Spartan: Total Warrior V1.1

By Atma-Stand/Wandering Shadow



To arms Jumper! Ancient Greece has become a greater battlefield than usual. The might of the Roman Empire has come to crush and conquer these lands for the glory of its emperor. You may choose a side in this conflict but be aware, on the very first day of this jump a nameless Spartan will begin a journey that will shake the foundations of both Greece and Rome.

For your involvement in this war, you have been given +1000 Choice Points to begin your campaign of war with.

Factions of The War

There are no origins for this jump, rather, you may choose which faction you choose to fight for. You have two options. Your choice of faction will decide the locations in which you may begin your jump. Be warned that some locations are safer than others.

- **Sparta –** The Grecian city-state famous for its warrior society and favorite of Ares. Currently ruled by King Leonidas, the city-state is throwing its full weight into battling the armies of Rome who seek to add Sparta to its empire.

- **Rome –** The empire created by the descendants of Aeneas. At this point in time, it is ruled by Emperor Tiberius who seeks to ruthlessly extend Rome's holding. Greece and her city-states are next in the Empire's path of Conquest.

Starting Location

- Sparta
    - **The Parade Ground of Sparta –** A massive open area in which the armies Sparta before marching off to war. There seems to be a muster already forming…

    - **Central Forum of Athens –** Odd that a Spartan should appear in a city-state that has had a long-standing rivalry with their own. However, should you play your cards right, there are those willing to assist you.

- Rome
    - **Sparta Outskirts Camp –** You'll find yourself within a rather large war camp belonging to the legions under General Crassus. It seems that your fellow legionnaires are preparing for their next engagement.

    - **The Capital –** The jewel of the empire, a symbol of imperial pride. It seems that orders are being given out, and you are about to receive yours.

Perks

You may take two 100 CP Perks for Free, take two 200 CP perks at a discount, take two 400 CP perks at a discount, take two 600 CP perks at a discount, and take one 800 CP perk at a discount.

Basic Training (FREE) – Something everyone needs in this universe. You have been trained in the ways of the Spartan or Roman armies respectively, to the point where you can reliably utilize Greek or roman weapons with a fair degree of reliability and finesse.

Instant Switch (-100 CP) – When in the heat of combat, you may not have the time or ability to switch to another weapon should the need arise. That was before, mind you. Now, you need only think of the weapon you wish to equip, and it will appear in your hands, replacing your previous weapon. This is provided of course that these weapons are either on your person, or within a hammer-space of some such like.

Magic Aptitude (-100 CP) – Magic is something apparent across Greco-Roman mythology and you just so happen to have a small aptitude for it. While you may not be slinging curses at your foes or brewing potions, what you can do is something far simpler and more practical on the field of battle. Should you have an enchanted weapon in hand, you channel its mystical energies into a single attack with the purpose of either greatly harming a single opponent or cutting down multiple opponents that may threaten your life.

Mystic Lights (-100 CP) – Very few beings can skip through the battlefield without the various rigors affecting them. Whether through battlefield wounds, or magical exhaustion, the struggle is real. That being said, there is something to alleviate these strains. As you slay your enemies, you may notice soft lights emanating from their bodies. These lights, colored blue or green, have two effects. Blue lights, which appear more often, regenerate your pools of magical energy ever so slightly. Green lights, which appear less often, heal you by a slight but still noticeable degree.

Face of Victory (-100 CP) – One of the most important things in war is morale, and nothing helps that more in these times than a hero's mighty visage. It would be a shame to hide this, no? Well, have no fear, for this perk is here. While wearing any helmet, you may now toggle its toggle appearance while maintaining its full protective benefits.

Special Technique Gauge (-200 CP) – Sometimes in the field of battle, you may find yourself in a situation where enemies crowd you at every turn and yet you have something for these occasions. Throughout battle, you will develop a charge so to speak which can allow you to unleash a devastating attack against your foes. This can manifest in one of two ways. The first is a wide-sweeping attack that can instantly kill lesser enemies and deal a good amount of damage to their commanding officers or elites. The second is a singularly focused strike that wreaks truly horrific damage to a singular foe. This effect manifests upon your weapon through a reddening effect akin to super-heated metal. The redder your weapon becomes, the greater damage you will do.

Mind's Compass (-200 CP) – Something that may become useful in a multi-threat environment. In the corner of your eye, you will see a small compass. While it will always give you the proper direction at all times, it also shows enemy placements and objectives that are important to your success.

Without My Help… (-200 CP) – Perhaps you've entered the battle a little after the forces have assembled. Should you come to the aid of soldiers during a battle, their army will accept you as an ally, regardless of the how and why of your help.

Amazonian Training (-200 CP) – Somehow, maybe through the grace of the gods, you were allowed to train with amazons alongside Princess Elektra. This training has given an understanding of a different style of fighting, one focused on swift movements and graceful attacks. Let the enemy hear your howls before your blade falls upon them. This perk also negates negative reactions to one's gender regardless of the setting, as Elektra, a general newcomer to Spartan army was able to rise through the ranks to a position of power within the Spartan's with ease.

Brute Magic (-400 CP) – Throughout the Roman campaign, one of its key generals, Crassus, found a way to marry mythological power with that science. Now you can too. As long as the intent is for military conquest, you may easily utilize mythological power to fuel the various war machines necessary for your victory. This can range from the creation of colossi akin to Talos to the harnessing of deadly curses like Medusa's petrifying stare to lay waste to the enemy army.

Without My Speech, There Will Be No Resistance (-400 CP) – Strength of arms may win battles, but it is the strength of the voice that may win the war. You are now a skilled Orator, whose speeches can rally the common men and women of a gathering into throwing their support your way. Be warned however that such a skill is not without its issues. Among them is the fact that those whom you speak against will take great umbrage against it and may attempt to silence you.

Affairs of the State (-400 CP) – It's no secret that politics play a key role during wartime and that the floor of the forum can be a match for the bloodiest of battlefields. Before going off to battle, you spent your time in locations, understanding, arguing, and debating with your fellows about state-related matters. As such, you are a capable statesman, who could manage the affairs that are usually overlooked by the soldiers that fight for the nation.

Flame of the Danes (-400 CP) – This is interesting, perhaps the barbarians of the north have something worthwhile to contribute after all. You now know a spell that is separate from the ones you would use in battle. It creates a ring of fire in which individuals may be forced to fight in. Should they attempt to leave, the flames will burn them to ash within an instant. The ring can be placed at any point within your line of sight or around you if you wish to force someone into a specific fight. Due note however that this ring of fire is of a medium size and cannot be expanded beyond that point.

Power of Resurrection (-600 CP) – This is a dark power with interesting applications. You may, as you wish, resurrect the dead into a capable fighting force. The dead in question need not be solely mortals and can include beasts from myths such as the dragon Ladon. While nothing stops you from resurrecting the long deceased, please note that the fresher the corpse, the hardier they are in battle. This power also extends in two other ways. The first, allows you to "resurrect" structures such as bridges or buildings. These resurrected structures, while appearing heavily worn and damaged, will work just as well as on the day that they were first completed. The second, is that once per jump, your resurrective powers will allow you to be brought back from the dead. You will be fully restored to what you once were with only one inconvenience. Your appearance will be suitably corpse-like with pale skin, sunken features, and a distorted voice.

Blessing of Ares (-600 CP) – It seems the God of War smiles upon you this day. He has given a blessing, simple in scope but extremely useful all the same. This blessing? To be a force of nature on the battlefield. You find that you are much stronger than before with each swing of your weapon either slicing or smashing through the armor and shields of your enemies with little resistance. Your body is much more durable than your fellow brothers in arms, mitigating what would be grievous wounds and leaving you with simple cuts and bruises. However, the greatest gift is that you never tire, as exhaustion has no hold over you. You can fight endlessly if you choose. This does not make you invincible though, as Ares desires a warrior that will constantly improve and understand their strengths and weaknesses, not a being that merely plateaus with power.

The Long Game (-600 CP) – War is rarely if ever won by sheer brute force and numbers. A canny mind is often key to a decisive victory. You have become a master of planning out long-term campaigns of conquest or rebellion in ways that will lead to success. This includes taking care of the logistics of your forces, recruiting additional support in the form of dissidents and rebels, creating effective attack and defense strategies, and using misdirection to hide your true goals from your enemies.

Spark of Archimedes (-600 CP) – Greece and Rome were both well known for their inventions throughout the times. Now, you can add your own creations to these legacies. Within your mind is the very same spark that enabled Archimedes to design and create devices both wondrous and terrible. If Archimedes could create a fully functioning lightning gun with a tower and mirror, then so can you and who knows what you will make going forward.

Child of Ruin (-800 CP) – You were found within the streets of your home city as a babe, clad only in simple swaddling clothes. No name, or parent to call your own. There's a reason for that. Like the nameless Spartan, your mother was a handmaid to the goddess Aphrodite who may or may not have been slain by a slighted god of war. What does this mean for you? Simple, you bring ruin. Your mere presence on the battlefield disrupts the plans and tactics of your foes and to say nothing of when you join the battle properly. Carefully laid traps and weapons will become exposed and reversed upon their creators. More importantly, this ruin that you bring also extends to the divine. Perhaps it is a trick of fate, but when facing a god, they are just as mortal as the common soldier. Bring ruin to all who dare threaten your city, be they man or god.

Devourer of Souls (-800 CP) – The battlefield, a bloody hellish landscape, what a waste wouldn't you say… Oh? You met Ares? Interesting, well then maybe you can make something of the battlefield that others cannot. You may devour the souls of those you kill, rendering unto them a true death and granting yourself the portion of their power and might. The effects of this will start off small at first, but over time they will become greater with the more lives you take. Should you ever attain the status of a god, you may choose a champion to battle in your name. This champion, blessed with a portion of your power, will unknowingly send the souls of their enemies to you.

Items

You may take two 100 CP Items for Free, take two 200 CP Items at a discount, take two 400 CP Items at a discount, take two 600 CP Items at a discount, and one 800 CP Items at a discount.

Basic Gear (FREE) – A simple set of weapons and armor for you to begin with. This set will be different depending on which faction you ally with. If you fight for Sparta, then you will begin with a bronze panoply, aspis shield, and xiphos. If you fight for the Roman Empire, then you begin with a set of Lorica Segmentum, a scutum, and gladius. If you have yet to declare your loyalties at the start of this jump, then you may begin with a simple set of leather armor and a simple sword.

Bow of Sparta (-100 CP) – A light bow originally designed for firing from horseback, this bow has been blessed by the gods. The arrows loosed from the weapon are far stronger than other bows of its make, and by channeling magic through the bow, a single arrow can carry the lightning itself and tear through a small host of enemy soldiers with lethal efficiency.

Convenient Chests (-100 CP) – Throughout your various campaigns, you will notice ornate chests in just out of the way places. These chests will hold a variety of simple but beneficial items such as arrows or important but relatively minor notes that may aid you in your journey. Post jump, these chests will contain items relative to the world that you are currently in.

Medusa Shield (-100 CP) – Well now, it seems the Romans know how to make use of the past. This bronze aspis bearing the sigil of Sparta, has been polished to an absolute mirror sheen. Truly, for even when looking upon it, you will note that your image does not distort. It also holds a fragment of the power of Medusa. When magic is channeled through this shield, you may call down a series of lights that will strike your enemies, temporarily turning them stone. Weaker enemies may die instantly because of the transformation, but more elite troops may be able to break free of their stone prison. It does leave them quite open however…

Swords of Athena (-100 CP) – A pair of xiphoses that have a portion of the goddess Athena's power dwelling in them. They are exceptionally well balanced allowing you to easily wield one in each hand. They are best for quick and rapid strikes, but their true worth shines when their magic is unleashed. When channeling magic, a wide arc of lightning is unleashed. Against a score of enemies, this is a devastating move. When focused on a singular opponent…

Death Biter (-200 CP) – A hammer forged in the fires of Jotunheim and quenched in the blood of giants. This two-handed war hammer is best wielded by those with great strength and is perfect for smashing through shields and armor. Curiously, when channeling magic through the weapon, there is nothing akin to the power of frost. Rather, the hammer will let loose tremendous tremors that will scatter your foes to the four winds with contemptible ease.

Spear of Achilles (-200 CP) – The polearm of the legendary Greek hero. This spear was originally kept within the ruins of Troy but has found its way into your hands. On the surface, it acts as a good middle ground weapon, not as fast as your blades and not as slow as the Death Biter. The real draw of this weapon is its magic. When used properly, the wielder will find themselves bathed in a magical flame that exists for a minute of time. This flame increases the physical capabilities of the wielder to match the great Achilles as well as providing his legendary invulnerability.

Invisibility Potion (-200 CP) – A potion with one simple use, rendering the drinker invisible. It may only last a minute, but it completely prevents the drinker from being noticed whether through sight or sound. Great for sneaking into an enemy stronghold and preparing an attack.

Shrines of Might and Magic (-200 CP) – Across your journey, you will discover a series of pillars with blue and green lights shining atop them. When praying at these pillars, these lights will flow into you restoring your magic and vitality greatly. Be warned however that overuse will break them.

The Colossus Talos (-400 CP) – Originally brought back to life by the Roman general Crassus, this mighty bronze giant is yours to command. It will act primarily as a living siege engine, forcing open gates, or destroying battlements with precision. Be warned that its heel is still vulnerable to tampering, and it can be brought down with enough force and ingenuity.

Mirror of Rome (-400 CP) – Another of Crassus's inventions, this device is a bizarre one. It is effectively a chair surrounded by four pillars which hold a reflective surface above the chair. By itself it is useless, but should you force a power creature into the chair, then the device will drain and channel their power for destructive use. When Crassus used it, he had the Gorgon Medusa placed within the chair, draining her power to the point where he could look upon her face and turn the power of gaze against the Spartan army.

Eye of Apollo (-400 CP) – One of Archimedes greatest inventions. The Eye of Apollo is a tower that holds a series of mirrors that reflect and capture sunlight. The sunlight is used to power a destructively powerful lightning gun. While the lightning may not necessarily compare to Zeus's lightning bolts, its power can instantly kill swathes of mortal men by turning them to ash through heat. It can even bring down some of the most dangerous monsters within Greece itself, through sustained fire. Like many inventions, there is always room for improvement and this device can be made to accept upgrades should you wish it.

The Sentinel's Fang (-400 CP) – Roughly the size of a man, this fang seems to be little more than a trophy. However, should it be placed into the ground near a site you wish to defend, a mighty hydra will grow in its place, defending the location with its life. Should the hydra be felled, a new tooth will be found in your warehouse within a year's time.

The Colosseum (-600 CP) – A jewel within the great city of Rome. This colosseum is the seat for many a game, both for the common and elite. You find yourself in possession of this colosseum and the sewers beneath it. It can be used to run various games for the people or act as a high security prison for those who are a threat. If you fight for Sparta, then a similar version to this will appear in that city. Post-Jump, it will become an attachment to your warehouse.

The Arena (-600 CP) – Wasn't this already… Oh! Never mind. This arena appears to be a near complete copy of the Colosseum with a key difference. It is not meant for games and prisoners but rather as a lethal training ground for you to better your skills in battle. When in the Arena, you may call upon an endless number of enemies to fight you. These enemies being those that you have fought in the past. Be warned, you can still die in this arena, so steel yourself before testing your mettle.

An Old Horse (-600 CP) – Found in the ruins of Troy was the vessel for Ulysses' greatest ploy, the Trojan Horse, or at least what's left of it. It is surprisingly intact given the condition it was found in. When repaired and used, it can effortlessly hide a large force of deadly soldiers who can leap out from underneath to wreak havoc. Your enemies will be more than happy to accept this item as well whether due to a genuine desire to have such a famous artifact or due to their own hubris.

A Kingdom of Your Own (-600 CP) – Let it never be said that a warrior doesn't deserve a great reward for their troubles. Before stands a kingdom dedicated to you, from its various peoples to armies, all are loyal. The location of this kingdom must be along the Mediterranean Sea. If you do not wish to create your kingdom, then you may instead choose to rule over either Sparta or Rome. Be warned however taking this option may upend the plans of a very powerful and angry being.

Hero's Armor (-800 CP) – If a hero is not known for their weapons, then they are known for their armor. Before you is something almost lackluster in comparison to what you get here for free, it is simply the lower half of your faction's standard armor, sandals, and gauntlets, leaving your chest bare or wrapped depending on your gender. However, over the course of your battles, the armor will grow with your strength, adding to itself various pieces of additional protection like chest pieces, pauldrons, and helmets. These pieces will themselves change to reflect your might and victories. Let every being on the battlefield look upon the visage of a true hero.

Arms of War (-800 CP) – A xiphos and aspis once belonging to Ares, the god of war. How you acquired these blackened weapons is a mystery, but they will serve you well here. Aside from being supernaturally sharp and durable, these weapons carry an enchantment to them. It is a subtle but dangerous thing. The strength of these arms will grow depending on the scale and brutality of the war you are currently fighting. The greater and more terrible the conflict, the stronger these weapons become.

Companions

The following Companions will all start with a balance of **+600 CP** for Perks and Items

Brothers and Sisters in Arms (-50 to -400 CP) – Wishing to bring trusted allies into this conflict. No problem. You may import up to 8 companions into this jump.

Pollux (-100 CP) – A spartan warrior and younger brother to Castor. While well trained and blooded, he's still somewhat inexperienced and headstrong. I wonder what would become of him were he to survive this war.

- He has the Perks;
    - "Basic Training"
    - "Magic Aptitude"
    - "Face of Victory"

Elektra (-200 CP) – The princess of the Amazons and ally to Sparta. This amazonian warrior is fully trained in her people's ways of war and is a master of infiltration and sabotage, especially of the explosive kind.

- She has the Perks;
    - "Basic Training"
    - "Magic Aptitude"
    - "Face of Victory"
    - "Without My Help"
    - "Amazonian Training"
    - "The Long Game"

General Crassus (-200 CP) – A general of Rome. This brutish figure has a hidden genius about him allowing him to merge technology and myth together to create fearsome weapons of war.

- He has the Perks;
    - "Basic Training"
    - "Magic Aptitude"
    - "Face of Victory"
    - "Brute Magic"
    - "The Long Game"

Castor (-400 CP) – A spartan warrior and elder brother to Pollux. He has great experience on the battlefield in both fighting and leading armies. Given enough time, he may be able to come up with successful strategies that can win in near impossible odds.

- He has the Perks;
    - “Basic Training”
    - “Magic Aptitude”
    - “Face of Victory”
    - “Affairs of the State”
    - “The Long Game”

General Sejanus (-400 CP) – This smooth-talking Roman general is not only a very capable general within the Roman legion, but also a necromancer of considerable skill.

- He has the Perks;
    - “Basic Training”
    - “Magic Aptitude”
    - “Face of Victory”
    - “Power of Resurrection”
    - “The Long Game”

The Spartan (-600 CP) – A warrior without a name, while having the basic training afforded to a Spartan, he is also blessed by Ares and may or may not be the child of a certain handmaid.

- He has the Perks;
    - “Basic Training”
    - “Magic Aptitude”
    - “Face of Victory”
    - “Special Technique Gauge”
    - “Mind Compass”
    - “Blessing of Ares”
    - “The Long Game”
    - “Child of Ruin”

Drawbacks

No Drawback Limit

A Nameless Warrior (+100 CP) – Maybe you wish to add your name in the legends of Greece in a more direct way. Ignore the faction rules as for now you will be fighting for the glory of Sparta. When your jump begins, you find yourself in a parade ground, being regaled by King Leonidas himself. You have taken the place of the Nameless Spartan, blessed of Ares, and perhaps the greatest throne in the side of the Roman Empire. Fight well for your city-state for it will need warriors such as yourself.

Ring the Bell and We'll Come (+100 CP) – There will always be an understanding that your allies are competent enough to not only know that you need help but can manage things on their own. Not anymore. While your allies and companions may assist you in battle, they cannot follow complex instructions unless you directly give them orders or notify them in some way that they are needed.

Dishonored Dead (+200 CP) – It's not a secret that necromancy is used in this conflict. However, where once it was used by a select few members of the various armies, it now is used much more liberally. More necromancers than before have appeared on either side and are more than willing to raise the fallen.

Greater Anachronisms (+200 CP) – So… addressing the elephant in the colosseum, things in this universe do not flow the way they were meant to. Emperor Tiberious never invaded, and Beowulf never fought Greek warriors nor wielded a war hammer of Nordic origin. In any other situation, these would be about how strange things get here. However, by taking this drawback more and more figures from mythology will begin to appear in this world regardless of whether or not they belong within the mediterranean.

Nemesis (+400 CP) – He's you… through magic and ambition, your enemies have created an exact duplicate of you. This being has all your powers and skills as well as a powerful weapon from myth to aid them in killing you. For an additional **+300 CP**, multiple copies of yourself will be found along the battlefield, acting in key roles or defending important locations and personnel. More importantly, you'll have to face these copies yourself every time.

Bring Me Jumper's Head! (+400 CP) – It would appear that your actions have drawn the ire of the head of state for your opposing faction. They will single you out as being a major threat and as a result, enemy forces will be gunning at you right from the start. Expect the full brunt of their arms the moment a battle starts.

Can't Resist The Scene (+600 CP) – Your enemies know you Jumper, they know what makes you tick, what you like and dislike. As a result, they will lay traps and ambushes that when seen or heard of, you can't help yourself and trigger. No amount of planning or self-awareness can get around this and you will ignore the council of your companions despite how well reasoned they are.

Wrath of Ares (+600 CP) – There's nothing like the sins of the fathers when it comes to Greco-Roman culture. Unfortunately, that adage applies to you in spades. One of your parents angered the god of war in the past. In response to this slight, Ares has made it his mission to bring ruin to your life. However, it's as simple as Ares coming to kill you. No, he's a god of war for a reason. Expect Ares to play the long game as over the course of the next ten years he will set the stage for you to go through various trials and tribulations, each more dangerous than the last. This is so that should you survive them, you'll come out stronger. At the end of your ten years here, Ares will come to make his attempt on your life. Are you worthy enough to kill the God of War?

Decisions, Decisions

Move into Legend – You're done with Jumping; you're going back with everything you picked up so far. Good job!

Well Deserved Reward -- Job's not done yet it seems. You're spending the rest of your time here in this world.

Another Campaign -- You're moving on Jumper, see you next in the jump.

Notes and Changelog

7/30/22 – Version 0.9 has been completed, it is jumpable, but the companion, faction, perk, and location sections need to be tweaked.

- Fun Note: General Sejanus is voiced by Jason Isaacs, he has done a surprising amount of voice acting in Video Games.

8/20/22 – Flavor text and companion section has been updated.

4/27/2024 – Version 1.1 Created

Minor Grammatical and Spacing Errors fixed.

6/20/2026 – Version 1.2 Created

Minor Grammatical and Spacing changes have been made.