The first men were sculpted from earth and clay.
They were good, and noble.
Gods and men lived together in harmony.
Each knew their place.
A Golden Age.

Their descendants became disillusioned and weak.
They forgot the blessings given to them by the Gods, and were punished for their irreverence.
A lesser age… A Silver Age.

Next arose men of war.
Hard and proud.
Battle was their only achievement, and upon their own brazen spears, they fell.
A Bronze Age.

Still, there was hope for humanity.
We Gods loved you, and cherished you.
Sprung from our unions, champions and demigods enacted great deeds upon the earth.
A Heroic Age.

But even Heroes do not live forever.
And from their legacy… crawled you, mere shadows of what men once were.
I look upon you, and I see only a dim reflection of the thing I once held so dear.
A hurtful reminder of a better past.
Not this cold, bitter present… this… Iron Age.

What will follow is an era of long-needed rest.
Where the Gods are once again alone in the universe.
A solemn age… A Dark Age.

APOTHEON



Jump by dragonjek
Version 1.0

Having grown weary of the flaws of men, almighty Zeus, King of the Gods, has declared an end to humanity. Calling on the ancient Laws of Olympus, Zeus has prohibited the other Gods from granting their blessings to mortal kind.

Without the blessing of Artemis, there is no game to hunt.
Without the blessing of Demeter, crops will not grow.
Without the blessing of Poseidon, the seas bear no fish.

Even the Sun and Moon have been taken away, leaving the world in a perpetual state of twilight that is neither day nor night. Every last divinity—the Gods of rivers, of winds, of streams, of lakes, the nymphs, the satyrs, even the most miniscule of minor Gods—has been recalled to Mount Olympus to reside in the great city while they wait for humanity to die. This, Zeus states, is His mercy to humanity; instead of summoning the Wrath of the Gods to erase them from the world, He instead lets them fade gently into the night with graceful dignity.

Needless to say, humanity isn't too interested in this "fade gently into the night" nonsense, and people are desperately trying to survive as the world goes to hell.

Meanwhile, Hera has finally gotten fed up with Zeus's philandering ways and has decided to exact a permanent and lethal revenge upon him, no matter the cost. She will choose the mortal Nikandreos as her champion, who will soon go on a rampage through Olympus in his desperation to save humanity.

Despite the assistance of those Gods who oppose Zeus's tyrannical decision, Nikandreos will fail as Zeus will make a concerted effort to erase mankind from the face of the earth, and humanity will go extinct… at least, until Nikandreos evolves into a God himself and sets about making new people from clay.

Well, that's how things *would* go, without your intervention. You arrive immediately after Zeus issues His declaration and rescinds the divine blessings from the world. You have **+1000 CP**.

ROLE

How have you been cast in the grand play that is about to unfold? Any identity may be taken as a drop-in, if so desired. You may select your own age, as well as your gender—but be warned that in these ancient days, women were rarely treated as anything resembling equals.

The Mortal (+200 CP):
You are one of the masses of humanity who have been abandoned by the Gods. Now, all you can do is desperately try to endure in a world that becomes increasingly hostile to life. At the moment, the only human-edible food left on the planet is a prolific infestation of rats and whatever preserved edibles they might have stored away. But the world will grow even crueler, as Poseidon will send earthquakes and crushing waves to destroy humankind's works of civilization, as will the armies of Ares descend upon the earth to slaughter the survivors personally. Humanity will not survive… but perhaps, with your powers as the Jumper, you could be an exception.

The Hero (Free):
The sacred contract between human and deity is as old as humanity itself. Humankind offers prayer, worship, and sacrifice to the Gods; in return, the Gods maintain the world and deliver their blessings. Zeus has broken this ancient compact, and if the Gods will not deliver justice unto him, perhaps the hand of a

man is needed. You are greater than your fellow mortals, and destined for magnificent deeds. If only you survive long enough to enact them.

The God (-300 CP):
All Gods must return to Mount Olympus. All Gods must rescind their blessings for the world of men. These are the decrees of Zeus, King of Olympus and foremost of the Gods. Perhaps you agree that humanity should die off, since the bastards were always urinating in your river. Maybe you're worried what will become of you, if you're a God whose domain(s) were closely affiliated with humanity. Maybe you secretly oppose Zeus, and seek to save humankind. There are all sorts amongst the Gods—enough different sorts to fill the city of Olympus to overflowing. By default, you do not even approach the 12 Olympian Gods, and are merely a minor divinity—perhaps the God of a stream, a grove, a brook, or a particularly notable rock. Still, even a minor deity such as yourself is more than any normal mortal could hope to be.

LOCATION

Where does your story begin? Your origin determines which category you can begin in. You may either choose your location freely, or roll for it to gain **+100 CP**.

Greece: [Mortals and Heroes only]
The greatest nation-states in all the world are found here, for Greece is the one true center of the world. It is a land of warriors and scholars alike, although the great demigods of yesteryear are nowhere to be found in the present day.

1 - The Village of Dion:
A small village located by the sea, it would normally have plentiful crops, fish, and ample game. But all of a sudden, there is none to be found. This world hasn't yet reached the point where the game itself started, so people haven't begun to despair yet. The town has its own militia, but they've rarely needed to act. A man called Nikandreos is the closest to a true warrior that this village has, and is well-trusted by all who live within. A temple to Hera is located within, and the Queen of Gods is well-revered in this village.

2 – Athens:

Athens may be best known as the birthplace of democracy—all citizens (that is to say, adult males who weren't slaves) were required to vote on important matters. Once, Poseidon and Athena had a contest to determine who would be the patron of the city. Poseidon struck a rock to make it produce endless water—but being a God of the sea, it was all salty and unusable. Athena, on the other hand, produced an olive tree, and won the approval of the city.

3 – Ithaca:
Most famed as the homeland of cunning Odysseus, Ithaca is an island that was the capital of the Ionian kingdom-state. Its people are renowned for being great navigators and sailors, and are known to venture even beyond the Mediterranean Sea. Such prowess must surely have helped Odysseus in his homebound journey.

4 – Mount Pelion:
Named after Peleus, father of Achilles, this is a mountain with dense forests, most famed as the home of the rapacious centaurs. Indeed, little good could be said of those foul-tempered brutes… save for one. Chiron, the greatest and noblest of the centaurs, was famed as the teacher of many of the greatest heroes of Greek mythology. Sadly, tragedy found him accidentally struck by hydra venom, but his immortality kept him from dying, leaving him in a perpetual state of torment; after great agony, he struck a bargain with the Gods, giving up his immortality as the son of Kronos in exchange for death. To honor him, Zeus set him into the sky as the constellation Centaurus.

5 – Crete:
The largest of the Hellenic islands, and the center of the first advanced civilization in the history of Europe, Crete was the home of the Minoans. But perhaps it is more famously known as the home of the Minotaur, also named Asterion, who was imprisoned in the Labyrinth designed by Daedalus and his son Icarus. Of course, Theseus killed the misbegotten beast-man long ago.

6 – Delphi:

Home of the greatest and most sacred of the oracles, Delphi was once known as Pytho, for the fearsome dragon Python who claimed the territory for his own. When jealous Hera sent it to harass Leto, who bore yet more of Zeus's bastard children, the dragon earned the enmity of the yet-unborn Apollo, who later returned and slew the beast. He claimed the land for his own, and stayed there for nine months, creating his own temple and installing an oracle there.

7 – Corinth:
Corinth was founded by Sisyphus, the cruel king who infamously garnered the wrath of Zeus and was punished to perform an eternally impossible task. This city is the homeland of Bellerophon, the hero who slew one the Chimera—or at least, one of the Chimerae—and tamed the Pegasus. It is also the land at which Jason of the Argonauts abandoned Medea.

8 – Free Choice:
In another time, you would be called blessed by the Gods for this opportunity, but it seems that this time it was simply random luck. You may choose any location in Greece to begin your journey.

Mount Olympus: [Gods only]
The greatest mountain in all of Greece, it is the realm reserved for the Gods alone. Upon the peaks of Olympus, hidden behind the clouds, lies a great city, one capable of holding a great multitude of Gods… but the number of Gods has only grown since it was created, and the city is soon to become too crowded, what with the great influx of Gods taking residence within to wait out humanity's destruction.

1 – Olympus Gates:
You stand outside the entrance to the city, a line of other Gods before you making their way into it. Great walls bound the city, and there are but few ways to enter. You are fortunate; although you may not be a particularly powerful deity, you are one of the first to arrive, and once you get into the city you will no doubt have an opportunity to claim some fine real estate for yourself. From here, you can enter the Agora or the Acropolis, although there is also a method to reach the Fortress of Zeus, if you have the means to activate the censers required to enter.

2 – The Agora:
An “agora” is something of a gathering place within a city, where the inhabitants come to hear the proclamations of the king or gather for military duties. It also serves as a marketplace—and a marketplace is a fine comparison to the role it serves in Olympus. There are a great number of buildings in the Agora of Olympus, meant to serve as refugee housing for needy Gods. Here, you can also find connections to the divine realms of some of the Gods; the Vineyard of Dionysus, the Chambers of Aphrodite, the Fields of Demeter, the Forest of Artemis, and the Palace of Apollo. You’ll also find entrances to the city’s Sewers here.

3 – The Sewers:
Not a place many people would want to end up, but it still serves its purpose. Olympus may be a city of Gods, but it still has its criminal underbelly, and the Sewers serve as a convenient place to hide stolen goods. However, the Sewers go quite deep, deep into the mountain… so deep you can even travel to the River Styx, where the dead gather to be ferried across into Hades. At least, those fortunate enough to have been buried with money to pay Charon’s toll do so, while those without are doomed to wait eternally. But should you feel the need to venture into Hades, be warned; Charon’s ferry trip is a one-way trip.

4 – The Vineyard of Dionysus:
One of the divine realms of the Olympian Gods, the Vineyard is, to be blunt, a constant party. There is always dancing, always music, always drinking—all the time. And yet, partygoers have loose lips, and despite his seemingly lighthearted and irreverent ways, Dionysus has ears everywhere there is alcohol or vines—and the Gods do so love to drink. He is very quietly opposed to Zeus’s new edicts, and seeks to find a way to work against Him, as ancient and binding oaths make it impossible for him to directly go against the divine orders of the King of Gods… not to mention, mortals will need more than wine if they are to survive, as Dionysus still hopes that they might.

5 – The Acropolis:

An “acropolis” is the higher portion of a city, a more defensible location than the rest and serving as a center of worship, as well as a residence for the upper class. So is the Acropolis of Olympus, which has a stronger armed presence than the Agora. In the Acropolis, you can find the Forge of Hephaestus, the Refuge of Athena, the Agon of Ares, and the Harbor of the Tides, which connects to the sea of Poseidon… which, yes, is also on Olympus. Hermes also has a temple here, but has not been seen in some time (namely because Zeus secretly threw him into Tartarus for trying to help humanity).

6 – The Agon of Ares:
An “agon” is a place where many people gather to have a competition. Competition is… well, it’s a word that, technically speaking, applies to this place. The Agon of Ares is a constant bloodbath—an endless collection of people coming together to fight and kill, kill for Ares. Ares is not a God of any of the noble aspects of war; Ares is brutality, murder, and slaughter, and in the Agon his bloodthirsty ways are exalted and made manifest over and over again, his followers—and those dead souls he stole to punish for eternity—endlessly fighting and killing for no reason other than the amusement of Ares. Fortunately, you appear by the entrance, and Ares is busy rampaging through the halls.

7 – The Fortress of Zeus:
This is a mighty bastion meant to prevent any threat from reaching Zeus—not because he needs the protection, but because the King of the Gods cannot be bothered to deal with every errant pissant who wants a piece of him. A great army of winged minor Gods defends him, supplemented by powerful cyclopes forces. Past the layers of defenses, you can find the Sanctum of Thunder, where reside Zeus and Hera, King and Queen of Gods. You may want to have a very good excuse for why you’re here, if you don’t want to be seriously injured.

8 – Free Choice:
The Gods have smiled upon you, and you may freely choose where on Mount Olympus you start your time here.

PERKS

Perks are discounted by half for their appropriate background. Discounted 100 CP items are instead free.

GENERAL PERKS

The Pottery Aesthetic (Free):
This world has a peculiar design to it, as if everything the eye can see were all created from black-figure ceramic. If you so desire, you can bring this aesthetic with you into future worlds, although you can toggle this effect off whenever you desire to once again perceive things in the way you are accustomed to.

Ancient Greek (Free):
It would be a shame to send you to this world, only for you to be lost because you couldn't speak the local language, wouldn't it? You know how to speak, read, and write the ancient tongue of the Greeks. Indeed, even in future jumps you will be able to communicate in the most broadly-spoken language of the location you arrive in.

Inventory (Free):
You'll probably be collecting quite a few items over the course of your stay here. It would be a pity to have no place to put them. You gain access to an inventory-type pocket dimension in which to store items, which has about as much storage space as a walk-in closet. This ability also teaches you how to pick locks, so you can find things to add to your inventory in the first place.

Rapid Recovery (Free):
Actions consume stamina; this is not a particularly unknown concept, but having your attacks slow to a crawl because you kept on attacking would be disastrous if you were restricted to an ordinary person's rate of recovery. Fortunately, you aren't; given only a few seconds of rest, you can completely recover whatever stamina you have expended.

A Hearty Meal (Free):
Consuming food is the surest way to have a healthy body. Whenever you are injured, you can heal yourself simply by eating food. This does require that the

food actually have nutritional content; you can't just shove a leaf in your mouth and get healing because you've eaten a leaf. Maybe if it was a lettuce leaf?

If you pay **100 CP**, then you can also "overcharge" your health with any source of healing you may possess, granting you health above and beyond what should be possible; however, such extra "hit points" will gradually fade away.

Instant Repairs (Free):
Armor is a useful tool to keep yourself alive, but it can be all too easily damaged and rendered useless—especially in battles against Gods. Fortunately, you can "absorb" the durability of other pieces of armor to repair your own. As long as no living person is wearing it, you may, just by touching a piece of armor and willing it to happen, reduce that piece of armor to dust, and using its durability to fix your own armor.

If you pay **100 CP**, then you can also "overcharge" your armor in this fashion, making it harder than it should be possible of being on its own; however, such extra protections will gradually fade away.

Man-at-Arms (Free):
You would make a poor showing in this world if you lacked skill at weapons. You have a good degree of skill in combat; you're no Achilles, but you could certainly expect to take only any single enemy in combat and expect to win, unless they themselves were a warrior on the level of a hero. You have a decent level of skill with every weapon commonly used in ancient Greece.

But if you pay **300 CP**, then your martial skills ascend into the same fabled halls as the heroes of the Trojan War. You are a titan of battle, wielding your weapons with surpassing skill and dodging or blocking attacks with grace and precision. Normal enemies are no longer capable of touching you, and for you to be actually challenged would require you to face a great many foes at once, or a single mighty foe like unto a God. Your talents surpass those of other mortals, and venture into the realm of godhood.

Unyielding Shield (-100 CP):
It doesn't matter how powerful an attack is; if you block it with a shield, the attack will be completely blocked by the shield. Oh, you might get sent flying if you're hit

with, say, a spear wielded by a titanic cyclops, but your shield will protect you from the direct consequences of being hit. Unfortunately, this does nothing to protect your shield, only you; if an attack would destroy your shield, it is still ruined, it just will have successfully guarded you in the process.

Behind Closed Doors (-300 CP):
People just don't seem to care about what you've done if they haven't personally seen you do it. You could invade Olympus and slay countless guards, and as long as no one could personally attest to you doing so, the other guards will leave you be. Oh, this won't protect you if you were to, say, show up in a securely guarded area, as simply being there would be evidence of wrongdoing, but killing a God would not be enough to even earn the enmity of that God's own sister.

However, this doesn't work on individuals who could qualify as being a "boss", such as an Olympian God.

PERKS OF THE MORTAL

Like Unto Orion (-100 CP):
Unlike the legendary hunter, you may have no divine blood to give you an advantage. But in terms of pure skill, it would not be wrong to say you might one day equal him. You are an impeccable archer, easily capable of piercing a bird out of the sky as far away as your bow can reach. Furthermore, you have a sixth sense for predicting the passage of animals, and it's always easy for you to find the opportune location to place your traps.

Thievery of Autolycus (-200 CP):
You have some measure of the skill of that mythic criminal. You are adept at sneaking around, and so long as you make an effort to not raise any flags, no one will ever suspect you of mischief if they do not catch you in the act. You are also adept at lockpicking; only an enchanted lock could hope to keep you out if you decide to open a locked door, and your lockpicks will never break.

A Machaon Apothecary (-400 CP):
Machaon was the son of Asclepius, and inherited much of his father's divine skill with medicine. Your own skill is firmly within the realm of the mortal... but what a mortal can accomplish in these ancient days is far beyond what you might expect. You can brew potions that cause wounds to heal in moments, that give render

men invisible, that cause the drinker to glow in the dark; you can make concoctions that bolster a man's skin to allow him to survive brutal blows, that allow a man to run with great speed, or that imbue his strikes with unnatural might. Furthermore, in future worlds you will also gain great knowledge in alchemy and chemistry, enough to be considered a master. Beyond your skill at alchemy, you have a vast understanding of medical arts, and what can be done to keep a sick or wounded man alive.

Craftsmanship of Daedalus (-600 CP):
This does not give you the famed creativity of the inventor; instead, you gain great skill in all aspects of craftsmanship, and can accomplish impossible feats of creation and repairing. You can make masterful weapons and armor, working iron, wood, bronze, and other materials into fantastic tools that would make anyone better at their job; you can craft mechanical constructs, such as crossbow turrets that automatically identify and target enemies; and perhaps most impressively, you can do all this without a workbench or tools. As long as you have the raw materials you need, you can convert it into a completed project just by working on it with your hands.

PERKS OF THE HERO

Marathon of Pheidippides (-100 CP):
Perhaps you do not have to travel as far as the Pheidippides did, but you are certainly capable of repeating the same feat, and even one-upping it. Movement no longer consumes your stamina; you can still get tired, and you can exhaust yourself from other activities (such as combat), but running, rolling, and jumping do not tire you. Furthermore, you are capable of climbing up almost sheer surfaces; as long as the surface is less than perfectly vertical, you can make your way up its side. Finally, you are capable of holding your breath for impossible lengths of time, and can spend a full day under the water without needing to come up for air.

Herculean Might (-200 CP):
Oh, but what a misnomer this name is! Your own strength does not approach that of mighty Heracles. But you are far stronger than a mere man ought to be. You can hurl javelins vast distances, and deeply impale even well-armored men; you can lift and hurl great stone blocks the size of your entire torso with enough strength to crush even a minor God; your blows, if well-struck, could launch a man across a

lengthy hallway, or send him soaring upwards into the air. Furthermore, your stamina is also incredible; not only do the actions you take use up less energy, but your ability to drink and remain conscious is amplified such as you might be able to outdrink actual satyrs!

Wit of Odysseus (-400 CP):
What defines a hero? Is it their mighty strength? Is it the way they defeat their enemies? No; being a hero is all about encountering challenges, and overcoming them. And the greatest of heroes all used their heads to overcome great difficulties. But when one speaks of brilliant heroes, truly Odysseus, the man who felled Troy, must first come to mind. Like him, you are a figure of surpassing wit, able to find solutions to problems that would defeat lesser geniuses. Indeed, you do not only think deeply and thoroughly, but also quickly, allowing your speedy wit and rapid thought processes to see you through almost any trap.

Luck of Nikandreos (-600 CP):
When his people were starving, who appeared with a solution but Hera, who willingly made him her champion. When he sought the powers of the Gods, who was already seeking to rebel against Zeus but Dionysus? When he approached Aphrodite, who was it that struck her with arrows of love but Eros? When he needed the power to grow crops, were not Persephone and Demeter willing to give up their own power for mortals' sake? All too often, you will find ludicrous degrees of luck favoring your journey. No obstacle will be truly impossible to overcome, merely very difficult, and you will frequently find yourself encountering allies in unexpected places, even where you thought you had only enemies.

PERKS OF THE GOD

Divine Domain (-100 CP):
Every God is the God of something. But not all Gods are created equal; some are greater, some are weaker, and this determines what they are the God *of*. The strength and number of your domains are determined by the CP value of the perks you purchased for the God perkline. Note that this is based off of the original value, so is not altered by discounts, which only affect the end price.

In future worlds, your domain is guaranteed to be present in some form, although it may be very different depending on where you are. You are required to pick a domain that would be present during mythological Greece. You are able to sense

things related to your domain, are able to tell when it is used or affected, and have some degree of control over your domain.

100 CP: You are amongst the least of Gods, of which number a great many. You might be the God of a single stream, a pond, or a single tree.

300 CP: You are still a minor deity, but you are more advanced than those below you. You might be the God of a grove, a minor river, a hill, or a full-fledged, but not especially large, lake.

500 CP: You're starting to have significance as a God now. You might be the God of a specific forest, a major river, a geographically significant lake, a mountain, or a town. It's at this point that you can also start becoming a God of more abstract, but still very specific, things. You might be a God of a specific kind of sword, of a specific color of horses, or a specific type of boat.

700 CP: You're really starting to gather steam as a God, and have a more-than-local importance. If you're a God of a place, then it is a major city, or something on the scale of a small sea. If you're a God of something less local, then you could be the God of an entire category of items, animals, or even a profession. You might be the God of birds, thieves, swords, boats, or judges. Alternatively, you could be a God of three specific things, rated for the 500 CP tier of **Divine Domain**. Don't worry about stepping on the shoes of another God; there are all sorts of Gods who have overlapping domains.

900 CP: At this point, your potency as a God begins to verge onto the realm of the lesser Olympians. You may be the God of a single major concept, such as war, the harvest, the hunt, or the Sun, or you can be a God of two lesser concepts, such as you'd see in the 700 CP tier.

1100 CP: You are a truly potent God, fully the equal of the majority of the 12 Olympians. You are a God of two major concepts. You may also opt to be a God of one major concept, and two lesser concepts, or perhaps four lesser concepts. As long as it all balances out.

1300 CP: You are amongst the greatest of Gods, and stand alongside the likes of Zeus. You are a God of three major concepts.

Divine Treachery (-200 CP):
Hera will stop at no end to sink a metaphorical dagger into Zeus's back, even sending Nikandreos to kill her own son, Ares, and brother, Poseidon. And she is not the only Olympian seeking to harm Zeus. In short, you excel at betrayal. The more someone trusts you, the greater your potential to harm them becomes—this refers to both metaphorical and literal harm.

Divine Obedience (-400 CP):
When Zeus issues an edict, the entirety of the divine host hops to obey. This isn't due to loyalty or desire on their part, but because of ancient and unbreakable oaths that bind them to follow him. You have taken a part of the power of these oaths into yourself. Those who serve under or follow you are forced to do their best to obey your orders, no matter how terrible those orders may be or how much they go against the nature of the follower in question. This power may also extend to affect your companions, if you so desire.

Should you not wish for such enforced loyalty for all who follow you, you may selectively disable it to allow for greater free will among those of your followers who you trust.

Divine Might (-600 CP):
All of the Olympians are greater in stature than a human could hope to be, but some have the power to assume even greater sizes. The godly sons of Kronos—Zeus, Poseidon, and Hades—all have the power to grow greater and larger, taking on a form that towers over even the cyclopes. Now, you can claim to be their equal in this regard. In your gigantic form, your divine powers are augmented, and your physical prowess is great enough that you could effortlessly mow down armies.

EQUIPMENT

Rather than having discounts assigned to your Casting, you instead receive 2 discounts from each tier of prices. Discounted 100 CP items are instead free. In addition to your discounts, you receive a stipend of **+200 CP** to spend on

equipment alone. Should your items be lost, destroyed, or stolen, they will be replaced (or returned to you) after 1 week.

Basic Gear (Free):
You have a set of the simplest cloth armor; Leg Wraps, Linen Bracers, a Linothorax to protect your chest, and a Leather Cap. Your armaments are a bit better, as you have 6 implements from the following list.

Knife:
A common but sharp blade, easily concealed for quick and dirty fighting.
Xiphos:
Every warrior's reliable sidearm, this trusty short sword should always be kept close at hand.
Farmer's Fork:
Made for throwing hay, this two-pronged farm implement makes for a handy militia weapon.
Doru:
A versatile soldier's spear that can stab, slash, or be thrown with equal effectiveness.
Wood Club:
A makeshift cudgel fashioned from a hefty tree branch. Don't underestimate brute bludgeoning force, as it is still a potent weapon.
Sling with Spark Pellets:
With alchemical powders packed into a small clay pellet, these sling bullets will burst into flame upon impact with an enemy, igniting them.
Bow with Hunter's Arrows:
Simple wooden arrows, suitable for taking down large game.
Javelins:
These short throwing spears allow for ranged engagement without losing the protective benefits of a shield.
Hatchets:
Small hand axes, balanced for throwing.
Pelta Shield:
A small wicker shield that provides only limited defense, but its light weight is favored by skirmishers.
Hoplon Shield:

This sturdy wooden shield gives ample defense against enemy strikes and missiles alike—and most importantly, covers more of the body than a Pelta Shield.

This armor will always repair to its best condition once combat is over and never stinks or chafes; the weapons themselves will never break, and ranged ammunition or thrown weapons seem to respawn when you reach for more.

Altar to Zephyr (-100 CP):
Throughout your time here you will find a number of shrines to the God of the west wind, Zephyr. In exchange for a prayer, Zephyr is willing to nigh-instantly carry someone to any other of his shrines. You receive your own Altar to Zephyr, located in your Warehouse, which only you are capable of traveling to; however, you also receive instructions on how to create more Altars to Zephyr, allowing you to construct an "instant travel" network wherever you might go.

Charon's Obol (-100 CP):
Okay, perhaps you aren't dead, but you've been gifted with a fine supply of gold coins nonetheless. You have a supply of about 10,000 coins, which should be enough for just about anything you need… even if that's just to constantly pay off the guards of Olympus for them to overlook your criminal deeds.

Furthermore, should you ever spend all your money and find yourself in need, you will always be able to find a single coin in your own mouth. This coin doesn't exist until you are all out of money, however. Even should the worst come, you will always be able to give Charon his due, and cross the River Styx.

Jars of Ingredients (-100 CP):
These are a set of jars appearing in a separate room attached to your Warehouse, containing all the ingredients you might need to make your own alchemical or mechanical creations. Milk of Moly Root, Dittany of Crete, Human Bones, Bird Feathers, Wolf Fangs, Mechanical Cogs, Sacrificial Oils, and more ingredients that you might find only in this world are all available.

Adventurer's Gear (-100 CP):

You have a decent set of armor, consisting of Leather Greaves, Leather Bracers, a Composite Chiton, and a Skullcap. In terms of weaponry, you have 6 implements from the following list.

Heroic Xiphos:
A keenly edged war sword, fit only for a Hero of Greece.
Kopis:
A viciously curved sword, good for hacking off limbs and heads. Although less directly dangerous than a Heroic Xiphos, it also inflicts wounds that bleed more than they ought to.
Sagaris:
A powerful and heavy axe, capable of cleaving a man in two.
Hoplite Doru:
A superior quality fighting spear, with a strong shaft and a sharp point.
Sarissa:
Though somewhat unwieldy, this long infantry pike has incomparable reach.
Trident:
A three-pronged fishing spear, it makes for an excellent weapon to wield underwater and can be easily thrown.
Iron Club:
A utilitarian, but effective weapon, favored by guards.
Bronze Mace:
Though ornate, this heavy brazen sceptre can crush shield walls easily (particularly seeing as how bronze is harder than iron, even if it is more difficult to make and work with).
Bow with War Arrows:
Finely made iron-tipped arrows, designed for slaying men and ready for battle.
Olympian Darts:
Perfectly shaped and weighted, these master-crafted darts fly far and pierce deep.
Aspis Shield:
The iconic bulwark of a warrior, this bronze-plated shield provides a (metaphorically) impenetrable defense
Sun Disc:

Blessed by Helios, this brilliant shield glows and emits warmth reminiscent of the light of the sun.

This armor will always repair to its best condition once combat is over and never stinks or chafes; the weapons themselves will never break, and ranged ammunition or thrown weapons seem to respawn when you reach for more.

Set of Potions (-200 CP):
This is a set of 10 each of every potion in the game, which replenishes once a week. You have the Nectar of Healing, which can mend wounds instantly; the Infusion of Alacrity, which imbues you with greater speed of arm and leg, and grants greater stamina; the Flask of Warding, which can grant outright invulnerability, but you only receive two such potions a week; the Elixir of Vigor, which gives great strength of body and mind, allowing you to deal vicious wounds, or take them without flinching; Bottled Shadows, the mists of the Goddess Achlys, which allow you to turn invisible; and the Drop of Radiance, allowing you to glow brightly enough to banish even the greatest darkness. The Nectar of Healing's effect is instant, but of the other potions, only the Drop of Radiance's effects last for even a full minute.

Sheaf of Demeter (-200 CP):
This bundle of golden grain was sown, ripened, and reaped by Demeter, Goddess of the Harvest, from seeds given by Persephone, Goddess of Spring. So long as you own this thin bundle of grain, you will find the benefits of the **A Hearty Meal** perk are increased by 50%.

Kantharos of Dionysus (-200 CP):
This humble earthen drinking cup overflows with wine and good cheer, and will refill when emptied. Apart from the wonders of always having a full cup, merely possessing this divine tool will ensure that the duration of any potions you may benefit from last for an additional 1/4th of their normal duration before fading.

Trident of Poseidon (-200 CP):
Wrought in volcanic vents deep beneath the waves, this imposing three-pronged spearhead will grant its user the blessing of the sea winds. Simply by owning this trident head, you will be able to channel a burst of wind that will enable you to

move yourself midair, allowing you to “double jump”, or perform a dodge roll while airborne.

Caduceus of Hermes (-200 CP):
The staff of the heralds, wrapped by two bronze serpents and tipped with godly wings, allows for great abilities of mobility. This divine tool can launch its winged head a great distance; not only will this heavy head inflict notable damage to any enemy it strikes, but you can also make it latch onto any surface it touches, clinging there. The head and staff are connected by a retractable chain, so you can pull yourself to your location. The chain has some divine powers of its own, and so you can control your own position relative to the head, allowing you to redirect yourself while you are midair, so long as it isn’t too far away from the head of the Caduceus itself.

Heroic Gear (-200 CP):
You have a fantastic set of armor, consisting of Bronze Greaves, Bronze Bracers, a Bronze Thorax, and a Bronze Helmet. Your weapons are quite varied, and you may choose from 6 of the following.

Champion Sagaris:
Crafted and wielded by the warlike Amazons, this brutal axe is deadly and efficient.
Labrys:
A finely-engraved, ceremonial double-headed axe, it is nonetheless extremely lethal, despite its ornate appearance.
Assassin Dagger:
A needle-sharp knife that slays swiftly and silently, preventing enemies from crying out and inflicting x8 damage when striking them in the back.
Bloodthirsty Mantis:
A cruelly-curved blade that drinks in the blood of its enemies to heal and reinvigorate its wielder with their strength.
Burning Blade:
An intense, enchanted flame licks at the edge of this glowing and wavy blade.
Bow with Assassin’s Arrows:

These bladed arrows silence those who never see it coming, inflicting x8 damage when striking an enemy in the back.

Discus of Returning:

Seeming a mere sporting disc in appearance, it was touched by Hermes and enchanted to always return to its wielder's hand after being thrown; what's more, it is made of bronze, and strikes with surpassing force.

Forge Hammer:

Wrought by Hephaestus himself, this magical smithing tool can turn anything it strikes into armor, even turning living beings it slays into new protective equipment.

Dagger Shield:

A finely crafted shield with an attached dagger, it allows for powerful and deadly shield bashes.

Shield of Thorns:

Crafted from thick bramble-vines, it is enchanted to cut deeply into anyone whose blows land upon this shield.

This armor will always repair to its best condition once combat is over and never stinks or chafes; the weapons themselves will never break, and ranged ammunition or thrown weapons seem to respawn when you reach for more.

Tools of War (-400 CP):

This is a set of magical, alchemical, and/or mechanical equipment that would be invaluable to an adventurer or hero… or someone seeking to raid Olympus. You get 35 flasks of Greek Fire, which cause an explosion upon hard impact; 35 Blast Jars, which don't explode on impact but instead have a fuse to be lit; 10 proximity-activated Blast Mines; 10 Bear Jaw traps; 10 bags of Bone Dust, which can summon a skeletal warrior to fight by your side; 4 bags of Wolf Dust, which summons a loyal wolf as your companion; 4 bags of Hawk Dust, which summon a trio of hawks to harass your enemies; 4 bags of Fish Dust, which summon a large and vicious barracuda to fight for you, but only in the water; and 4 Sentries, which unfold into a crossbow-turret which will identify hostiles and attack them if they come within range.

The Bow of Artemis (-400 CP):

Crafted from flawless horn and golden sinew, this divine bow's arrows will effortlessly pierce through any game it is shot at. But more importantly for you, merely owning this bow allows you to shoot or throw projectiles more quickly, causing a notable increase to how frequently you can attack with any sort of ranged weapon you may use.

Crest of Ares (-400 CP):
Witness to countless battles and bloodshed, this grim helmet carries the brutal nature of its original owner. When you strike an enemy and you are at full health, your blows will strike with greatly increased force, letting you slay your enemies with impunity, so long as you yourself remain untouched. You benefit from this merely for possessing the Crest of Ares, you do not need to wear it.

Artifice of Hephaestus (-400 CP):
These heavy adamantine tools can be used to craft just about anything, substituting for any required or specialized equipment that may otherwise be needed. However, simply owning these tools has its own benefits; so long as they are yours, you will find the effects of the **Instant Repairs** perk increased by 50%, with each piece of armor absorbed serving to repair armor to a greater extent than it ought to.

Plume of Hera (-400 CP):
An immaculate broach of a peacock feather, it carries the authority of Hera as a Goddess of matriarchy and matrimony… but it also carries her dark secrets and her jealousy. So long as this plume belongs to you, you will find that no barrier can stay closed before you. Locked doors fall open, magical barriers fade away, and paths that can only be walked by specific individuals are free for you to travel.

Thetis's Vessel (-400 CP):
This ship was created by the sea Goddess Thetis the Silver Footed, daughter of Nereus. Seeking to oppose Zeus and knowing that Poseidon knows all that occurs upon his seas, she created this boat—reminiscent of a smaller trireme—to give it and those who sail upon it complete protection from divinations, scrying, and precognition. Indeed, even if you were to jump into the sea, as long as you have sailed upon this vessel within the last day, Poseidon would still be unable to find you… at least, through his divine powers. It is possible he could still use reason to

deduce where you will travel next. This boat is large enough for many passengers, but can somehow be sailed by a single person.

This vessel will always appear in any given body of liquid where you have need for it, traveling through mystical means from one body of water to the next if need be. It can sail on any liquid safely, no matter how dangerous the material, how mystical its nature, or how wildly it churns. The wildest of seas are safe to travel, as would be even the five Rivers of Hades—even the fires of the Phlegethon would not burn the wood of this ship.

Godly Gear (-400 CP):
This is some of the finest war equipment available upon Olympus itself, far outstripping that seen by the rank and file of Gods. Your armor consists of Heroic Greaves, Heroic Bracers, a Muscle Cuirass, and a Heroic Helmet, while you have 6 implements available to you from the following list.

Sword of Midas:
Carried by the cursed king of gold, this glittering blade turns any enemy it kills into pure gold.
Shield Breaker:
Possessing the strength of Heracles, this iron-bound club can shatter shields with a single blow.
Earth-Shaker's Hammer:
Imbued with Poseidon's might, this unassuming stone hammer has the strength to shake mountains, causing earthquakes and damaging all enemies nearby with every attack.
Bow with Hydra Fang Arrows:
These arrows are not dipped in Hydra venom as one might expect; instead, they are named for their ability to copy the replicating abilities of the Hydra's necks, as these arrows split into 3 separate shafts when fired.
Bow with Blast Arrows:
These ingenious arrows carry small sachets of blasting dust, exploding to spectacular effect shortly after impact.
Spike of the Keres:
Hanging between worlds, this haunted spear is not thrown, but instead is used to launch spectral doubles that pierce effortlessly through

flesh without slowing down, allowing for entire rows of enemies to be felled by a single attack.

Wall of Ajax:

Named after the son of Telemon, this massive tower shield protects and inspires any who take refuge behind it; it provides a limited degree of protection to all allies nearby when it is raised in defense of its wielder.

Mirrored Shield:

Polished to a shine and magically enchanted by Athena's wisdom, this shield will reflect any ranged attack that strikes its smooth surface, although the shield itself receives some damage in the process; this damage will never mar its surface, however, simply weakening the device until it eventually breaks.

This armor will always repair to its best condition once combat is over and never stinks or chafes; the weapons themselves will never break, and ranged ammunition or thrown weapons seem to respawn when you reach for more.

Cestus of Aphrodite (-600 CP):
Woven from braids of Aphrodite's own silky hair, merely possessing this elegant sash enables you to imbue projectile weapons with the nature of the Darts of Eros; it reduces the weapon's damage inflicted to next to nothing, but in exchange, it will fill the hearts of those struck with affection for a target of your choosing. They will devote their love to that target, and should combat ensue, will put everything they have into protecting the recipient of their love. But powerful willpower can fight against this effect, so don't expect to get around fighting a God simply by striking them with one of these; this may convey the blessing of Aphrodite, but you aren't Eros himself, you know. You can only imbue 3 such arrows per day.

Aegis of Athena (-600 CP):
Interwoven with the head of the Gorgon Medusa, this mantle protects the one who bears it and allows the user to call upon the mighty powers of the Gorgon for a short time. The simple act of possessing this aegis ensures that any shields you possess will regenerate out of combat; even if completely destroyed, they will return to full functionality with nary a scratch to show for it. This applies to less physical protections as well, fully restoring any weakness to energy shields or the like. This also allows you to briefly re-awaken the power that lies within the head

of Medusa, projecting a glare that transforms those who see it into stone—although do note that those of surpassing power may be able to return themselves to power, so don't expect to beat Zeus just by showing him this treasure. This glare may be used only once per day, however, so make it count.

Thunderbolt of Zeus (-600 CP):
Forged in ancient times by powerful Cyclopes, this blazing weapon carries the power of storms, serving as the ultimate judgement of Zeus. Simply by owning this, you can call upon mighty thunderbolts at will. These powerful blasts of lightning will fry almost any enemy, and only truly powerful foes—such as heroes, powerful demigods, and the Olympians themselves—could hope to survive such a blast. Even standing near the lightning bolt is enough to slay even minor Gods... although you yourself will find that you possess a complete immunity to your own thunderbolts, and can throw them freely.

COMPANIONS

Import/Create Companions (-100 CP):
You may import any existing companion into this world, or create a brand-new companion from scratch. They receive a role of your choice, and possess 600 CP with which to make their character, as well as the item stipend and all relevant discounts. If you want more than one, you can purchase this multiple times; if you spend **300 CP** on companions, then you may import or create a full set of 8.

Canon Companion (Free):
For free, if you can convince a character to join you on your journey, then they can become a companion on your jumpchain once the jump is over. Considering that all of humanity and a goodly number of Gods are about to die, as long as they agree while they are still alive, they will be revived at the end of the jump to join you.

SCENARIO

You may select now to take the scenario; it is entirely optional. Taking this scenario changes the rules of the document; instead of a standard jump, it becomes a gauntlet. You have no starting CP, nor do you receive a stipend for your

items. However, death in the gauntlet is no longer a chain-fail, and simply causes you to move on to the next jump without anything you have purchased here. Taking the scenario doubles the CP provided by all drawbacks.

The Apotheon:
By taking this scenario, you replace Nikandreos as the protagonist of the game. You are locked into either the Mortal or the Hero role. Instead of starting the jump early and in a location of your choosing, you start in the Village of Dion by default, just as the game would begin, and do not get points for rolling your location.

Your village is attacked by bandits seeking to take advantage of the absence of the Gods to improve their lot in life by what little they can. You must fight them off, culminating in a battle in the Temple of Hera, after which Hera will declare you to be her champion and whisk you away to Mount Olympus.

Your goal is simple in concept, but difficult in execution; you must kill Zeus. Ideally, this means moving through the 12 Olympians and acquiring their divine artifacts to empower your body until you are capable of fighting with Zeus on an even level. Eventually, after slaying the King of Gods, you will acquire His Thunderbolts, and will descend back to the Earth. There, you will discover that Zeus was not so easily defeated, and he has returned in giant form. Using the power of those divine artifacts you have claimed thus far, you will undergo your apotheosis and ascend into godhood, growing to colossal sizes yourself to match Zeus toe-to-toe.

Once Zeus is slain, you have one last task; as humanity is dead, it falls upon you, the God who was once a mortal, to create humanity anew. Find clay, and shape from it the form of men. Imbue them with your divine power to turn clay to flesh and breath life into them, and you will have completed the gauntlet.

> **Rewards**:
> For completing the gauntlet, you have become a God, gaining all four perks of the God perkline for free. However, instead of choosing your domains freely, you gain 1 domain for each divine artifact you possess, be it from obtaining it in the gauntlet itself or purchased here.
>
> Additionally, any of the divine artifacts you acquired during your gauntlet are granted to you as though you had purchased them with CP. The artifacts

that you may have acquired, and the domains available for you to choose from, are listed below.

Sheaf of Demeter: The Harvest, Fertility, Food
Bow of Artemis: The Moon, the Hunt, Nature
Lyre of Apollo: The Sun, Music, Medicine
Kantharos of Dionysus: Alcohol, Revelry, Insanity
Cestus of Aphrodite: Beauty, Love, Lust
Aegis of Athena: Warfare, Wisdom, Handicrafts
Crest of Ares: War, Courage, Murder
Trident of Poseidon: The Sea, Storms, Earthquakes
Artifice of Hephaestus: Craftsmanship, Fire, Metal
Caduceus of Hermes: Travel, Thievery, Merchantry
Plume of Hera: Marriage, Women, Childbirth
Thunderbolt of Zeus: Sky, Lightning, Law

DRAWBACKS

If a mere thousand CP was not enough for you, or if you elected to become The Apotheon, you may wish to obtain more points here. There is no limit to how many drawbacks you can take.

Misanthrope (+100 CP):
You hate humans with a passion. Perhaps there's a good reason for it, or perhaps you're just bitter over some minor slight. The fact remains that you loathe humanity.

Kleptomania (+100 CP):
If you see something you want, you take it, regardless of who owns it, or even who is watching. You'll just steal it. Hopefully you're a good thief, because otherwise you'll have to put up with the guards constantly hounding you for your actions.

"Gift" of the Satyr (+100 CP):
You, much like the satyrs that now populate Olympus, find that your penis is perpetually in a state of firm erection. This will be uncomfortable, and it will never go soft; as a small mercy, this will also never cause you health complications. Hm?

You aren't a man, you say? Well, have you ever heard of the story of Hermaphroditus and Salmacis? Because you have a dick now.

Shattered Tools (+100 CP):
How unfortunate… any ranged weapon that you throw or ammunition that you shoot will shatter upon impact. Oh, it will still do its damage—but you aren't going to be able to recover your thrown or fired weapons now.

Two-Dimensional (+100 CP):
Like the game, the entire world has been rearranged to fit a two-dimensional paradigm… including you. This isn't dangerous, and in some ways navigating the world will be easier, but being restricted to two dimensions provides many limitations, not the least of which is how it affects combat. In short, the world now functions like the game did.

Thick Fingers (+200 CP):
Oh, you aren't clumsy in most ways, and you can wield weapons and pick locks easily enough. However, you'll find that whenever it comes time to craft objects or brew potions, you are hopelessly inept, and can never succeed. You will need to rely on those items you find or purchase, and cannot create potions or equipment.

The Long Arm of the Law (+200 CP):
Whenever you break the law, there will always be a member of law enforcement nearby who will catch you in the act. Even if you were on a barren plain with nobody around for hundreds of miles, the moment you commit a crime, a guard will appear demanding you pay a fine or face the wrath of the law.

Disrespect (+200 CP):
Nobody respects you or your actions. They look down on you, disregard your achievements, and expect little of you. However, in any instance where you would benefit from this—such as someone underestimating you in combat—it ceases to apply, denying you that benefit. If you're a God, then instead people disrespect your domain. Perhaps humans always urinate in your river if you're a river God, or perhaps nobody gives warriors any admiration if you're a war God.

Silent Protagonist (+200 CP):

Your ability to speak is taken away from you, rendering you mute. You will need to find another way to communicate.

Pankratiast (+200 CP):
The Greeks were renowned for their skilled boxers and wrestlers, and it seems that you follow this tradition. You are incapable of using a weapon in melee combat, and must rely on your bare hands to fight your enemies.

Kill for Ares (+200 CP):
Bloodshed is on your mind, Jumper, and it won't leave. As long as it would solve the problem, killing will be your first solution towards any problem. A Goddess won't give up her power unless you complete a challenge? Kill her instead. Someone's annoying you? Kill them. You want something someone owns? Kill them. Diplomacy, trickery, or subtlety will never come into play.

Like a Greek Statue (+300 CP):
The ancient Greeks believed that nudity was powerful and beautiful, and that the naked form displayed heroism and righteousness. Either you share this belief, or maybe you just have a horrible allergy to clothing of all sorts, because you are incapable of wearing any sort of clothing that covers your body… including armor. Combat has just become a whole lot more dangerous for you.

Tiresome (+300 CP):
You grow tired more quickly than others do; this can be crippling in combat, as your stamina quickly depletes after only a few blows, slowing your attacks until you take some time to rest your arms.

Divine Grudge (+300 CP):
The Greek deities are infamous for the lengths they will go to in order to satisfy a grudge—and now, you have been subject to one. Select one of the major Greek Gods; they hate you, loathe you, despise you, and wish for your death and suffering. Anything relating to their primary domain will fail for you or turn against you should you try to make use of it, and should it be capable of harming you it will do so with great ease. Even killing the deity in question won't save you from their wrath. This may be taken multiple times if you dare to risk the wrath of the Gods.

Xenia (+600 CP):
You are fundamentally incapable of breaking the laws of Greek hospitality. As a host, you must be welcoming to your guests, and provide them with a bath, food, drink, a gift of some sort, and should they desire it, a safe escort to their next destination. As a guest, you are required to be courteous to your host, and be neither a threat nor a burden to them. Why is this worth so much? Because while in Olympus, you are at all times considered to be a guest of Zeus. This explicitly renders the scenario incompletable.

FIN

The jump is concluded, the drawbacks are removed, and you have a choice to make.

Offer Hospitality:
You return to your world of origin, bearing all the gifts that you have accumulated so far to share with the world.

Accept Hospitality:
You stay in this world to see what comes next, now that events have been concluded.

Seek Hospitality:
There is still more out there for you to see, and you continue your eternal travels as a guest in a brand-new world.

NOTES

Do note that the Fish Dust I mentioned in the Tools of War isn't actually available to the player, and is only used by the Tritons. But I included it anyways since I was angry that I couldn't make my own attack fish in the game.

Changelog:

- Version 1.0
    - Spelling and grammar corrections. Small note—"Thetis's Vessel" is in fact grammatically correct. If a word in the singular ends with "s" and

you make it possessive, you're supposed to add an apostrophe + "s" at the end, not just an apostrophe. The apostrophe alone is only if it is a word in the plural ending with "s" that you're making possessive.
    - Divine Obedience now lets you selectively not apply it, in case you don't feel like forcing your will upon others all the time.
    - Added Kill for Ares drawback, which was always meant to be there but I forgot.
- Version 0.5
    - Created jump.

