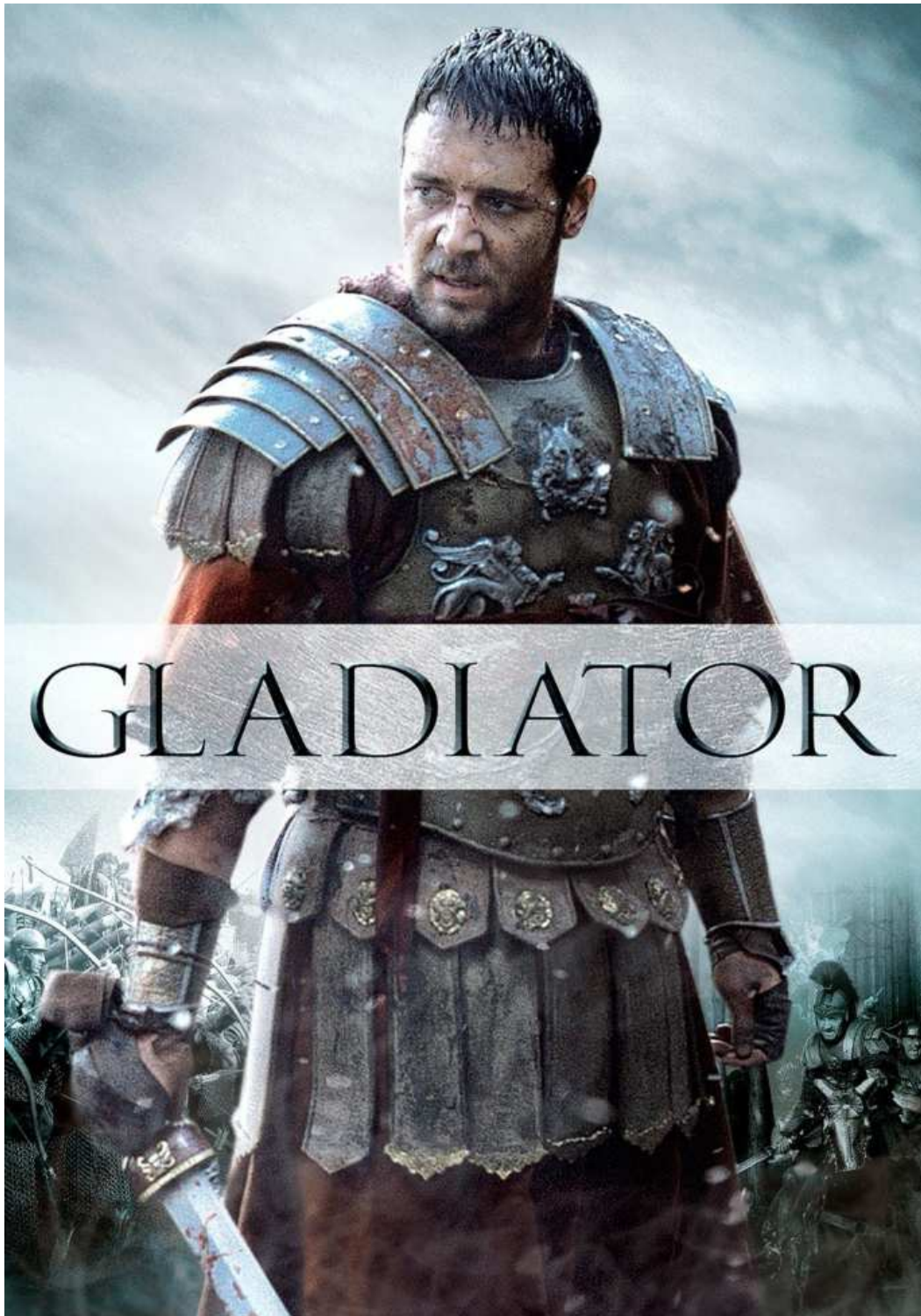




Jumpchain CYOA

By AntarNoth and blackshadow111

WIP Edition

Introduction

In the Winter of 180 A.D., Emperor Marcus Aurelius' twelve year campaign against the barbarian tribes in Germania draws to an end. Just one final stronghold stands in the way of Roman Victory and the promise of Peace through the Empire. Much of this is thanks to a great general of Rome.

Maximus Decimus Meridius is his name, General of the Felix legions. It is he who has led the roman war machine to this point, where victory and total supremacy is all but achieved. Great power, fame and respect are afforded to him across the city and the empire, but he couldn't care less about any of those.

All the man desires is to go back home, to his loving wife and children, but one way or the other, that much, certainly, is not in the cards for him.

The Empire, you see, stands at the precipice of great change. Marcus Aurelius plans to return it to being a republic once more, with Maximus holding power in the interim. His son has his own opinions and plans as to the Empire's political scene, however, and if things go as they're supposed to, it's he who will triumph in all this.

But that is *if* things go as they're supposed to. Now, of course, it all depends on which side *you* choose, doesn't it?

You receive **1000 CP**.

Origins:

Freedom Fighter: Drop In You fight for freedom! Whose? Well, maybe your own. Perhaps you were a slave, or a captive of one of Rome's many conquering legions. This origin may go anywhere they choose, be whatever they wish to be not beholden to partake in the gladiatorial games in Rome.

Praetorian: You are Roman, Jumper. Mayhaps even A General of Rome, a commander of her great Legions. You lead the legions of rome, conquer new lands for the empire's patricians and slaves for her markets.

Great Usurper: Or perhaps it was politics that you excelled in. You were born a true Roman citizen, a member of a rich, influential patrician family, maybe even the Imperial Dynasty itself as a sibling or cousin to Commodus and Lucilla, until something tore you down from your mighty perch atop Roman society and cast you down into the dirt of the arena. Like losing a plot against a political opponent and getting burned by it...hard.

So hard that it was all your friends and family could do to prevent them from crucifying you in front of the palace. With a sheltered, cultured upbringing, you might not be as well suited to the raw *violence* of the arena, but worry not. Clever words and well placed daggers have their uses here too, almost as much as in the Imperial Palace. The least you could do would be to be able to advise your owner on navigating the treacherous waters of Roman politics. Too bad on that fall, huh?

Former Gladiator: the manager and coming out of retirement origin, something about skills not getting decrepit with age. Beloved by the masses and sometimes scorned by the elites, Roman gladiators were the working class heroes of antiquity. For more than 650 years, people flocked to arenas across the empire to watch these armed and highly trained warriors engage in a blood-soaked spectacle equal parts sport, theater and cold-blooded murder. Get the facts on the enigmatic men-at-arms behind Ancient Rome's most notorious form of entertainment.

Note: all origins aren't *required* to be a gladiator, but more is explained in the drawbacks section.

Perks

General

Free-Gladiator : you have the skills of a beginner gladiator. Choose one martial weapon, you gain a year's training in its use. You may not be the best, but you at least won't drop and cut off your toes with it.

Free-"The Jumper" In order to win the crowd, one must be known, one must be remembered as more than a man, more than a fighter, but as one of the Greatest one must be even more than the common Gladiator! Choose a Title for your exploits here, the higher you climb the more that title will resonate among the populace. For just as Proximo was not the greatest for his skill or how fast he killed men, but for how the crowd loved him!

200-My name is Maximus Decimus Meridius: You know words, Jumper. You know the best words. You have a unique way of speaking.. Through word choice, tone and inflection or simply your expression you can 'charge' a speech with raw emotion, pouring your heart into it until any

who hear it can feel it as clearly as if it were their own. Depending on their tendencies towards you, they may feel sympathy, awe or terror immense and bone-deep.

General Items:

Free to all: Walking stick: a nice stout walking stick of polished wood to help you on the roads to Rome my friends. Will never break, and may be used as a makeshift weapon to fend off any troubles on the road.

Freedom Fighter:

100 Hospitality?: Oh! What's a fellow like yerself doing in a place like this? Okay, while traveling between places you may find yourself offered a small meal like bread and broth and a roof over your head for the night when passing through a village, town, or city, even if the offered place to sleep is just a place in the stables. People seem to accept you are just passing through to a great event in Rome, you will find this hospitality occurring in later jumps as you venture forwards in your travels. People might only share what they can afford.

100 Epitaph on an Army of Mercenaries: Don't you hate when people judge you on what morals you threw away for a bit of coin? How they dwell on your bad deeds and failures? Not so anymore! While the events of the past never really go away you will find those in your vicinity will rarely ever mention them around you. Maybe it's luck? Or... maybe you are just that scary?

200 Mercenarius Barbarus: Oh... so you do know how to throw down in a scrap. You seem to be one of the lucky ones that were hired by the Roman Legions and then perhaps enlisted? You know how to use a sword, a shield, and a short bow at least. Now we just have to get you to stop wearing those furs, hmm??

200 Street Peddling Stall Salesman: the great gladiatorial bouts of the Roman Empire were a spectacle for the masses. Like any congregation of people watching an event- there were salesmen waiting to cater to their needs, and the competition to have a spot to sell your goods was fierce. Guards could be paid to 'hassle' you and stop your products. Tables easily overturned by competitors. Not so with you! Whenever you wish to sell something outside an event no one will question your legality to do so, or harm your product. Even if its scalping tickets.

400 Let us talk very simply now, as men(and women): When you want to talk to someone, without posturing, without holding back due to being politically correct, you may ask to speak to them plainly. Now, as long as the person respects you, even as an enemy, they will address you properly, declaring their intentions of things. Just like Marcus Aurelius and Maximus.

400 I'm Spartacus!: You are an inspiration, jumper. Your actions, your words, all serve to inspire truly legendary loyalty in any who call themselves your followers. You may lead

ill-equipped, half starved rabble into an insurgency against a mighty empire, and they would follow and obey you absolutely. And if you fail or lose, even then their loyalty remains unbreakable, to the extent that each and every one of them, bar none, would lay down their lives for you.

600 Are you not Entertained?: Rome. Rome, Rome, what is Rome? Is it the Emperors? The line of Caesars, stretching from great Augustus himself? Is it the senate? A collection of the cleverest and wisest men in the world? No, no it is not. Rome, at its heart, is the Mob. It's the rushing, stampeding crowds that shriek and cry in delight as gladiators rip each other apart, the jeering masses and the delighted chaos. The beating heart of Rome lies not in the senate or the Imperial Palace, but in the Coliseum, in the sands and the blood they have soaked over the years. And you know just how to play this crowd. You are the ultimate showman, controlling the very breath of your audience with your deeds and performance. You know just what they will enjoy, just what they will hate, having a preternatural sense for their ever changing moods.

600 What we do in Life, Echoes in Eternity: Glorious battle merits Glorious Action. History remembers the Victors. Now, you may ensure History remembers your victories. Battles won and lost will echo in later jumps where you are ever in a military force. Their details may change slightly, but the accolades will stay the same. All to spread one's reputation.

Origin Item

100 CP: Wine and Bread: you gain a terracotta jug and clay plate. This jug is filled with a Roman Red table wine. While not the classiest it certainly is tasty. Will refill every day. Comes with a clay plate with a bread loaf upon it that is restocked every day.

200 The Coin purse: this leather coin purse may funnel any money you possess from the warehouse as well as holding its own worth in denarius. (at least 12 pounds of coin) Plus, it comes with a guarantee of never being stolen! In future jumps it may transform into a wallet type of your choice.

400 The Butcher Shop: This is a shop for selling meat to the masses who make their way to the games. It comes in the form of a single wooden miniature that when set on the ground will expand to a full size shop filled with various spiced meats, hunks and slabs, and chickens ready for the slaughter. Even if there was not originally room for it near a cramped road to a colosseum or sporting venue then the environs will shift to make room. It can be packed up just the same. Supplies refill daily.

Disgraced Praetorian

100 I am Crowe. You're not Russell. But you could be his cousin or something. You have the devilish charm and the well chiseled physique of a man half your age, or at least that of a twenty year old. Whatever works, I guess.

100 Strength and Honor: When leading troops you have the ability to sum up and declare in a few words a creed that reminds your soldiers what they should follow. This creed gives them an aura of focus and direction that will be remembered in even the most nerve wracking of situations allowing your troops to be far more disciplined in tough times and having more willpower against more grievous foes which they could possibly scatter against. Why, your troops might hold against a barbarian horde with this, whatever that creed is, However, the words can only be defined once per jump when you take command. Don't expect it to hold their morale or their lines in the face of say, a demonic titan or otherworldly monster though.

200 Father to a murdered son: You know about loyalty to one's family and family knows its loyalty to you. The bonds of any family you possess further enhance your willpower slightly for each bond or memory of those departed. Swearing vengeance against another in the name of a permanently dead (murdered) family member will invoke the tides of fate itself, bringing slightly greater chance and opportunity to cross paths with your family's killers. Furthermore, others who follow you who have similarly stated goals may find their own fortunes grow more... so long as they are unknowingly supporting your goals of vengeance. For example, if you're a gladiatorial slave, it's more likely your new owner may be invited by a scribe's mistake to place you as a spectacle in Rome, or wherever you're enemies are.

400 Roman General: You were a general of the Roman Legions, one of the best tactician and strategists of the empire. You are well versed in the principles of conquering savages and bringing order to the realms of the Empire's ever expanding territory. You have just as much ability as a Roman governor in the day to day management of a state or territory and are well versed in Roman politics. You know ,any enemies you face will not always be on the battlefield and will gain a small sense of unease around those planning to do you wrong. For example, it may not be enough warning to stop their machinations but it may be enough to tell you when to grab a horse and ride away.

400 You are still but a mortal man: Power corrupts; ultimate power corrupts ultimately, well not to you. No matter the pressures placed upon you you will always be able to keep your moral compass. Your willpower is staggering, able to keep on your feet and fighting well past the point any others would have succumbed to their wounds, or say poison from a dagger to their gut. Pain and wounds won't slow you down until after your objective is accomplished or you are dead, be aware you could still persevere and perish: this does nothing to prevent death from blood loss.

600: Juris Macto: You are a master of the public spectacle when it comes to bloody combat. Whether it be YOU as a champion of one army against the champion of another settling the day's events in a one on one duel to the death or spilling blood on the coliseum sands to settle a Proprietor's debt. OR if you are in the position to choose a champion yourself. So long as that Champion's opponent agrees to proper terms, and your Champion wins you may demand their

prearranged forfeit and expect it to be upheld, within reason. Perhaps a Barbarian King could swear allegiance to Rome. Or perhaps an Emperor might have agreed to turn power over you over their corpse. Whatever the case, if it's a matter of some import: expect your victory to echo through society and have those who watch it attest to the results. If it was an honorable fight and honorably you ensured the terms no one will forsake you as committing a crime, their own morals satisfied. If the conflict was won through dishonorable means be aware, the crowds may turn on you, demanding justice.

600 Elysian Fields: In your dreams, if you however should have died in any manner and before you are brought back you will have a single moment in the Elysian fields with any departed or displaced loved ones or friends that you've missed without any time passing at the site of your death. If you are at peace, yet still wish to travel on you will find yourself miraculously maintaining your life by a thread and waking later from a circumstance that should have killed you. This only works once per jump. If you have a second occurrence without other "one-up" perks you get a choice to go to the afterlife of the Elysian Fields, or the usual chain ender.

Origin Item:

100 Memento/Figurine: this figure may be changed to suit one person in each jump if you know of them. Whenever you hold the memento and speak or silently pray: one of two things will occur. If they are alive, the person the memento is of will feel your state of being, whether you are calm, emotional, injured or tired. If they are dead your words will actually reach them. Unfortunately, they won't be able to reply back unless they are nearby. Certainly not if they were dead, unless you raided the afterlife to get them back Jumper. You wouldn't do that would you?

200 Praetorian's Armor: You gain a full set of lorica segmentata and its accoutrements developed for your use from your time as a Legionnaire or Praetorian. It will expand to fit any altform. If damaged, it will repair itself over time. If destroyed you will find a new set in your warehouse the next day. May or may not have a wolf motif and wolfskin cloak if you so choose.

400 Farm and vineyard: you gain a farm and vineyard that will follow you as you choose, either as a warehouse annex or as an importable bit of land that you will acquire upon entrance to your current jump.

Great Usurper:

100 Liar's Tongue: white lies. The little things politicians use to placate and flatter those in power. Sometimes such things get you in trouble or are taken out of proportion. Not so anymore! When someone knows you are telling a white lie without malice they won't really comment upon it.

100 Politician's Guise: A politician must be approachable and seen to be as such even when

it's not the case. People and gossip mongers will ignore tales of minor incidents that may hinder or hurt your reputation such as being drunk or rumors of say, the new emperor once sleeping with his sister in his youth. At least- until you confirm such things yourself.

200 The Decadent Life: You know how to throw a party. Really. Like, even Bacchus himself would probably be in awe at your ability to throw a party. Sometimes results in people waking up somewhere with no recollection of what they did during the party if it gets wild enough, but I'm sure they'll be fine right. Whenever you throw a party everyone of note and importance might want to be on the guest list. If you sent an invitation, a famous general , politician, actor, gladiator or other person would show up. Probably.

200 College of Pontiffs: The college of Pontiffs was a body of the ancient Roman state whose members were the highest-ranking priests of the state religion. The college consisted of the Pontifex Maximus and the other pontifices, the Rex Sacrorum, the fifteen flamens, and the Vestals. The College of Pontiffs was one of the four major priestly colleges, the others being of the augurs (who read omens), the quindecimviri sacris faciundis ("fifteen men who carry out the rites"), and the Epulones (who set up feasts at festivals). The real Commodus was sent here to learn about the pantheon of the gods, and to be a priest. Now, you have a copy of their teachings, you know the roman gods, and their pantheons. As well as their rituals and rites.

400 Deadeye with a Spear: A deadeye with a spear, the deranged Emperor Commodus often tried to wow the crowds by killing bears and panthers from the safety of a raised platform. He also competed in a few gladiator fights, though usually against inexperienced fighters or even terrified and poorly armed members of the audience. When he inevitably won the contests, Commodus made sure to reward himself with the massive sum of one million Roman sesterces. While you don't get the reward, you certainly get the spear skills. Your aim with a spear is capable of hitting targets with unerring accuracy. Indeed, you could be one of the best. Plus you gain a slight bonus to your spear throwing when against animals. Just for a little historical accuracy as they say.

400 I bring the Sword, Nothing More: When leading a country, the acts and actions of conquering a nation or tribe are not easy on the mind, or in the making. You can contemplate the most vile, yet effective acts to subdue and subjugate a populace as well as the gift of insight needed to devise a series of steps to create a state where none will oppose your ironclad rule. Your skills at deceiving others in diplomacy are great enough to never show a tell to an enemy and lie to their face so well not even the gods would be able to tell you were lying. Then stab them in the back at the first opportune moment if it is the means to achieve your victory.

600 Rome Is the Light: The cultural saturation and subjugation of other countries and ethnicities one conquers is always a difficulty for any self respecting empire. But for now, any country you are in service to or leading will find it's conquests easier in establishing laws and treatises for a conquered population. There will be noticeably less percentages of rebellion.

600 Declaration of the Games: Many ancient chroniclers described the Roman games as an import from the Etruscans, but most historians now argue that gladiator fights got their start as a blood rite staged at the funerals of wealthy nobles. When distinguished aristocrats died, their families would hold graveside bouts between slaves or condemned prisoners as a kind of macabre eulogy for the virtues the person had demonstrated in life. According to the Roman writers Tertullian and Festus, since the Romans believed that human blood helped purify the deceased person's soul, these contests may have also acted as a crude substitute for human sacrifice. The funeral games later increased in scope during the reign of Julius Caesar, who staged bouts between hundreds of gladiators in honor of his deceased father and daughter. The spectacles proved hugely popular, and by the end of the 1st century B.C., government officials began hosting state-funded games as a way of currying favor with the masses. Now, in any pre-modern age or neo-barbaric society you can declare such games on any single piece of land you declare as a Coliseum with one caveat:

Once every two months, for twenty-four hours the spectacles and fights dedicated in the name of the deceased will not cause anyone's death, for as soon as the bodies leave the sands then they shall have the breath of life, as wholesome and hearty as they were before the fighting itself. Moreover, those who watch the spectacle will sense that the passing of whoever or whatever the games are dedicated to will be satisfied leaving the populace of the city, oddly at peace with events. If the dedication was oddly to say a treaty of peace, then the effects or approval of such a thing may skyrocket. Blame it on Janus or something, such was the oddity of the Roman Mob.

Origin Item

100 Bowl of Scented water: this is a bowls of self- filling water scented with things like rose petals, herbs and rosemary that always comes at a desired temperature. It comes with a simple white cloth used for washing. Whenever you wash off the blood dirt and grime, or even a wound it will be assured to be free of a disease or malady. To gain a new fresh bit of water in the bowl, just dump the used water out and it will refill. Unlike many Roman things this will always remain sanitary. Your party guests might be amazed if you say it was a gift from Jupiter or something.

200 Silver Mirror: Romans preferred mirrors made from silver because they revealed the true colors of facial make up. This electrum inlaid mirror is special because it helps reveal what makeup is best for you without any of those pesky faults like including lead in them. As long as you put makeup on in front of it it will come out perfectly accenting your features. Just what every highborn Roman needs!

400 Golden Chariot: This great Quadriga borne by four horses is a standard of projecting power and authority by which very few can match. Both usable in races and through armed combat this is a chariot that chariot-borne emperors rode past worshipping crowds wish they had. A gladiator standing atop this in the fights might challenge even an emperor to a race. An emperor standing atop this victorious would have none question the vibrancy of his might (if not the

particulars his rule). Once you take the reins, four horses will appear at their fixtures ready to bear you forwards fast like the wind. The chariot will never be broken due to battle damage nor wear.

Former Gladiator:

100 Always the next contract: You have a means of finding work for your skills either as a mercenary or by seeking new contracts with ‘free men’ who want to test their luck in the arena and are looking for a sponsor. Why, if you had your freedom you could found your own Gladiatorial Collegia, easily. Be it made of slaves or not.

100 Roman Sex Symbol: Though often dismissed as uncivilized brutes by Roman historians, the gladiators won massive fame among the lower classes. Their portraits graced the walls of many public places; children played with gladiator action figures made of clay; and the most successful fighters even endorsed products just like the top athletes of today. They were also renowned for their ability to make Roman women swoon. Graffiti from Pompeii describes one fighter who “catches the girls at night in his net” and another who is “the delight of all the girls.” Many women wore hairpins and other jewelry dipped in gladiator blood, and some even mixed gladiator sweat—then considered an aphrodisiac—into facial creams and other cosmetics. If you wish it, your ability to attract a member of your preferred sex for a one night stand is now bolstered by fighting ability and reputation.

200 Well Organized Bloodsport: Gladiator battles were well-organized blood sport by the time the Coliseum was opened. Fighters were placed in classes based on their record, skill level and experience, and most specialized in a particular fighting style and set of weaponry. Most popular were the “thraeces” and “murmilloes,” who fought with sword and shield, but there were also the “equites,” who entered the arena on horseback; the “essedarii,” who battled from chariots; and the “dimachaerus,” who may have wielded two swords at once. Of all the popular gladiator types, perhaps the most unusual was the “retiarius,” who was armed with only a net and a trident. These warriors tried to ensnare their opponents with their net before moving in for the kill, but if they failed, they were left almost entirely defenseless. Choose one of the above classes. You are now masterfully skilled in the weapons use, well able to cleave your way through an assortment of enemies as only those of legendary skill could do.

200 Factual Odds: Fictional Stories often depict gladiatorial bouts as a bloody free-for-all, but most fights operated under fairly strict rules and regulations. Contests were typically single combat between two men of similar size and experience. Referees oversaw the action, and probably stopped the fight as soon as one of the participants was seriously wounded. A match could even end in a stalemate if the crowd became bored by a long and drawn out battle, and in rare cases, both warriors were allowed to leave the arena with honor if they had put on an exciting show for the crowd.

Since gladiators were expensive to house, feed and train, their promoters were loath to see them needlessly killed. Trainers may have taught their fighters to wound, not kill, and the combatants may have taken it upon themselves to avoid seriously hurting their brothers-in-arms. Nevertheless, the life of a gladiator was usually brutal and short. Most only lived to their mid-20s, and historians have estimated that somewhere between one in five or one in 10 bouts left one of its participants dead. Now, the odds seem to be more in your favor that referees will call a fight if one opponent is sorely outmatched. Well, if you consider favor as in keeping you alive. Many gladiators died from infection in their wounds, so I hope you have a good source of regeneration.

400 Trainer of the next: You've been there, in the arena, you've heard the roars of the crowd and gained the scars of valiant fights in your past. You know how to train those who spill their blood upon the sands for the spectacle and favor of Rome! Not only so they are efficient killers, but so they are brutal! As well as those capable to make bloodsport look good while they at least accomplish spreading their own guts upon the sands! For any weapon you are proficient in, you will find your students quickly gaining an aptitude for using such a thing, but if you so choose, may take measures to limit their growth to just a hairs breadth below yours if they have no other trainers. After all, you never know when you might be called out of retirement to face a student. It's not like you teach them all your tricks, right?

400 Age is not a factor: Like the mighty Tigris, a retired gladiator with a perfect record, your skills will not detract with age. Whether you live into age well past the normal retirement age of a gladiator, or past your prime your usage of your weapons and skills with them will carry the same surety as in your youth. The same speed and swiftness of strike. However, this does not account for things like your physical strength waning, infirmity from wounds, or your health fading as you age. Perhaps, like Tigris, you will use this at least one more time to seek the glory of the masses in your endeavors?

600 Bookie: Gladiators are a bloody business. One has to weigh the odds of one's stock and the odds for betting on... or even against them. You gain an exceptional talent for reading the fighting potential of a man as well as an expert's eye for haggling skills. You may find, over time, the more you bet on a man proving his worth in the bloody arena, (being either as a gladiator or on a real battlefield) the odds tend to pay off in your favor as long as you do your best by them. Bet on a student holding a gate of a fortress? They might be the keystones upon which the defense hinges. Bet a horse on that gladiator you've bought the best armor and assisted in his training for winning the Grande melee odds against twenty opponents? You might get a chariot back in return. Bet that chariot in a race against Ben Hurr?- wait, wrong story but surely not a problem from your opponent's point of view. Your sure bet might not be as sure as you think if going against a truly heroic(or Infamous) Figure.

600 Rudiarius: Manumission is the freeing of a slave by its owner, for you that freedom came at the declaration of an Emperor of Rome. This changes your origin to where you will be asked

to rejoin the games in Rome as a *Rudarius*, a freed gladiatorial slave, not required. Proximo will have recognized you and purchased your freedom from the same slavers that took Maximus- he will not take such from you again out of respect. Now, once per jump, should you set your sights on someone who is legally made to be a slave by a society's laws, you will have the power to declare them free and all parties will consent to such. They will gain their freedom, and their fate will change. However, this may just be the last possible interference in their fate you may make as circumstances of the great loom weavers will contrive to take them far from you; their fates changing course to venture to new lands and places. Unless... by other means, you want them to visit new lands and places with you?

Origin Item

-Special- (Former Gladiator Only; Free Former Gladiator) **Rudis**: When a gladiator was freed, he didn't get a wad of cash and a trip out of the arena. No, instead, he received a gesture symbolic of his freedom from slavery: a wooden rod, called a *rudis* in Latin. A fellow named the *munerarius*, the one giving the games, would be the one to bestow it upon the gladiator. You have one such. In any form of slavery based society you may summon it at will and others will agree it signifies your granted freedom if one was to try and impress the vileness of slavery upon you again. Be aware, to a conquering foe they may just choose to kill you then instead of taking you in as a slave.

100 Gladiatorial Dietary Staple: Despite the harsh discipline, gladiators represented a substantial investment for their *lanista* and were otherwise well fed and cared for. Their daily, high-energy, vegetarian diet consisted of barley, boiled beans, oatmeal, ash and dried fruit. You may purchase this item multiple times. Once for each type of dietary staple. For each purchase you may gain a replenishing supply that will become a storeroom in your warehouse. It will be able to feed at least twenty people a day. The quality isn't the best. But it is filling.

200 Gladiatorial Training Ground: You gain a warehouse attachment filled with assorted Roman period weights, training gear, an outdoor dirt ring with paddock and a pedestal room with three blank statues and three animal statues- that of a lion, an elephant, and a bear. By pressing an animal statue a copy of the chosen real life animal will appear in the dirt ring which whoever enters will expand to any size necessary for the confrontation which will only end at a mortal blow. The blank statues work the same however, they will be the greatest three opponents you have ever faced and will update accordingly in your travels. Deaths in the dirt ring against an opponent are merely temporary and would not cause a failure of any jump conditions.

400 Colossus of Nero : (*Colossus Neronis*) was a 30-metre (98 ft) bronze statue that the Emperor Nero (37–68 AD) created in the vestibule of his Domus Aurea, the imperial villa complex which spanned a large area from the north side of the Palatine Hill, across the Velian ridge to the Esquiline Hill. It was modified by Nero's successors into a statue of the sun god Sol. It is last mentioned in the 4th century AD. The statue was eventually moved to a spot outside the Flavian

Amphitheatre, which (according to one of the more popular theories) became known, by its proximity to the Colossus, as the Colosseum. You gain an attachment to your warehouse that houses a replica of this ancient colossus and you may choose to import it into any location once per jump. Those who see it will be awed by any spectacle nearby, whether it's peaceful in nature... or not. You might make it in your appearance if you want.

Companions and Pets:

050 War Dog; Part wolf this nonsentient wardog is going to stay at the prime of its life as long as it is your pet. Never aging a day, being mutated, or corrupted, nor dying of illness or infested by any strange alien life form. Though it can be killed. It is well trained enough in combat to follow you if you were on horseback and will act to defend you in all things. If it is killed it will respawn in twenty four hours. Any army you serve in will agree to its presence and you may teach it new tricks that any wardog of later eras possess. Any other prior owned pet, or pokemon, may be imported as this giving it an alt-form with all its prior abilities. (You still have to pay the CP) They will not count towards the companion limits this jump. If you complete the scenario under the emperor's champion drawback it may import itself into any jump and will not count as a companion.

200 Loyal retainers: You may have up to eight companions who may be imported or new ones. They Gain 800 CP. You may invest further CP in them at a two to one ratio, Pay 200 CP they'll have gained 100 more each.

Drawbacks: Choose Only 2 Drawbacks. You gain full points. Zero Point drawbacks or the Gladiatorial Slave drawback are not limited to this restriction giving you a possible +1000 cp. Good luck.

+000 Prospero's Offer: (mandatory encounter for all, not mandatory to take) You have an OFFER of a contract with Proximo to compete in the Coliseum whether you are a disgraced Praetorian, drop in, or Great Usurper, or a Retired Gladiator. If you take it: You'll be ushered into the arena at least once before your first year is up.

+0 Emperor's Champion: For the chance at an early leave to this jump: in your second year, a day before Maximus faces Commodus. You will face the Emperor's Champion for the right to win your freedom! (And to move on early two years and a day, or the day after Maximus fights Commodus - whichever you choose dependant upon the Actual Roman History Drawback)

+0 Actual Roman History. Now you arrive in the real Historical Rome, 180 AD. Smack dab in the first year of the aftermath of Commodus being the sole Emperor after his reign as co-emperor to his father. Commodus is supposed to have been strangled to death by his wrestling partner in his bath in 192 AD. Whatever events of the movie are wildly out of proportion to the real occurrences. Except there is a grain of truth. Commodus loved being in the gladiatorial arena of the Coliseum. Perhaps, you might face him there? Whatever events you take will have their bearing in our own Roman history. Your starting location is changed to anywhere in the Empire where there is Gladiatorial Combat.

+100 CP Gladiatorial Slave: If you choose to make Prospero's offer mandatory as a gladiatorial slave for your entire time here: you may gain +100 CP outside the other two drawbacks you choose (potentially +1000 CP total). It will take work to change your circumstances. Whether through guile, bribery, or sheerly escaping. Be forewarned, anyone catches an escaped gladiator who was a slave means they usually are fed to the lions. They're worth more. You will guaranteed a chance at freedom after two years regardless.

-Special- does not count towards drawback limit-

+100 Mute: You will be unable to speak this entire jump. This is a bad thing as a gladiator if you want to sway the crowds of Rome.

+100 One Eye: someone got lucky and took out one of your eyes for this jump. No way of getting it back.

+200 One Arm: someone got lucky and took one of your arms for this jump! No way of getting it back.

+200 Wooden Peg for A Leg: You have a wooden peg for a leg as someone removed it just below the knee. No way of getting your leg back via any means or supernatural things.

+200 Past one's Prime. You have the body and stamina of a forty year old while most gladiators are barely out of their twenties. I hope you have something to keep your skills.

+300 Hellenic and Romanic Winds of Fate and Fury: In this time Greece is a great bastion for gladiators as well as Roman Italy, any of your powers from non- Roman or Greek based jumps are locked during the duration of your stay here. What? Did You think I would take them all even when the real Commodus tried to sell himself as both Heracles and Romulus reborn? I'm sure he won't mind if you bring a little greek to his party, right? You must Become a Legend in the eyes of the Roman People before you leave here through whatever means.**+DOUBLE Points Drop In-**

+300 March to Rome: Commodus will have various others trying to supplant him and his successor as Emperor and his Somehow, they will all think you are an impediment to their plans. At first they'll send agents: All drawn from your greatest enemies from prior jumps and they'll face you one on one if you agree to a Gladiatorial match. But somehow you'll never seem to break the Gladiatorial ring. By the fifth year? It will be armed groups of fifty or more and all bets are off on them issuing a fair challenge, unless you want to take it to the Coliseum for a miniature war. In your tenth year? Armies with their generals numbering among your most powerful foes from prior jumps. What spectacle will you bring to the citizens of Rome?(cannot take Emperor's Champion Drawback)- **+DOUBLE POINTS DISGRACED PRAETORIAN ORIGIN-**

+300 Re- Building an Empire: You must do the unimaginable: Rise from a Gladiator or a nobody to the seat of the Emperor and hold it for the next thirty years. Where Marcus Aurelius brought the sword, you must bring through whatever means Rome into greater prosperity than ever before.(cannot take Emperor's Champion Drawback) -DOUBLE POINTS GREAT USURPER ORIGIN-

300 Greatest Gladiator who ever lived.A Rudiarius is a retired Gladiator who has earned his or her freedom. After your third year, the God Jupiter will challenge you to fight against the greatest gladiators Rome can offer and stay in the minds of its citizens. In the end, on the last day of your ten years he will send the god Mars to fight you upon the sands to test your valiant efforts. Would you win Everlasting Glory? ((You don't actually have to defeat him, just fight to a standstill to the point where he recognizes you, unmask himself and declares a draw- that doesn't mean he will necessarily pull his punches if you don't measure up to the standards he is looking for)) (cannot take Emperor's Champion Drawback)-DOUBLE POINTS Retired Gladiator ORIGIN-

End Choices:

Go Home: Blood , there's just too much blood. Go home.

Stay: Here? Uhm... okay. Take one thousand more cp as a bonus.

Move On: Go onto the next great adventure, hopefully it won't be as bloody this time.