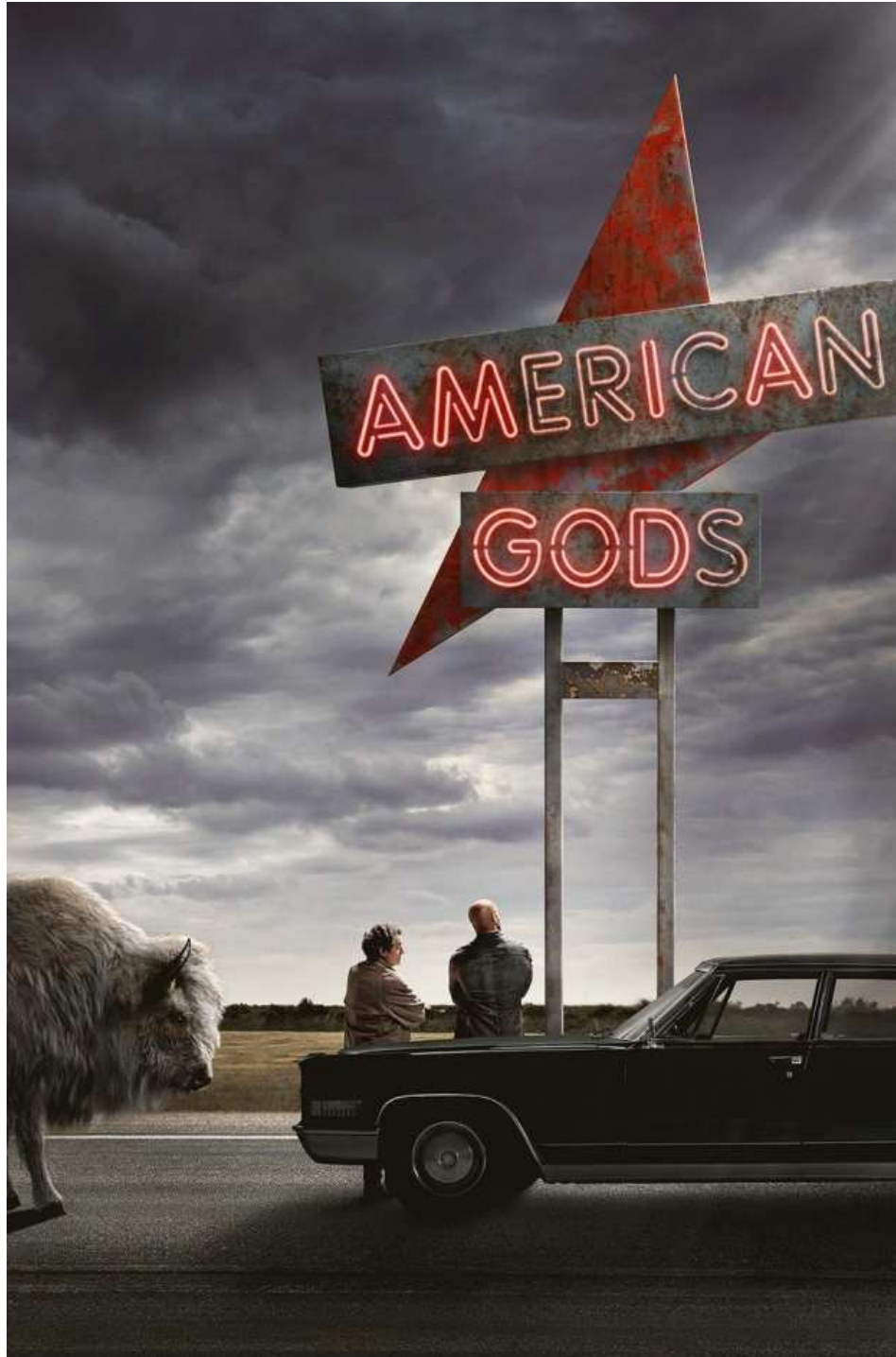




# Jumpchain CYOA

Version 1.0

By blackshadow111

# Introduction

Welcome, Jumper, to a world like few others. On the surface it's the same world you know of, the same nations and the same nations. But underneath there are forces old and new moving in the shadows, enacting their own plans and playing their own games.

Just about every myth and fairytale you have ever read is true to some extent or another, and they all have at least a copy here in America, along with many others you never ever got around to reading at all.

And they're all moving around in the here and now, all working out their own bargains and grudges, their own aims. While the individual details are tricky and convoluted, the basics are thus: Of the old gods that have lost their power, some are resigned to it, and others are not.

Of the ones who aren't, there's one in particular putting something pretty big in motion, the consequences of which will be felt by the world before long. Let's see which side you stand on in all this, eh?

Whether it's the New Gods or the Old, or perhaps some third faction altogether that you stand with is entirely yours to decide. Whichever you pick, you'll definitely need these **1000 CP**.

## Origin

### Drop-in

No preexisting religion, no faith obligations for you. You don't need to make sacrifices to anyone, but don't get anyone's protection, either.

### Mysterious Mortal? - 100 CP

So you're a mortal... at least that's what it looks like. Maybe you even went to prison for some reason, or maybe your life was wholly mundane so far. Whatever the case, you're certainly stepping into it now, eh?

### Old God - 200 CP

You're Old,. You were ancient when this 'America' place started getting attention, and you were brought to it by someone who knew of you, who had faith in the old stories and songs. They brought you here with their faith and their love, to this land that has no room for the gods and the spirits anymore. Life is a struggle now, has been for a while as you eke out a small, almost

meaningless existence in this place, bereft of the vast power and majesty that you once had. But enough is enough, and it's time to take it all back! Or maybe you made a deal and are on the rise again, reskinned and updated for today, who even knows?

### **New God - 300 CP**

The old gods had their day. Then it passed, and the world was ripe for you and your kind to rise. You are one of the New Gods, the Inheritors of this Age. Your domain is not as the ones of old, things of wind and fire or thunder and war. Instead you're better, cleaner and faster. You belong to the concepts born in this era, like the Internet or Globalisation or Media or any of the dozens of other possibilities with millions of adherents, particularly in America. This is your time, and you will not stand for the Old seeking to retake what is now yours!

## **Time and Place**

You arrive at any location in the continental United States of your choosing, just as Shadow gets out of prison.

## **Age and Gender**

Your age and gender are both left to you to determine however you see fit in this world.

## **Perks**

The 100 CP perks are free for the respective origins, and the others are discounted.

### **The Ancient Contract - 0/500 CP (Free Old God)**

"People wondered why things happened, so they made gods. Why *do* things happen? Because gods make them happen." Give and take. Be good to your god, worship them with devotion, and they will be good to you. Your crops thrive, your ships reach ports, and your soldiers win battles.

That was the ancient contract you drew power from when you were young, and it's what remains true even now, weakened and distorted as might might have become. You are an Old God, one of the ancient spirits of the winds or the waters or war or love or mischief, with everything that that implies. At its core, it means you are an entity of thought and pure energy as much as flesh and blood, though the distinction is not quite as clean as one might imagine.

But regardless of the finicky details, some facts remain. First of all, you're ageless. The passage of time, no matter how long, is entirely irrelevant to you. Secondly, you draw power from

worship. When people pray to you, or sacrifice things to you, it gives you a form of energy that you need to draw upon for most of your miracles.

At the fullness of your power, with whole civilizations worshipping you and providing you hundreds, possibly thousands of sacrifices, you're capable of everything you might read in a pagan myth, Greek, Norse or the like. But it's pretty much all downhill from there. Non-worship recognition, like someone just taking your name or being given attention through a 'filter', like, say, christianity, can give you power, but appropriately diluted.

Sacrifice, and human sacrifice in particular, is the biggest and purest boost, with true prayers following after and other forms a distant third. A god with good brand recognition, like, the kind, say, *Eostre* gets from Easter without use of wikipedia, would be able to effect continent-wide changes with just a half dozen sacrifices or so is the scale we're talking here.

Second, your ageless also implies immortality, to an extent. Simply put, you can only die in two ways. Either you die to another god, new or old, or you get forgotten. Either way you can still return, if the confluence of faith and will is enough, but good luck making *that* happen. In future jumps this absolute immunity degrades so it means you can only die to people with significant narrative or metaphysical weight. 'Important' people, in one way or another.

### **Modern Means - 500 CP (Free New God)**

The old ways are done and over with. This is the age of civilization, with it's own myriad vagaries, and more importantly, it's own gods. Farmers don't need to pray to rain gods anymore... but there are gods controlling irrigation. Sailors don't need to make sacrifices to gods of the sea... but Technical Boy rules the radars and the sonars.

You are one of the modern gods of the modern age, a god of more widespread ideas like Globalisation or the Media or the Internet or even Technology, or other concepts of similar power. Much of the powers you have are similar to the Old Gods, but some aren't. The big difference is the kind of worship you prefer. In your case the 'intensity' isn't needed, replaced by where volume and vague generality.

The simple inattention people pay to each other when they ignore each other and become obsessed with Media is enough to sustain her, and the ink and paper theoreticians dedicate to Globalisation seems to be all he needs. You operate along similar lines now, though naturally you need numbers that would be utterly ridiculous in pre-industrial societies. But then *your existence* would be ridiculous in pre-industrial societies, so it all works out.

You have the same form of immortality as the old gods, except, of course, your lasting power is lesser. There were mighty Railroad gods dominating America just a blink of an eye ago. Where are they now?

Applying to both of the above, your power is in no case worldwide so don't go thinking it is. It's demarcated by whatever the great differences of the day are, countries and physical distance in the 21st century. This applies even to the New Gods. America's ideas of Media and Globalisation are different from, say, Angola's, and so on.

Finally, there are other considerations in being a god, of either type, but these are the big ones and the rest are too many to name. Anything you see in the books or the show that's not here, you can safely assume you have.

## **Drop-in**

### **Faithless - 100 CP**

All these gods dotting this world; old and new, all of them with their own demands. Sometimes you just want to be left alone! So now you can be! At will, you can declare yourself neutral to any given 'question', any given situation. And so long as you don't get caught breaking that neutrality, everyone honors it, no questions asked.

This even affects the metaphysics, as your faith or lack thereof has no effect on gods, and spells don't notice you... so on and so forth.

### **Luck of Leprechauns - 200 CP**

Well, maybe not at the level of an actual leprechaun, but it seems close enough. Guns jam when fired at you, lotteries are surer income assurances than jobs, people trying to hit you become clumsy and trip all over the place, the works. While this is no 'nothing can ever go wrong with you' assurance, it does go pretty far in ensuring things tend to go right.

### **Communion - 400 CP**

Desperate as gods might have become in today's time and age, there's still a degree of pride and arrogance at work. And besides, some just don't want to talk, or can't, for whatever reason. This isn't a concern that applies to you, thankfully.

Be it a god, a spirit or some other supernatural being, when you want to get in touch with them they always, always reply, though it might be as little as a 'hello, talk later' if they're busy.

More than this, you seem to have the strange ability of actually making good impressions on all gods or spirit that you ever encounter, at least for the first time. Barring you actively doing

something to offend them, even ancient gods of blood and murder treat you honorably and decently most, if not all of the time. A crucial advantage in this world, let me tell you.

### **Perfect Planner - 600 CP**

You are, really. Well, maybe not *perfect* perfect, but as close as anyone ever seems to get, for the most part. Be it a con, or a heist or anything other on small scale, or be it a broad, cosmically world-shaking plan to raise gods to war, you are a plotter, planner, schemer and strategist without peer.

You have an ability to weaves circles in circles, plans in plans that leave the finest planners in the world confused helplessly. You can think miles ahead of anyone else and put together slow plans and long plans, quick ideas or elaborate schemes, but in all cases plans that tend to have surprising chances of success despite how loose or shaky they might be in terms of conventional wisdom.

That is, even if your plan requires like a dozen people to do specific things at specific times, or if it needs resources and people of all sorts of varied natures that it simply doesn't seem will come together, when it's you making the plan they *somehow* always seem to. Now just don't forget to account for divine intervention, eh?

## **Mysterious Mortal?**

### **Strange Name- 100 CP**

I mean, Shadow Moon? Really? Somehow people never seem to make much of a note of anything out of the ordinary about you. A name out of a bad fanfic? Okay. Making obvious preparations for a con? Nah, you look the honest type.

As long as it's not *blatantly* obvious, you can get away with most anything. People just never seem to find anything odd about you at all.

### **Tough and Tall - 200 CP**

It takes a big man to put to heavies in the hospital with nothing but your fists. And you are, certainly. Well over six feet with broad shoulders and powerful limbs, you're one well-build mountain of muscle.

And the fitness! You're right at the top tier of human fitness, across the board. You could be an olympic athlete, really, with some work.

## **Divine Intrigue - 400 CP**

By and large gods tend to be slow to move and slow to think. It takes them time to get going with an idea, to consider it and implement it, and that's when they can. Some are so fixed in their patterns that they replay board games as is, over and over, without change.

Unless you're around, I guess. You have the unique ability to shake things up. Whenever it comes to 'things as they have been', you find you can get things moving again, either just with your presence or with a clever idea. Which is also a thing that happens, now. You have a very active imagination when it comes to doing things outside the box, being able to come at just about any problem laterally and otherwise come up with brilliant and novel solutions to problems new and old.

This also makes you somehow insanely attractive to gods. Not in a romantic or sexual way, mind, though you can channel it that way *pretty* effectively if you want to. They tend to be drawn to you for some reason, finding you interesting and offering you all kinds of tasks and rewards, almost competing for you. It could have been flattering, in some other world. As it is, that's really not the emotion you should feel.

## **Power of Belief - 600 CP**

Welp! So this is *really* not supposed to work this way. But somehow, due to something with you, it is! You have the power to make your beliefs manifest on the world around you, in a very real way.

Simply by thinking about something, by focusing on it, you can make things happen, change the world around you. This can range from simple things to the stronger ones, and effects both broad and intricate. You could make it snow just by thinking of it really hard, and in time you could rewrite memories by willing it.

Now before you run off claiming to have won everything, a few ground rules. The way this works is that there is a place you can reach with your mind, a place where dreams and reality meet and the effects in one reach the other. And it takes effort to make workings there. Everything you do depends on your willpower and imagination. The only effects you can cause are ones you can actually envision, so unless you can actually see how space would warp or time reverse...

Another concern is mental fatigue. Everything causes a degree of it, and bigger and/or more complex it is, the more it takes from you. Something like causing out-of-season snowing or modifying one man's memory is pretty easy, but it scales from there.

## Old God

### Something Primal- 100 CP

If there's one thing to be said about the old world and its gods, it's that there was a certain grandeur to them, a majesty that's lacking in the world of today. No, garish as they might have been, both the temples of old and their gods have some real *panache*.

Just like you do, now. There's no putting a finger on exactly what it is, but you cut a larger-than-life figure than most now, something mysterious and *old* that can't really be defined very well. Just seeing you, or talking to you, or being in your presence evokes real emotion and fascination, the way things of today mostly fail to do. It's like an aura that surrounds you, bleeding into all your actions.

### Tongue of Anansi - 200 CP

No, not the literal tongue of a god. But Anansi certainly was one of the masters of the oldest of magic, the art of making people dance to your tune, to make them take decisions that benefit you and you alone, and have them do so dancing in joy and thanking you for it.

And you're the same, now. You know how people work, what words speak to them and how to get someone to do what you want. There's precious little on this earth, or beyond it for that matter, that you can't talk people into doing or undoing. You understand them, how they work, how think, and how to subvert and manipulate both.

### Old Tricks - 400 CP

Magic. No two words about it, really. Pick a culture. One of the old ones, like Norse Mysticism or the Celts or the Native Americans or some other, the only requirement is that it needs to be one with a strong presence of gods and spirits in it. The christian one works, but it would be as it was back in the medieval world, when vast masses actually believed in it to their soul and it governed pretty much all aspects of life.

Now, you can do most, if not all, of the magic from this culture. This has limits, depending on whether you're a god or not, and depending on the exact details, but so long as it's not something *truly* outrageous, you can do it, and pretty easily. Turn into animals, bend minds to your will, so on and so forth. It does need to be on the personal level, nothing that would need villages worth of people like group rituals or whatnot.

This is different from the Power of Belief up there, primarily in that it's the opposite. You can do many of the same things with both, but down here you don't face much stress on the scale of the things you do. Conversely, instead of just needing your belief you need all the bells and

whistles of your chosen culture, as authentic as possible. Spells, incense, bare-skin dancing, whatever it takes.

### **Aspects and Incarnations - 600 CP**

Remember that 'demarcation' thing up there? Turns out you can cheat on it. You now have the ability to remain connected with all the alternate versions of you different cultures and ideas of you might develop, pooling all the power you gain from your divided and often contradictory worship in one pool, shunting power gained in one region to another, all that and more.

In addition, you have the ability to create even more incarnation, if you want. You can split yourself as many times as you care, either spawning off clones that always acknowledge your primacy or just remaining a hive mind. In either case each iteration splits any powers and perks you might have, either by all of them having a share of all of them or by splitting off specific ones, it's up to you.

In future worlds too, you have the ability to create new clones of you in whatever theme, appearance or nature you want, and can share your powers with them in the same rules.

## **New God**

### **Smooth Sophistication - 100 CP**

Who even cares about all the chanting and the big sacrifices and all that anyway? There's an argument to be made for the clean, cool way this age works, and you'll bloody well make it!

You have the same ability now, to instill a degree of smoothness in your workings that nothing can quite match. You can divorce efficiency for emotion entirely, in both your own works and in the things you build. Your businesses, that is, everything you have a hand in, tend to always run so smoothly it's as if they were automatons working at them!

People might have minded, if it was not limited only to the 'work' aspect of things, thankfully.

### **A New Way - 200 CP**

But you can't ditch the old ways *entirely*, can you? So many of the old ideas and the old gods can still be of use, can be updated and integrated into the new program. And you're the one to do it, oh yes.

You have a gift for bridging the divide between then and now, to take what is old and out of date and find ways to make it useful and relevant in the modern time. Be it an old goddess of lust

becoming an online presence or an old god of smithing becoming an arms manufacturer, there's place for everyone, if one knows how to look. And you do.

### **Worldwide - 400 CP**

An exaggeration, let's be clear, but eh. The point is, you can teleport. Within the range of your influence, you can reach any place where there's at least some presence of your domain already in an instant. That is, a cellphone with a data plan would be enough for Internet. Media could do with a single song on that phone, though only when it's being played, and for Tech Boy only the phone would be needed.

But under these rules, so long as your presence can be said to be there, you can move your actual presence and consciousness before anyone can even blink. The exact details depend a lot on your domains, of course, but yeah.

### **The New Altars - 600 CP**

The old gods had specific ways through which their attention can be reached, and often demanded sacrifices before answering even to them. You have neither the need nor the attitude, so you can act... differently.

You can designate any activity of your choice as worship towards you, so long as it corresponds in some way to your domain. It doesn't matter how mundane or random it is, you can detect it whenever it occurs within the range of your influence, and thus act on it. This doesn't actually provide you any means to do so, mind, but you can.

Also, in order to actually be able to do anything about potentially millions of people doing whatever activity you designate as a call to you you would need to be able to multitask infinitely... so now you can. No matter how many random acts you designate as calling you or how many people do it in the range of your detection, you can dedicate your attention to each as if it was the only thing you're doing at the time... as well as any other thing. So have fun, I guess.

## **Items**

The 100 CP items are free for the respective origins, and the others are discounted.  
Wherever applicable, you may import existing items at no additional cost.

### **Divine Domain - 200 CP (God Only)**

Well, you've been hearing about this throughout the document now, I wager. This is the thing you're actually the god *of*, your divine domain, or portfolio, whatever you might like to call it. The rules here are different for Old and New Gods.

New Gods get their domain free, no cost to be paid. But the thing is, that's the only one you get. No double-dipping. Doesn't fit the theme, you see. But the good thing is, your control over this domain is *absolute*. Utter and complete, subject only to how amorphous it is. For something like Media or Internet, there's literally nothing you can't play around with in this domain. You can make anyone a star or a monster, can move any amounts of data, the whole nine yards. But the more physical a domain you pick the less you can control of it, like while the Car Gods can warp and twists both cars and roads they can't, say, make them fly in the sky.

Old Gods, on the other hand, need to buy all domains. Without a domain you still have all the advantages outlined in the perk all the way above, but you're more like a Leprechaun or a Kobold, really. Once you shell out the CP for however many domain you want, though, things are different.

While your control over the domains is weaker than even the most material of New Gods, it works on somewhat different rules. True to your nature, you can work your domain in tricky, intricate ways the Newbies just can't seem to grasp. A God of Water is not just a god of H<sub>2</sub>O, they control even the magical, conceptual aspects attributed to it in various cultures and myths. Similarly, a god of fire can do more than burn. They can *cleanse*, clear away rot and corruption and all that lot.

The scale to which either can wield your powers, of course, depends on what kind of energy you're getting. With zero worshippers either is little better than a mortal, with only those dusty encyclopedia pages preventing you from being Forgotten entirely. You could do some minor tricks, but little more. But with name recognition, worship and sacrifices (of the relevant kind), well, you can affect continents.

## Drop-in

### **A Home - 100 CP**

Not much to look at, really. A place to duck your head and not be homeless. It's location, size and type are all up to you, from New York Penthouse to Midwest cottage, so long as you remain within 'Murica.

### **Financial Support - 200 CP**

The other thing you need not to be homeless! Well, \$100,000 might be a bit more than that, being honest. But who really cares? You get this every month, either in a series of secret bank accounts or in cash, depending on what you prefer.

### **Magnifier Idol - 400 CP**

And all of a sudden we aren't talking about ordinary necessities anymore. Well, in this world you *could say*... never mind. Anyway, this is a priceless artefact that you now own. Seriously, any of the guys around would kill for this.

What it does is that it magnifies the 'faith' aspect of any activity conducted in its presence by two orders of magnitude. So one person praying now is one hundred people praying, and putting it in a movie theater would almost certainly give Media an orgasm.

Oh, yes. 'Presence' means just that. Any enclosed room that this is in, so long as it isn't subdivided, counts as it's 'presence'. As for outside, let's say a football field's worth?

## **Mysterious Mortal?**

### **Cadillac Brougham - 100 CP**

The car you see in that big picture up there. Handles like a dream, never needs any maintenance, or fuel, at that, and completely undetectable by any technological means, no matter how advanced.

### **Nice Suits - 200 CP**

Well, being dressed well is a need nowadays, don't you know? This is a collection of high-end, ultra-slick clothes for just about any occasion. Everything fits you perfectly, and everything is as comfortable, stylish and just *fine* as it could possibly be.

And it would have to be, wouldn't it? Every thread is made by a god. Possibly literally, if there's any spider-silk involved.

### **Coin of Power - 400 CP**

Of protection, anyhoo. This is either a gold or a silver coin, representing respectively the sun and the moon. It can have a myriad variety of powers, being the centerpiece of a god's might. Placed on a fresh grave it can resurrect a dead person so long as it remains in contact with their body, or it can give you fantastic luck.

But with you it has a more specific power, though it depends whether or not you enjoy that. For you, this coin provides you protection from the powers of gods and spirits. It conceals you from their sight, hides your thoughts from those who would view them and obscures your future, and reduces strong gods to mortal strength when trying it against you.

Or you can use it to bring a person back to life, including yourself if you die while in physical contact with it. Once used thus, it does better than its counterpart and brings them back to actual life, but can't be sued for anything for the rest of the jump.

## **Old God**

### **Easter Candies - 100 CP**

Pretty much what it says on the tin. Heh, tin. Anyway, this is a comprehensive collection of candies of all colours, shapes and sizes possible, from all over the world. The container is a tin, and it produces whatever kind of candy you ask for at will. It never runs out.

### **Con Bag - 200 CP**

The tools of the trade for any hustler. Whenever putting any kind of con or grift in motion, you can find any mundane items needed in here, from ID cards to violins to fake notes. It doesn't much matter what it is, if it can fit in a bag you can find it in here.

And you'd better be using whatever you take out for a con, because it disappears at the next sunrise.

### **Divine Weapon - 400 CP**

Ah, now this is something on a whole different level, isn't it? This is a true Divine Weapon, a tool of War fit for a god. It's awesome to look at, either magnificent or terrifying, depending on you. Whichever it is, it does its job.

Not only is it a great weapon for what it does, it also boosts any divine power channeled through it several times over, proportionate to how much power there is in the first place. Let's call it an honest squaring. You can use this power for any purpose, even channel it back and use it for whatever you like that way.

Other than that it's got one final power. Being the weapon of an immortal, it can kill immortals. As in, any of them No matter how many worshippers they have, no matter how many contingencies, a deadly strike from this is a Deadly strike, no matter what.

## **New God**

### **Child Army - 100 CP**

Not quite what you're thinking. This is a small army, some dozens, of weird, blank-faced creatures at your beck and call. They're the 'children' of this age, kids abandoned to technology or media by their parents... or so the rumors say.

No one really knows their origin, and it hardly matters anyway. You have them, and they're very tough, utterly and unquestioningly loyal, and execute whatever orders you give them as best as any person loyal to you could. Not very bright outside of all that, though.

### **Virtual World - 200 CP**

Also called the dreamspace, or the world of imagination or whatnot, by the Old Gods and their people. Yours call it the cyberspace. You have your own little pocket world of it, a world where you can rule at will.

This isn't very vast a realm, about the size of your average town, though you can grow it by feeding it power. You control every aspect of it utterly, as if it were your very own graphics program or lucid dream. Maybe it is?

### **Smartphone - 400 CP**

The weapon of the modern age. This is your very own smartphone, a device fit for a God of this age. It has unlimited memory and battery life, and internet connectivity as fast as it needs to be, entirely unaffected by things like 'coverage'. It's only ever restrained by the devices on the other end, honestly. Also, you can interface with it with your mind, without any question of obstruction or detection.

It can also interface with any and all electronic devices, regardless of how much sense that makes, and by 'interface' it means 'control'. No matter how powerful the computer or how advanced the system, if something is electronic you can take utter control of it using this phone. It has unlimited processing power, can run any and all programs no matter what OS they're designed for, and there's no virus or malware in the world, any world, that can come close to affecting it without your will.'

# Companions

## **Import/Create - 50 CP**

You can bring in an existing companion, or create a new one. They get 800 CP to spend and all the freebies and discounts as applicable.

## **Canon Companion - 100/300 CP**

Well, you know the drill. Mortals cost 100, gods 300. Shadow costs 200.

# Drawbacks

## **Wednesday Already? +100 CP**

For some reason Odin is interested in you. It might be as a target of cons, or it might be as a pawn in the coming war, but he keeps hanging around badgering you. It's not really a threat to your life and having Ian Mcshane might even be fun... if he wasn't so damn annoying. Like, the most annoying he ever was to Shadow, but 24x7.

## **A God Am I +100 CP**

No, you're not. But nothing can convince you of this. You keep trying to tell people, and test your divinity by trying to make impossible things happen, only to fail publicly and embarrassingly. You don't do much to threaten your life, thankfully, but get used to people laughing at you.

## **She died with his... +200 CP**

Ah, love. Such a great thing, isn't it? Well, no. See, you have a problem. Your romantic partners, as a rule, always cheat on you, and you always, *a/ways* find out in the worst ways possible. Such as, well, this.

Thing is, you can't stop falling in love either, no matter how much you try.

### **Bad Conman +200 CP**

So you like running cons. Now if only you were any good at it, eh? You're a terrible conman. You sweat buckets, get nervous, flub your lines, and in general tend to fuck up most of the attempts you make. But damn if anyone can convince you that you're bad. You keep trying, over and over.

I hope you can run really fast. Because you don't stop running them in prison, either.

### **Pray for it +400 CP**

You have to, now. Bite down without saying grace? You just can't swallow the food. Step foot on a boat without begging the sea gods first? It's weird how so many tides keep rising *solely* for you. Like... if there exists, in any culture, a god for anything, you can't do that thing without praying to at least one of them.

Thankfully none of them want the authentic level of prayers, but even just closing your eyes and murmuring to a fire god every time you try to light a match can get annoying real fast, y'know?

### **Disturbing Lack of Faith +400 CP**

For some reason all your powers are backed by faith now, instead of their original sources. Also, you have no faith behind you, even if you brought in sources from previous jumps. So if you want any of those perks or powers, better get people sacrificing to you, pronto!

### **The Middle God +600 CP**

The one that came between the old and the new god. Somehow that's what you are. How this works is up to you to define, but the more important part is that you are considered the biggest threat ever by both the old and the new gods. None of them wants anything more than they want to murder you horrifically.

I would recommend running.

### **Gotterdammerung +600 CP**

So something went wrong, and you're in a different world now. Here there's just no stopping the war of the gods. Odin's plans will succeed, and he and Loki rise to obscene, unimaginable power over a field full of dead gods. Then *they* fight, and then it all happens again, elsewhere.

This is a world doomed to endless, ceaseless wars between gods. Between the young and the old, between civilizations, between countries and between races and everything else in between. Everything has a spirit, a god, none of them want anything more than war.

Perhaps you're thinking it won't be that bad? Maybe, if you hadn't gotten into a world where all their actions wreak havoc on the planet. Because these wars will not so much be punches and kicks thrown as they are Ostara's big move at the end of the series, only in many and varied ways.

## Ending Choices

**Stay** - Perhaps something in this world speaks to you?

**Go Home** - Or are you tired of it all, and would see your old world again?

**Go On** - Or perhaps we really *should* stop bothering with the other two options.

## Notes

Everything about worship and sacrifices is magnified by multiple orders of magnitude if it's a god in place of a human, so gods being sacrificed are worth like many, many times the humans. Animals are opposite. It takes like a dozen goats to equal one human, all things remaining equal.

Gods of both shades are bound to their debts and vows, and those can be traded between each other, much like so many other stories and folktales.

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.