

V1.1 by Songless

Near the end of the 87th migration, the Ancients of the Deep convened a gathering: for one of theirs, the Progenitor, had shared his divine knowledge with mortals beyond the veil. The balance between Light and Dark was under threat, and the Progenitor was cast out for its transgressions.

Now, a new god must rise to take the Progenitor's place, chosen by the Ancients from among the worthy, brought together from the Light and Dark places of the world. Though the Progenitor's mortal followers were damned to the last, a number of its offspring existed - and these unique individuals all carried a fragment of its divine power.

They are known as Demigods.

To test these mighty beings and select a successor, the Ancients set forth a challenge wherein all Demigods would stand against one another in glorious combat. This is Rokkur, a tournament of battles and conquests in places both magnificent and bizarre, born from the thoughts of the Ancients themselves. Each Demigod must fight and lead, must die and gain divine favor through successes and feats of strength.

You will participate in the tournament, and you will prove to the Ancients that you deserve to stand highest amongst all your peers, that you alone are deserving of the station your forebear once held. You will show that you are the mightiest warrior, the most cunning general, the most talented and determined of all contenders.

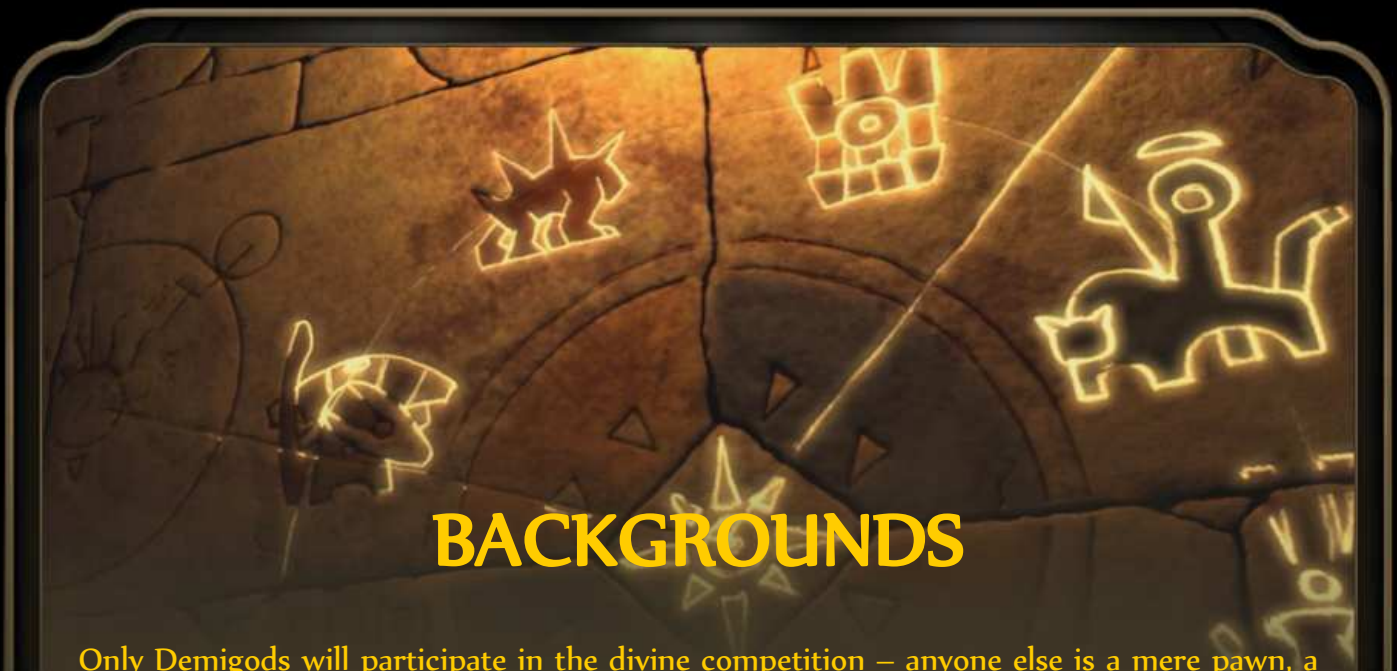
Those who fail face naught but oblivion.

The winner becomes a god.

This jump may only be taken as a Gauntlet. Death is not an ending here, for so long as the tournament lasts the Ancients will call you forth to do battle, again and again. All that matters is the tournament - and your final standing when you face judgement after the last battle.

You have **0CP**.

Fight well.



BACKGROUNDS

Only Demigods will participate in the divine competition – anyone else is a mere pawn, a piece on the board to be used and discarded as battles rage across battlefields shaped from the dreams of the Ancients. Though these battles will see limitless reinforcements of mortal Minotaurs, Archers, Priests, and other soldiers that will fight and die in service of the Light or Darkness, you are not destined to be one of these lost souls. Instead, you must claim the power within you and match your competitors as a Demigod.

There are two options that you may take from this point forward.

Your first option is to take the place of an existing Demigod, gaining both their powers and the memories of their past life. Should you emerge victorious in the competition, you will retain their abilities in any future worlds you visit. Each existing Demigod is restricted to a specific Background.

Your second option is to reach within yourself, relying on your own skills and experience. You may choose one or more skills or abilities you possess, which will be made into a path of enlightenment similar to those used by the other Demigods. The skills you choose for this competition will be raised (or lowered) to the same level as that of other Demigods, as all are equal before the Ancients. You may decide on these powers yourself, though your background may slightly influence details - Guardians and Slayers are better at personal combat and raw damage while Champions and Tyrants give you better talents for leadership and battlefield control.

Whichever option you choose, the Ancients only permit you to enter on their rules. You gain the powers of a Demigod, but all other abilities you may possess, including any relating to the Body Mod and other such innate aspects of your being, are barred from the competition.

Since Demigods do not retain their powers (or equipment) between battles in Rokkur, this also affects these abilities. Much as Rook must re-establish his towers or master his mighty hammer anew, so too must you relearn your skills in each battle. Should you emerge victorious in the competition, you may choose to keep the skills you chose at their Demigod level of power, be they your own or those of the Demigod you chose to become.



Guardian



You are the defender of virtue, the knight in shining armor, the tireless enemy of all things wicked and foul. Though you typically work alone, your skills are more than up to the task without having to rely on an outsider's help.

The divine tournament is your chance to gain the power to protect the deserving – now and forever. Guardians always fight on the side of Light, and may choose to take the place of Regulus or Rook.



Slayer



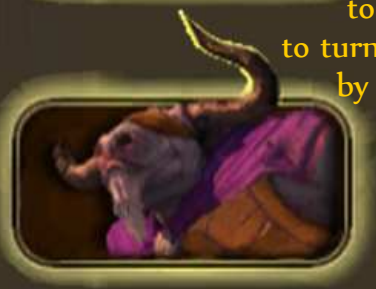
Your name is whispered around campfires, your visit a threat made to disobedient children. You are wrath incarnate, an unstoppable killer who seeks the end of all that stand against them. Whether consumed by the need for vengeance or plain bloodlust, the carnage you will bring during the coming challenges may be only a mere hint of things to come... Slayers always fight on the side of Darkness, and may take the place of the Unclean Beast, Torch Bearer or Demon Assassin.

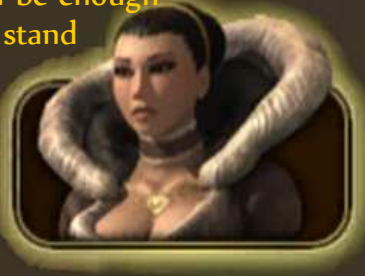




Champion

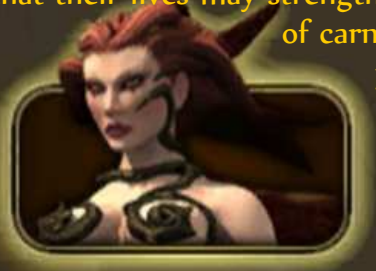
You stand tall and, through doing so, others may too learn how to act with virtue and compassion. Though your raw power may be less mighty than that of some other Demigods, your abilities to bolster and protect entire armies can be enough to turn the tide of any battle. Let none who stand by you fear their fate, for so long as you stand victory is attainable and your ascension will bring light to all the realms. Champions always fight on the side of Light, and may take the place of Sedna, Oak, or Oculus.

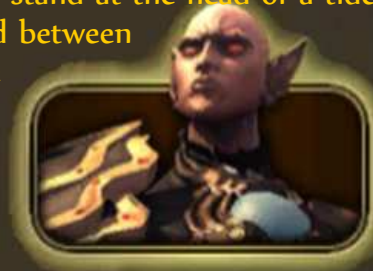




Tyrant

You were born to rule. Though your lessers stood against you, fearful or jealous of your power, you tolerate no dissent, no resistance. Let all those who stand against you be broken, that their lives may strengthen your servants and slaves until you stand at the head of a tide of carnage. You will slaughter any who stand between you and your greatest conquest – the divinity offered by the Ancients themselves. Tyrants always fight on the side of Darkness, and may take the place of Erebus or The Queen Of Thorns.





PERKS

Mighty blow (100CP, free for Guardians)
Perhaps the defining ability of the Light-sided Assassin Demigods is that they need no warm-up, no preparation, just a moment of focus to bring judgement. By channeling your inner power, you can empower a single attack to deal devastating damage. When it connects, you can deliver enough raw power to send mortals flying, shatter fortified castle walls or cripple even a Demigod. The more spiritual energy you pour into this blow, the stronger it will be.

Holding The Line (200CP, discount for Guardians)
To protect the innocent and oppose the wicked - those are the virtues embodied by those who fight for Light. Serving to keep the righteous safe has giving you a keen insight in defensive combat. Be it by preparation with fortified defenses and traps or by fighting through patience and slowly whittling away the forces of Darkness, you are a gifted tactician when it comes to keeping your allies safe.

Wrathful (400CP, discount for Guardians)
So great is your desire for justice that your every blow wreaks havoc not only on your target, but all who would stand against the Light. Evil might send an endless horde of foes at you, but with every swing and every shot, you can deal damage in an area, bringing the fight to an entire group of foes at once. Though the damage of this effect will not be as great as the amount you deal on a direct hit, your total combat potential is still vastly increased. Even (near-) misses will cause a cleaving effect. You have full control over size and shape the area of effect, allowing you to bring righteous vengeance against the dark without risking nearby allies. You can also disable this effect entirely if you wish to fight without risk of collateral damage.

Full Focus (600CP, discount for Guardians)
Some Demigods are jack-of-all-trades, favoring a versatile approach over a single focus. Others might switch from one form to another, swapping out powers as their needs and challenges change. And then there are those who know what they're good at... and pursue it with all-consuming determination. With this ability, you can temporarily or permanently strengthen one or more aspects of your being, such as resilience, offensive power, or speed, by channeling any number of your other abilities to fuel them. Though you will become increasingly limited, your chosen focus will grow to levels others will find hard-pressed to match: you could become, for example, a fragile but swift and lethal skirmisher or a slow and weak defender capable of shrugging off the worst attacks that hostile

Demigods can bring to bear against you. You can shift approximately ten percent of your full potential per hour, but may start any new battle during this Gauntlet with your focus fully realized to whatever level you desire.

Lingering Doom (100CP, free for Slayers)
Though your foes might fear your blades or claws, your bolts and magical blasts, there is more to you than just those things. The corrupting essence within you leaks out with every blow you land on an enemy, leaving potentially crippling effects upon your foes. Whether it is crippling pain, paralytic poisons or chilling numbness, your every blow will leave a temporary effect that weakens (but not further injures) your enemies.

Vilest Violence (200CP, discount for Slayers)
None would treat you with fairness, and you will return none to them. Stabbing foes in the back to bypass their armor, tricking and confusing them, or relying on excruciating pain to bar them from retaliation... in a battle, the only result that matters is who lives and who dies. You intend to make sure it's you who will stand when all others have fallen, and as a master of fighting dirty, your keen insight into any underhanded options leaves you with a substantial advantage.

Agony (400CP, discount for Slayers)
None who stand against you will remain unmarred by the experience. Your every blow is a blasphemy, a divinely empowered declaration of endings. Any injury you cause will deal great damage over time, effectively doubling the strength of your blows should the effects run their course. Perhaps you'll leave your victims with cursed and festering wounds, a virulent plague or wicked, blackening flames that can't be snuffed out by mortal means?

Compounded Carnage (600CP, discount for Slayers)
You kill, and you kill well. But if you are to ascend, you must learn and adapt, adjusting your methods to carve into the mighty forms of other Demigods where before you might have only faced mortal men. One secret you've learned is that often, foes are particularly adept at defending against a specific thing... but not all things together. The more different forms of attack you bring to bear against an enemy, the more powerful each of them becomes. Alternating between a blade thrust and a tail sweep might merely leave them slightly off-balance and less prepared for another attack, but when combined with a thrust of your horns, a poisonous aura and three curses thrown with your equipment... well, then the slaughter can truly begin.

Jubilant (100CP, free for Champions)
To stand for the Light is to lead by example, and a true leader never falters. Your inspiring presence grants all those under your command an increased discipline and tactical acumen. Though they will not grow more powerful directly, your followers will more easily work together. Soldiers watch each other's backs slightly better, coordinate unified strikes just a tad more accurately, and close a few more gaps in their defenses through disciplined teamwork. Under your command, a wall of shields might as well be made out of granite.

Counter Stratagem (200CP, discount for Champions)
No battle plan survives contact with the enemy, and a skilled commander knows to keep up with enemy movements and tactics or be left outmaneuvered and outwitted. You

have a sixth sense for disrupting enemy strategies, especially those that provide significant force multipliers such as ambushes, mid-battle healing, or summons that might be pushed behind your lines. The enemy could resort to all manner of dark means to gain the upper hand, but you will be ready for them.

Inner Might (400CP, discount for Champions)
Your divine heritage grants you power beyond ordinary mortals, a boundless font of divine life energies you can channel to fuel your power. A Demigod's ability to channel such powers is limited by their skill and experience... but there are ways to forego caution and, even if merely for a few moments, draw upon a vastly greater reserve. When activated, Inner Might will greatly increase your healing speed and resilience for a short amount of time, with unspent vitality literally leaking from your form to heal nearby allies. The time needed to recover and use this ability again is proportional to the amount of healing spent, but it will automatically activate should you receive a killing blow, saving you from death and giving you one last chance to turn the tide. You can only be saved once per death during this Gauntlet, or once every ten years in other realms you may visit.

To Give Of The Self (600CP, discount for Champions)
To be a leader means to lead from the front, and you do not shun the dangers of battle. The forces of Darkness will seek to take advantage of this fact, and focus their efforts on you... to their detriment. Any time you are struck a blow, you will turn the tide of battle slightly in your favor. Perhaps your wounds leak healing magics to rejuvenate your allies, your brethren in arms gain a brief burst of righteous fury when they see your compassion drive you to take blows for them, or some other effect gives your side just that bit of an edge. None should underestimate the consequences of harming the foremost champion of virtue.

Tainting Charge(100CP, free for Tyrants)
No matter how fortified your enemies may be, even if to attack means certain death for your minions, they have no choice: there can only be one winner in the divine tournament, and any who do not fight to their fullest face only oblivion. For your followers, this sentiment is even stronger: the worse the odds are, the stronger your servants will fight. Whether it's a gleeful bloodlust or the fear that a retreat might lead them back to you, a suicidal assault could see each of your minions match the enemy two-for-one before their lives are spent in your service.

Final Service (200CP, discount for Tyrants)
You rule on high, they serve below. That's how it is and how it should be, and if you need to sacrifice a slave or two hundred to emerge victorious, that is a small price to pay for victory. You have a sixth sense for gaining advantages through sacrificing your allies, be it by draining their life and power to refuel your own, sending an unwitting pawn into a hopeless situation simply so you can sacrifice them in a violent explosion, or any other method of... creative utilization of manpower.

Herald of endings (400CP, discount for Tyrants)
Your very presence is a portent of doom, a bringer of death for the weak and the foolish. Your every step brings annihilation... potentially literally. You are a master of causing widespread damage, knowing exactly where and how to strike with vast conflagrations of eldritch energies, merciless typhoons and army-rending earthquakes. Indeed, any attack you bring to bear that causes wide areas of effects will somehow have its power concentrated on the locations occupied by your foes. You will walk upon a field of corpses, and your personal presence on a battle is a calamity akin to a natural disaster.

Bloodied Ascension (600CP, discount for Tyrants)
You are darkness; you are death, and you will win this divine challenge and ascend even if you must climb to the top over a mountain of bodies. For you are divine, and this challenge of blood and carnage was practically made for you. Whenever any being dies nearby, ally or enemy, you may temporarily draw upon some of their vital essences, growing stronger and deadlier and even infusing your minions with a brief surge of dark power. Though the effect is temporary, lasting only about a minute, the effects stack with no upper limit. A skilled and ambitious general could use a single moment of advantage to gain momentum for themselves and their army... and bring the slaughter to even more of their victims.



EQUIPMENT, UPGRADES AND ALLIES

Numerous advantages may be acquired during the battles in the divine tournament you will enter. However, many of these require you to earn gold through killing reinforcements, holding territory with gold mines, and perhaps most importantly: to destroy enemy Demigods. While most of these boons can be bought during a battle, be it from the shops or the Citadel that stands at the heart of a team's seat of power, you can start your battles with some of these effects already in place. An early advantage can win the entire battle, and this is the place to acquire it.

Inventory (Free or 100CP)

No items are held during Rokkur. Indeed, more than a few Demigods would be physically incapable of doing so. Instead, any equipment used during the tournament is the semi-divine idea of the gear you wish to use. Although Regulus might have no use for a sword and The Queen Of Thorns would never deign to wear a suit of armor, they can still use such items. Indeed, Demigods can even use multiple items simultaneously that would normally be incompatible, such as three different pairs of boots. During the tournament, you are likewise blessed: you may carry any five equipment items within your metaphysical self without needing to physically hold or use them, as well as three items with special activated functions and one object you have earned through the favor of the gods. This ability is gained for free, but only during this Gauntlet.

For an additional 100CP, you may keep this ability in any future worlds. You may use this system to wield any eight items you wish (and that you can actually use), whether they are from Demigod or elsewhere. Purchasing this option will also eliminate the limitation of items by type, so you may carry, for example, eight items with activated abilities if you so wished.

Ancient One's Favor (Free or 200CP)

As you gain favor with the Ancient Ones, you can unlock various divinely blessed items to use during battles. During this tournament, you are limited to only one favor item in any battle, and you will start with only just enough favor to buy one or two of the weaker ones (as will your competitors). You gain this ability for free, but only during this Gauntlet.

For an additional 200CP, you are no longer limited in such a way and may freely switch between any favor items you possess. Though you must still earn favor to buy additional such items, you may purchase a single favor item, regardless of power, for free at the start of the tournament. Furthermore, you will continue to gain favor for admirable acts of combat prowess in any future worlds you might visit.

The Trappings Of Divinity (Variable Cost)

Innate power and skill will only take you so far; to thrive in Rokkur you will need to rely on a plethora of items to bolster your efforts. Armor that boosts your resilience, crowns that allow for rapid expenditure of spiritual energies, and stranger things besides all await you in the battles to come. You may purchase any number of Items or Artifacts for CP, starting each battle with the object in question already in your possession. For every point of CP you spend here, you may acquire 50GP worth of items. Whether you take the humble Scale Mail for 8 CP or go for broke with the awe-inspiring All Father's Ring for 500CP, the right item in the right hands can make all the difference.

Artifacts Of The Ancients (600CP)

However, taking the time to buy what you need can leave your allies ill-prepared for an attack without your help. By purchasing this option, you may access both the Item Shop and the Artifact Shop at any time, without having to seek these out in person. So long as you have the money to spare, you may purchase any item you can wield with but a thought, instantly gaining its advantages.

Should you move on to other worlds after emerging victorious in Rokkur, you will not only retain this access, but you will also be able to use its services to instantly draw upon items stored in the Warehouse, as well as sell any object you no longer wish to keep.

However, do keep in mind: the equipment used during this Gauntlet can significantly strengthen even semi-divine beings of legend... and they will have a price to match.

Mighty Defenses (100CP per level)

Though the tournament will see countless clashes of Demigods, armies fighting across battlefields both mystical and bizarre, the value of fixed defenses should not be underappreciated. With each purchase, you improve the defenses available to your side in each battle. The first purchase grants a moderate firepower boost to all allied towers and fortresses. The second purchase constructs a number of trebuchets on your fortresses to bombard your foes from extreme range. The third and last purchase grants your side the mighty Finger Of God, a powerful weapon that fires lethal lightning blasts anywhere on the battlefield with pinpoint accuracy.

In future worlds, you will keep access to these upgrades, modified to a suitable form for the setting and any properties you might possess. For example, a sci-fi opera setting might see your fortress trebuchets re-interpreted as long-range siege weapons on your personal space station, while a 22nd century technological dystopia might envision the Finger Of God as an untouchable orbital laser satellite.

Fortification (200CP)

Firepower is not everything - sometimes you just need to weather the storm and endure, no matter the cost. With this upgrade, all towers, forts, and other buildings on your side of the battle will receive a substantial boost to their resilience. Furthermore, all these buildings will begin to automatically repair any damage they incur from enemy attacks, meaning that the Demigods standing against you had better make good on their assault... or risk losing their progress entirely over time.

In future worlds, any properties you own slowly restore themselves in a similar manner, though extensive repairs might take days or even weeks instead of minutes as seen during the divine tournament.

Armory (100CP per level, maximum of 300CP)

Although the battles you will face will be decided by the power and skill of the Demigods fighting on each side, the mortal combatants on each side should not be ignored. Though not even close to a match to Demigods, their endless numbers can slowly grind down an enemy's defenses and open up new avenues of attack... should they have a way to claim the advantage over the enemy. With each purchase, you will improve the forces under your command by roughty ten percent in terms of combat power and resilience, up to a maximum of thirty percent.

In any future worlds, these advantages will likewise apply to anyone under your command. The exact method in which it is implemented may differ from world to world - perhaps your forces are better supplied by more competent logistics management, or your wizardly servants were just lucky to learn the exact right spells to counter their foes.

Currency (200CP)

Wealth is power, and though gold as such is meaningless to the Ancients, forcing Demigods to choose how to collect and spend their income makes for a suitable challenge. Indeed, a team's tactical and strategic planning must include how to best spend gold, as the right item or upgrade can make a major difference and hoarders may just get themselves killed. You have a substantial advantage though; with this purchase, your side of the battles starts with an extra gold mine, giving a slow but steady supply of gold throughout the battle. Although the difference is small, the effect will become more powerful the longer the battle goes on - and your entire team will benefit.

In future worlds, this upgrade will become a similar source of steady income, such as financial investments or ownership of a profitable enterprise. For approximate values, assume a yearly income equivalent to about 1.000.000 USD in a modern setting.

Reinforcements (varying cost)

Ordinarily, the battles you will participate in will only see you fight alongside minotaurs and archers until you upgrade your reinforcements through the Citadel. You may instead purchase these reinforcements here, gaining them from the start of a battle. In any future worlds you visit, you will keep access to a small number of these forces, in a form suitable for the setting. Bishops may become combat medics, the Giants could be re-imagined as a squad of hovertanks, and so on.

For 100CP, your side will be reinforced with Priests, ranged support units who can heal wounded troops and Demigods. An additional 100CP adds Angels, fast but fragile skirmishers with a long sight radius. 200CP more will gain you the support of Catapultasauri, lumbering beasts with a long-ranged and powerful siege attack. Finally, the last upgrade costs another 200CP and gains you Giants, slow but very tough and powerful melee units.

Experience (50CP per level)

Each battle, a Demigod must master their skills anew. Each battle, those who exceed his competitors may find their foes increasingly hard-pressed to match the disparity in skill. To kill fast means to learn fast, but there are alternatives. With each purchase, you increase the speed at which you master your abilities by ten percent. This effect is shared with all those on your team, and should you move on to other worlds you will find that any form of learning, training, or study is likewise made easier.

Divine Duelists (50CP per purchase)
Normally, the battles ahead will see you fight both with and against each Demigod in an approximately equal number of fights. Instead, you may choose one Demigod per purchase and lock them into one of the teams – either standing by your side as a trusted ally or making them your eternal enemy. If you wish, you may make any Demigods you chose as allies into Companions after you win the tournament.

DRAWBACKS

The Ancients of the Deep do not permit you to gain unfair advantages; all are equal before them, and all are equal upon the field of battle. Should you wish to gain such powerful advantages as seen above, then you must pay for them here, for only by balancing the scales can you seek to ascend. You may choose to leave some or all of your acquired CP unspent until the conclusion of the tournament.
Take however many Drawbacks you dare, and know that as your struggles grow ever worse, so too will victory taste the sweeter... if, indeed, you will know victory at all.

Pantheon (+0CP)
Ordinarily, the tournament you will participate in lasts for eight battles. With this option, you may instead increase the number of battles to up to a maximum of twenty. With the longer tournament you'll have more time to adjust to the intricacies of the battles, what strategies work or don't work, and how to best support or counter your fellow Demigods. However, this can be a double-edged sword, as your foes are likewise able to adapt to you.

Slow (+100CP)
You might be powerful, you might be tough, you might have magical powers oozing from your every pore... but before you cut a swathe through your enemies you'll have to get there, first. You move only half as fast as you normally would, giving you great difficulties in reacting to changing battlefield conditions and making you more vulnerable to hit-and-run tactics..

Weak (+100CP)
To succeed in the tournament, you will need to overcome your foes. Though raw power is perhaps the most obvious route to victory, it is not the only one... and you'll know this better than anyone. Your attacks and servants are ill-suited for the battles ahead, and you find that you only deal about half the damage you normally would.

Exhaustion (+100CP)
Your spiritual energies are turbulent and restless, leaving you with great difficulties using your more powerful abilities. Whenever you need to expend mana, be it for your innate powers or to fuel items, you'll have to use twice as much as normal. You can still attack normally, but limiting your best powers like this can still cripple your war effort.

Fragile (+200CP)
You are ill-suited for combat. Though you might have vast and terrifying powers to

lay waste to your foes, you can't take it as well as you can dish it out. You're only half as resilient as you used to be, leaving you struggling with offensive pushes from either side... not to mention you're much more vulnerable to enemy Demigods.

Synergy (+200CP)
Much like Torchbearer's ice powers, your skills and abilities build upon one another, becoming increasingly lethal the more you use them together forming a combination that becomes far greater than the sum of their parts. You'll pretty much have to do that, in fact - because that combined level is now equal to the baseline of any other Demigod's skills. If you can't let loose completely, you'll be far, far less effective. Firing off an entire sequence will still let you make quite an impact... but doing so will be costly in terms of spiritual power, and it will take precious seconds that enemy Demigods can use to evade, activate defenses, or interrupt your attacks.

Outmaneuvered (+100CP)
Your foes are no stronger, or faster, or smarter... but they're now much more perceptive in terms of tactical planning. You can expect a much larger number of ambushes, and you'll likely need to keep a close eye on any front in the battle. Hostile Demigods seem to always be where they can do the most damage.

Feeder (+100CP)
It's not that your team is bad, per se... but one of them really should learn the meaning of the word 'retreat'. In every fight, one of your allies tends to rush into battle with suicidal overconfidence, likely getting them killed. You can help out and keep them safe, at least to some extent, but if you don't they'll likely spend half their time dead... and the enemy will be just that bit more powerful from the extra gold and experience.

Hungarling's Madness(+200CP)
Your team is plagued by an utter lack of teamwork. Each Demigod thinks only of themselves, refusing to support or coordinate with others and focusing solely on their personal goals and achievements. Indeed, although Demigods cannot directly harm their own team, if they feel they will personally benefit from it your 'allies' will be quite willing to abandon you when you need them most. Expect team battles to become utter nightmares as your team quickly decides to relocate to safer areas if things start going wrong... it's not treachery, it's just good tactics.

Legion (+50CP per purchase, maximum of 200CP)
Eight Demigods were originally selected by the Ancients... but they were not the only ones who might come to participate in Rokkur. With every purchase, two additional Demigods will participate in the tournament. While this will not unbalance each team, as one Demigod will join each side, with the greater number of participants you'll have just that bit more risk of a competitor usurping your place at the top... and only true victory matters.

Keen Adversaries (+50CP per purchase, maximum of +200CP)
Much like you could grant great learning speed to your allies, so to may your foes master themselves more swiftly. With each purchase, all hostile Demigods will gain 15% more experience. You will need to win quickly – or face increasingly mighty opposition.

Gilded Death (+50CP per purchase, maximum of +200CP)
Your foes are rich, their metaphysical pockets bursting with gold as they hunt you down with mighty and expensive weapons of war. With each purchase, all hostile Demigods will receive 25% more gold from any source of income, be it mines, kills, or upgrades such as 'Currency'.

The Machine Of War (Variable cost, up to 800CP)
Much like you, your opponents might seek to enhance their side with various boons and improvements. With this choice, you will grant the enemy team (combined, not each individually) additional CP equal to 150% of the amount you receive, rounded up to the nearest 50CP. They may spend this CP on Mighty Defenses, Fortification, Armory, Currency and Reinforcements, but you may encounter different upgrades each battle.

Nemesis (+300CP)
Every battle, one random enemy Demigod will be out for your defeat above all others. Though he is no more skilled or powerful through his nature alone, the Ancients have seen fit to grant him a most powerful boon indeed... for whichever Demigod is tasked with your destruction in any given battle will begin wearing the All-Father's Ring... which will make them mighty enough they could take on multiple Demigods simultaneously and still emerge victorious. Can you stop such terrifying power?

JUDGEMENT

How did you fare, Jumper? Did you do battle and please the Ancients by leading your side to victory, by visiting death upon your foes beyond any of your competitors, by leading the charge and tearing down fortifications with your bare hands? Did you stand tall, a Demigod who eclipsed all others and, at long last, ended the tournament with the greatest favor?

If you did not, then you are unworthy. Your deeds and powers are stripped from you, and you are cast out of this realm without any of your purchases or powers. You have failed this Gauntlet, and will need to make due without the blessings of the Ancients.

But should you have done such a mighty deed, and emerged victorious... then you will be granted a choice.

First, you may ascend. Claim your prize and your due position among the Ancients. You will become a god, unchallenged within your domain and mightier than any mortal may comprehend. You will remain in this world, and abandon your days as a Jumper.
But the Ancients know that this may not be your realm... and they will not hold you here against your wishes. Only those who claim divinity of their own free will may become the successor to the Progenitor. Should you choose to move on from this realm, be it to return home or continue jumping, you will receive an additional 500CP to spend on any purchase from this jump. Additionally, you will ignite the divine spark within you - at least partially. Though you are not made into a true god, your nature will ensure you will never count as merely 'mortal' in any questions of divinity - at least if you wish it.

NOTES

Different types of battles may be fought during the tournament, each with their own objective for victory: destroy the enemy Citadel at the heart of their power, destroy all enemy fortresses, kill a number of enemy Demigods, or hold territory (denoted by flags) for a certain amount of time. Favor is gained from numerous different actions, such as killing more Demigods than any other, dealing the most damage and, of course, being victorious in a battle. Feel free to fanwank whether or not the Ancients keep all the games and Favor rewards as in the game or if you might also encounter other challenges and rewards.

The exact effects of the various Perks can be chosen as you wish when you purchase them. Likewise, Perks are not limited to a specific good or evil effect regardless of their fluff in the descriptions. For example, Lingering Doom could bring a blessed light into your enemies' eyes to blind them instead of vile curses to weaken their muscles, and To Give Of The Self can release effects such as poisonous vapours or necromantic energies instead of protective light and healing magic.

The area-of-effect from Wrathful is proportionate to your physical size (a radius of approximately your height in most cases, adjusted for unusual body shapes) and deals about half of your strike's damage near the impact site. Damage lowers linearly to the edge of effect. You can't control who his struck by the effect if you're not aware of them - you only control the location. Striking a building as a giant monster and hitting only specific people inside is quite possible, but would require an awareness of their location so you can aim the effect. Or you can just guess.

Full Focus will drain and enhance abilities linearly: sacrificing ten percent of your superhuman genius might improve mundane human strength by substantially more than ten percent. Likewise, boosting already god-like telekinesis by a noticeable amount will be all but impossible if you only sacrifice untrained skills.

Inner Might counts as a one-up, regardless of what caused your death. You may choose to activate Oak's Last Stand, Erebus' Poisoned Blood or any similar on-death abilities before triggering any one-ups you possess.

If you intend to take the place of an existing Demigod: none of the current contenders have any inherent Drawbacks. Yes, taking 'Slow' as Rook will stack with his already glacial move speed and effectively turn you into a barely ambulatory mass of stone.

All ordinary items and artifacts are lost at the conclusion of each battle, which includes your own gear. 'Stockpiling' items or dragging out battles to get more purchases are consequently counterproductive: as soon as you can claim victory, it would be wise to do so. Items bought for CP, as well as favor items, are not lost. Any items you purchase from Artifacts Of The Ancients *are,* but only during this Gauntlet; they will not vanish in future jumps. CP-bought items are restored one week after they are lost or destroyed.

All items, powers, and other such effects are fiat-backed to continue working in any

future jumps.

All else fails, fanwank.

Change Log

V0.2 - 'Inventory' cost reduced to 100CP. Added 'Hungarling's Madness' Drawback.
V0.3 - Added the 'Synergy' Drawback.
V1.0 - Drawback CP can now be banked until the conclusion of the Gauntlet. Jump uploaded to the SB drive.
V1.1 – minor clarifications and text changes, jump doc converted into a fully imaged document.

