

Joseph and the Brothers

Version 1.1 by Helio

Welcome, jumper, to the Bronze Age-era Near East. But not the historical Near East, however. This is the wondrous Near East of the Old Testament, where the sons of Jacob walk about the Mediterranean coast as if demigods, and God, the true and undivided God (unless you ask the Canaanites), assists the pious ones in their endeavors, in order that they should arrive at glory. But be careful. One misstep, one minor sin against God, and you can be thrown down from the top of the world to the bottom. For example, you can end up as an Egyptian slave, betrayed by your brothers and separated from your beloved father, for the crime of being too arrogant. This God of theirs isn't very tolerant of flaws. But don't let him hear you say that: he might take offense, and we wouldn't want that, would we?

In any case, you arrive in the Land of Canaan about a week before the brothers finally get sick of Joseph talking down to them and throw him into a pit filled with scorpions and snakes. It's very doubtful that this event will be changeable, considering how long this has been coming. He's been telling them all about how he's going to rule over them, and how he's going to rule over their father, and all kinds of inane offensive garbage.

Take these. You're definitely going to need them to be able to sort out this family's mess.

+1000 CP

Origins

Who will you be in this adventure? Any origin can be taken as a Drop-In. Considering the predilections of this time, you can choose to change to male for free. Additionally, all origins receive their associated 100 CP perks/items for free, and the rest are 50% discounted.

Joseph: You're going to be Joseph himself, the focus of this story. You're cocky, and a bit of a daddy's boy, but you're also extremely clever and strong-willed. You *might* want to try to be a bit more tactful, though.

Brother: You're one of the sons of Jacob. All of you have your own unique talents and personalities, but you're united in your hatred of Joseph and his annoying arrogance. Depending on the version of the story, you either think that you're actually doing the right thing by throwing Joseph into the pit, or you just really hate the guy. Either way, try and tone it down a bit, you wouldn't want to rile up Jacob. You can choose to take the place of one of the original brothers, or you can choose to become the 13th son.

Sympathetic Brother: You come into this jump as either Judah or Reuben, the two brothers who didn't completely hate Joseph's guts. You have a strong sense of duty towards your family, as befits the firstborn/former firstborn.

Jacob/Israel: The legend himself. You may be a bit weak and passive at this point in your life, but you are still a force to be reckoned with. You were spiritually strong enough that you defeated an angel, causing god to give you another name, and you managed to steal your brother's inheritance from right under his nose. Anyone who takes you lightly is a fool.

Perks

General Perks:

Bronze Age Ethics (-100): The Biblical era had ideas of ethics that were a bit... different from the modern 21st century, to say the least. It might be a bit hard to understand how to act, and what is considered good and wrong in the eyes of the locals. But worry not! With this perk, you will have an innate understanding of how to act appropriately within this context. It won't stop you from acting in ways that might be considered inappropriate, but you'll definitely understand that you are breaking the social norms.

A Youthful Demeanor (-200): As they were blessed by God, Jacob and his descendants were generally quite good-looking, managing to stay young until almost the end of their lives. Now you too will be able to stay young-looking all the days of your life, no matter how old you are.

This perk can be toggled, so if you want to look old and wise for a time, you'll be able to do so, and then switch back as soon as the need abates.

Anachronism (-400): While the story of Joseph, and the Bible in general, is nice and all... it unfortunately cannot be considered historical fact, due to the many anachronisms featured within the narrative. But with this perk, you don't have to worry about any of that. Want to summon the Philistines here even though they didn't exist in Canaan until after the Bronze Age Collapse? How about the Arameans? Or the Ishmaelites? No problem! In any jump after this, you can place anachronisms in its setting too. You can't do anything that would break the story or the balance of the setting, but besides that, you can rearrange history to your heart's content.

Joseph Perks:

A Charming Son is Joseph (-100): You are really, really good-looking. It comes with the territory, honestly. Can't be cocky without also being a pretty boy. You are also quite well-spoken, so you're much better at pushing people towards what you want them to do. This perk could lead to some... uncomfortable situations involving women trying to jump you, but through the power of your faith, I'm sure you'll be fine.

Dream Interpretation (-200): You should probably be a bit more careful in how you announce your predictions, but you are one of the greatest interpreters on the planet. If someone tells you their dream, you will instinctively be able to predict exactly what will happen to them in the future. While this mostly works on a personal level, if you find out the right person's dreams, such as the dreams of a highly placed government official, you can basically predict the entire future of the world.

The Grand Vizier (-400): With this perk, you are one of the greatest administrators of this era. You are also a fair and wise ruler, so if you manage to ascend to such a position, you will be well accepted by all of your subjects. If you end up as second in command to someone, like Joseph did to Pharaoh, your superior won't be suspicious of you as long as you don't step out of line too much.

Grace of God (-600): You are a pious man, and know what needs to be done in order to act according to God's will. While he may be a bit harsh, if you are able to meet his demands, you will be showered with blessings, and will become generally successful in all your goals (although, you'll still have to watch out for the occasional test or two). However, if you defy the wishes of God, then you can expect for punishment to come soon after. Reward and punishment is the way that He works. Post-jump, when you first enter a setting, you can choose a god of that setting. This perk works the same way in regards to that god as it does here. The more you respect that god's wishes, the more blessings you will receive from them, but the more you violate their wishes, the more punishment you receive from them.

Brother Perks:

Strength of God (-100): Before the events of the story with Joseph, just two of the brothers, Simeon and Levi, were able to wipe out the entire city of Shechem (notwithstanding that the city had been weakened prior by circumcision). Through this perk, you too will gain this strength. Be careful with it, you wouldn't want Jacob to get upset at you for destroying *another* city.

Constructive Wrath (-200): Everyone feels anger. It's a fact of human life. You too get angry sometimes. In fact, you probably feel angry even more strongly than most people. But even when you're at your angriest, you don't lose control of yourself. Instead, you use it to respond to the person that angered you in the most appropriate way, whether that be revenge or just ignoring the person. This won't tell you what the best path actually is, though. So you still might end up massacring a city and losing your inheritance.

Issachar-Zebulun Partnership (-400): In Rabbinic writings, Issachar was portrayed as a teacher, while Zebulun was a merchant who funded Issachar in his work. This caused them to share an extremely close bond, and as we can tell from this story, that's no small thing between brothers. As for this perk, choose any brother (including an OC one). You two are able to play to each other's strength very well, and share a bond as close as the friendship between Issachar and Zebulun. By delegating tasks to each other, you can work towards your own strength much more efficiently. Additionally, you can take the brother you chose as a companion for free.

Blessing of Jacob (-600): The same way that Jacob gave his children blessings as he lay upon his deathbed, he will give his blessing to you too (at the start of the Jump, because you're that special). Jacob's blessings were generally in regards to the most defining trait of each specific brother, so he will give you the same type of blessing. If you chose to become one of the original 12 brothers, then you can take their blessing (like Naphtali being a swift gazelle, Dan being a sneaky serpent, or any of the other blessings found in Genesis 49), or you can make up your own blessing for a defining trait of your character, if you want.

Sympathetic Brother Perks:

Heart of Gold (-100): You don't like to see anyone be wronged. This sense of justice will cause you to act against anyone who wrongs another. Additionally, your actions will not go unrecognized, and so others will admire you for your actions.

The Scepter Will Not Depart (-200): You are the one from who King David and his line will be descended, and you know it. There is a palpably regal presence around you whenever you are looked at, quite unlike the intimidating aura that your brothers have. When people look at you, they can tell why your line is the line of the king.

Cub and Grown Lion (-400): Remember the super strength that was offered in **Strength of God**? You're even stronger than that. With this perk, you can easily take on two or three of your brothers at once. And that's not all. You are also the epitome of masculinity. Did you have

troubles with girls before? No more. They're all going to be falling over you now. This synergizes quite well with the perk before this one.

Student of the Law (-600): There's one more thing that a good king needs: intelligence.

Looking like a king is all well and good, but at the end of the day, how will you run your kingdom if you're as dumb as a rock? Well, that's where this perk comes in. You now have a genius-level intelligence, and will easily be able to come up with ingenious solutions to seemingly intractable problems. Additionally, you are well trained in statecraft and the law of whatever country you might find yourself in, so you'll easily be able to take it into account whenever you try to come up with a solution for something.

Jacob Perks:

Trickster (-100): You are very, very good at getting the best of people when making deals.

They'll accept trades that give them a lot less than what you are receiving. You'll still have to give them something they actually want, but it could easily be something that's not worth much. You can easily offer someone a bowl of lentils when they're hungry in exchange for the eternal birthright, for example. However, be warned: without any other modifiers, the people who you trick are going to be *pissed* about what happened.

Magic Genetics (-200): The average person might think that what a child will look like is based on the appearance of the parents. But not you. *You* know that if you place a spotted stick in front of some breeding animals, the child will turn out spotted. And you can go farther than that, too. Do you want rainbow goats? Or purple with pink polka dots sheep? Or iridescent Pikachu? Just place a breeding pair in a room with those colors, and voila!

Upright Reputation (-400): In some traditions, Jacob is considered to have been among the most honest men to ever live. However, if you look at the story of his life, poisoning Bethuel, tricking Laban, stealing the birthright from Esau... there's not much honesty evident within him. But yet, he still manages to be considered honest. With this perk, you too can have a wonderful reputation in spite of whatever morally gray actions you might perform. If you go around murdering people, this perk won't help very much, but if you steal a bit, or even break a truce with an enemy? Nobody will give you a second glance, and your reputation will still be untarnished.

Blessing of Peniel (-600): You may have the strength to prevail over your enemies. You're a jumper, after all- a multiversal being of unparalleled power. But even when you're that powerful, you still have limits. Your physical body can only take so much. But what if after every battle with an enemy, you were able to demand a blessing from them, taking just a bit of power from them? With that, you wouldn't be stopped by the limits of your body. Instead, you would be able to grow and grow and grow, using stolen blessings to strongarm your way up through the upper limits of your power. Well, with this perk, you are now able to steal the powers of your enemy through these blessings, just like Jacob did to the angel in Peniel. Also, as a bonus, go ahead

and give yourself a new angelic name, just like Jacob got from God. You're definitely on the spiritual level to receive one now.

Items

General Items:

Team of Asses (Free): This is the Bronze Age, after all. With this, you'll receive the main transportation method of the era: donkeys. These donkeys are well-trained, and you also receive a food supply that regenerates every time it runs out after they eat it.

Vayehi Jumper (-100): At the end of the jump, you'll receive an edited version of the Bible/Torah with your adventures included at the end of Genesis, and also including any changes that may have occurred in the future from you screwing around with the timeline here. This Bible is written in both perfect Biblical Hebrew and perfect Koine Greek. If you ever travel to any jumps that are set in a mundane or near-mundane world, you can choose to have this Bible replace the boring original Bible.

Storehouse of Grain (-100): With this, you now have enough grain to last 100 people 10 years if they're very careful about how much they eat. The coming famine won't be affecting you. The grain regenerates at the end of every jump, either in the warehouse or in a generic storehouse in the new setting. Your choice.

Covenant with God (-400): Like all the great characters of the Bible, you have some sort of treaty with God. Whether it's that your descendants will be fruitful and multiply, or that you'll gain an entire country all to yourself, God will keep to this treaty, as long as it's on the same kind of level as the aforementioned promises. Just to make sure that he'll keep to it, you have this document, signed by God and notarized by the great angel Metatron himself. And of course, with God's great power, he'll be able to keep this promise going throughout whatever jumps you'll be visiting.

Joseph Items:

Ketonet Passim (-100): Here is the famous rainbow coat of Joseph, gifted to him by his father Jacob. This coat is absolutely stunning. It manages to look good on absolutely anyone, and can elevate even the ugliest of people to being fairly beautiful. If you're already beautiful, or if you're at the pinnacle of human beauty like Joseph is... this coat will make your beauty nearly otherworldly. It'll be hard for others to not gape at you.

Spices and Perfumes (-200): The slaver who sold Joseph wasn't really a slaver, but in fact mainly a spice merchant. Now you have been able to obtain his merchandise, a wagonful of perfumes and spices, and trust me, this is extremely valuable over there in Egypt, and in the whole world over. Also, you can use it to make yourself smell nice! There's really no downside here. Also, it regenerates at the beginning of each new jump.

Silver Goblet (-400): This is the goblet that Joseph hid in Benjamin's packs so that he could accuse him of stealing and detain him. It has a little extra trick, though: its owner will always be able to tell exactly where the goblet is located. This makes it rather useful in helping to track people.

Bones of Joseph (-600): These are the bones of the original Joseph, which Moses carried through the desert and buried in the land of Israel. I would make them your bones, but I don't think you're planning on dying here, are you? But in any case, these bones are quite holy, and can enhance whatever religion you might choose to follow (or create) as an object of worship. Additionally, the spirit of Joseph resides within these bones, and he'll come out to talk to you whenever you please. He may be a bit snarky, but otherwise he's a pretty decent guy.

Brother Items:

Sword of the Brothers (-100): This is one of the swords that were used in the massacre of Shechem. It's made out of extremely strong material, since if it wasn't, it would've shattered long ago from all the slaughter that had been done with it. Also, you can use it in the ritual of circumcision, although I would really recommend against doing that.

Viper on the Path (-200): You now receive a cute little snake. However, as cute as it may be, it is also very good at sneaking into and out of the shadows, and suddenly striking your enemies at their weakest point. Your enemy will suddenly notice their strongest warriors collapsing from poisoning while taking a break, but they won't be able to do a thing to stop this sneaky snake.

Troop of Gad (-400): Nobody's really going to pay attention to you here if you don't have a nice big army. Well, now you have one! This gives you 500 warriors trained by the most military-minded of the brothers, Gad. They have the most up-to-date weapons of this era, which admittedly aren't very strong, but will easily be able to adapt to whatever weapons you would want them to train in, even if it might take them a bit of time. In future jumps, they will join you as followers.

City of Shechem (-600): Now you can take the entire city of Shechem with you! It's been totally ruined, but that's part of why you would want it. Whenever anyone sees this city, they will be completely and utterly intimidated by you and your brothers, the ones with the strength to destroy the inhabitants of an entire city. You can of course rebuild it if you would like, but where's the fun in that? This item will manifest itself as a typical ruined city of any setting that

you will jump to, and will maintain the same effects. If need be, it can scale up or down depending on the setting. Use your best judgement.

Sympathetic Brother Items:

Scepter of David (-100): This is the scepter that was passed down through the House of Judah, until it finally reached the second king of Israel, David. This solid gold scepter (encrusted with all manner of jewels, no less) will grant a lesser version of **The Scepter Will Not Depart**, and is very useful for pointing and gesturing besides. The symbol on the top of the scepter can be whatever you want it to be. It's a symbol of *your* kingship, after all. Also, the scepter won't suffer any ill effects that might come upon it from being made of a fragile material like gold, and will always stay in the same condition that you received it in.

The Great Vineyard (-200): Judah is said to have been 'red eyed from wine'. He must've had quite a lot of wine, if you ask me. Well, now you own the source of all that wine that he consumes, the vineyard of Judah. You will also receive a sufficient amount of laborers to work the vineyard, although they can't be used for anything else. With this, you can either drink all the wine that you would like, or you can even just start your own wine company! Whatever you please. This will import itself into any future jumps if you like, even with settings that supposedly lack grapes.

Signet Ring (-400): This looks is a fairly typical signet ring. Choose a pattern to put inside of it, and that pattern will be your signature. However, only you are actually able to sign things with this signet ring, unless you give someone else permission. Others will feel a very strong compulsion to not use it wrongly, even if they are normally dishonest. Only those with the strongest wills will be able to break this compulsion. Additionally, this signet ring is very strong as collateral. People would be willing to lend just about anything to you as long as you are willing to part with this ring for a bit of time.

Land of Goshen (-600): In the Bible, when the brothers were prepared to move to Egypt, Judah went down first, and was able to obtain some of the finest farmland in all of Egypt, in Goshen. Now, you too can do the same thing. In every new jump, you will be able to choose one powerful nation. From this nation, you will receive farmland just as fine as the land found in Goshen. However, be careful: you wouldn't want for your friends and family to be trapped as slaves, akin to what happened to the Jews. But don't worry, as long as you pay at least a modicum of attention to what the rulers of the nation are thinking, you should be fine. And who knows? Maybe you can even use this territory as a base to take over the nation! Of course, that would be a pretty good way to end up enslaved. So consider carefully.

Jacob Items:

Hands of Esau (-100): These are the fur gloves that Jacob tricked Isaac with when he stole the blessing from Esau. However, with this, you'll be able to trick more than just blind old men.

These gloves aren't just gloves. They can morph into a hyper realistic disguise of any person or creature. People won't be able to tell that you're really someone else unless they are very, *very*, observant.

Lentil Soup (-200): You now have a recipe for an extremely tasty lentil soup. It's so good, in fact, that while eating it, people become more suggestible to your requests. If you want, you can switch it to any similar kind of food, so that you can use a more readily available material for any specific setting. Also, just like with **Trickster**, be very careful not to piss people off too much. You don't want them angry at you.

Academy of Shem (-400): This is the famous academy of Shem and Eber, run by the renowned son of Noah, Shem, and his great-grandson, Eber. Normally, this academy is intended for study of religious law, but Shem and Eber are quite intelligent and adaptable, so they can switch the focus of study to any subject that you want. Initially, this academy is located in Jerusalem, but post-jump you can make it a warehouse attachment, or place it in whatever city in a setting that you want.

Jacob's Ladder (-600): Previously, this was only found in Jacob's dream, but it has now been made manifest in the real world. This ladder leads straight to a heaven from an Abrahamic religion of your choice, including the way that the generic heaven is generally portrayed (although whichever you choose, it won't change how God acts in this jump). Heaven is a dimension of its own, so this ladder leads to the same place no matter which jump you use it in. And don't worry: it's been shortened by quite a bit, so you won't have to spend more than a minute climbing to reach heaven.

Companions

Import (-50/300): The standard option. Either bring in one companion for 50 CP, or 8 for 300 CP. Each companion gets an origin and 600 CP to spend on whatever they want. Companions cannot take drawbacks or other companions.

Normal People (-100): This allows you to take any other character besides the ones mentioned below, as long as they were around during this time period. Want to take Esnat, or the Pharaoh's chief cupholder, or Potiphar? Now you can! Of course, you can take OCs as well.

Jacob and his Sons (-200): As the strongest and most powerful people in the world, these characters of course cost more to take along. You can take along any of the canonical brothers/Jacob, or an OC brother if you want.

God Almighty (-400): Huh, are you sure about this? Well, if you say so. This guy's a bit irascible, but he's also quite strong, and great for starting religious debates, so I could see why you would want him along. Since this jump mostly focuses on the direct story of the Bible, he'll

be restricted to roughly what he has done in the Bible, both during this and post-jump. So he'll still be quite strong, but not quite omnipotent. Also, God traditionally isn't depicted as having a corporeal form, but as part of taking him as a companion, you can have him take whatever form you want (so yes, 'he' can become 'she', or she'll have always been 'she', or genderless, or whatever you please really, as long as whatever you decide on has the same general personality).

Drawbacks

Jumper Canon (+0): If you've taken any other Bible jumps before this one, you can choose to have this jump take place in the same timeline as that one. Have fun messing things up even more! But remember, the same general story of a brother being sold down into Egypt by jealous brothers will still remain the initial focus.

And They Found Favor in God's Eyes (+0): You can choose to slot in another family of your own design (but with the same structure). Like in the above toggle, this family will still follow the same general story (favored son being sold off to Egypt, bereaved father takes the brothers at their word etc. etc.), except they're not Jacob and his sons.

Canaanite Pantheon (+0): With this, you can switch the God of the setting from being the one undividable God, to simply being El/Yahweh (choose one), the god of war, and the most powerful of the pantheon. The whole gang's here too: Baal Hadad, god of weather, Asherah, El/Yahweh's wife, Dagon, god of grain, Mot, god of death, and any other Canaanite deity that you might wish to add. Don't worry about them annoying you, though. They'll all be in agreement with whatever El/Yahweh decides for you.

And he Lived Many Years (+0): This toggles how long you stay in the jump for. You can either choose to stay the regular 10 years, or you can choose to stay about 90 years, about the length of time from the start of the biblical Joseph's slavery to his death.

Arrogant (+100): You are unspeakably arrogant. When you talk to anybody, it will take about 30 seconds for them to realize that you are the most self-absorbed, petty jackass that anyone has ever seen. It's very hard for you to judge the effects of your attitude on others, and it'll take an absolute miracle for you to act modestly. Even being sold into slavery wouldn't affect your attitude. However, you will be able to gain a kind of begrudging respect if you're skilled enough at what you do.

Oblivious (+100): You are very, very bad at realizing facts that would be obvious to just about anyone else. This doesn't impact your intelligence at all, but you won't be able to utilize that intelligence towards deducing and/or noticing things. If your sons would bring in a garment

obviously dipped in blood and claim that “our brother was murdered”, you wouldn’t be suspicious of them in the slightest.

Restlessness of Water (+100): You are way too impulsive for your own good. Even in situations where you know that you should probably wait and think for a second, you still end up charging in without a second thought. You try your best to be responsible, but it’s a bit difficult. Just do me a favor and try not to have sex with your father’s concubine, alright?

Dream Misinterpreter (+200): You *think* you know how to interpret dreams- but really, you have no clue what you’re talking about. Seven skinny cows eating seven fat cows? Obviously, it’s a sign that someone will hold a cow-eating contest next year! Expect for people to get very annoyed after you horribly misinterpret their dreams.

Son of a Maidservant (+200): This is an era where lineage is of paramount importance. You, unfortunately, don’t have a good lineage. Either there is a very strong and somewhat credible suspicion that you’re a bastard, or if you took the Brother origin, you can choose to be the son of either Bilhah or Zilpah, the lesser wives of Jacob. Whichever way you choose, people will take your words a lot less seriously. This may not affect you as much when you’re with people who don’t know you, but if you spend more than a few days with them, the story of your birth will inevitably catch up with you. Don’t take the scorn too hard.

Female (+200): Just about all of the shakers and movers of this time are male, but I see that you want to try it as a woman. Good luck, because you’re going to have your work cut out for you. First of all, you are, for all practical purposes, the property of your father. Whenever he wants, he’ll marry you off to some random stranger, and there’s next to nothing you can do about it. And even if you escape the clutches of your father, absolutely *nobody* will take you seriously unless you can prove yourself. You’re not going to enjoy this jump very much as a woman, I think.

Canaanite Pandemonium (+300, must have taken Canaanite Pantheon): Remember what I said before about the Canaanite pantheon not really wanting to bother you? Well, that’s out the window now. Now every god except for El or Yahweh, whichever you choose, will be resisting your plans. Expect for freak thunderstorms to block your way, wild grass to suddenly spout out in front of you, and raving bands of warriors to block your way. Their followers, those granted the power of sorcery by whichever god, will be following the directions of their gods to block you as well. You will have one of the more powerful gods as an ally, but it’s not much compared to the forces arrayed against you. The one saving grace is that the gods don’t exactly want to kill you, but rather just to stop you in whatever you want to do. Annoy them enough, however, and they actually will want to kill you. Be careful, jumper.

Ending

I hope you enjoyed your time here, jumper! As always, all drawbacks are removed, and you have three options:

Stay Here: The Near East truly is a beautiful place, isn't it? It makes sense that you would want to help direct it. Have fun!

Go Home: Travelling the multiverse is exhausting, and the Bronze Age is particularly exhausting, with the lack of any kind of modern conveniences. I can't blame you for wanting to go back to your daily life.

Move on: This was a nice place, but it's time to move on to a new setting, with new challenges to conquer. I hope that the powers you gained here will serve you well.