Record Of Ragnarok: Gods

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"Well hey there sonny! You're a new one of us huh? It's been a while since I've seen a new god around here… why not sit down? Have some drinks, maybe get in a few fights if you like that sort of thing… in fact we've got a hell of a scrap coming up in a few days, if you're interested…"

Take these 1000 CP to spend on this document.

Origin

God

You're a God, an immortal being who sits among the rulers of the Cosmos as the unquestionable superiors of humanity. The Gods have recently declared that they wish to bring about Ragnarok and end Humanity, but that really doesn't matter to you unless you choose to fight in the tournament.

Perks

One discount per price tier, **100 Point** discounted perks are free

Divine Domain (Varies)

You have some form of Divine Skill/Power that truly represents YOU as a God, you can choose what this ability is here for a variable point cost depending on how much of an advantage it gives you. For **100 Points** you could have a form of shapeshifting like the Snake that framed Eve and who was killed by Adam or another ability on a similar level. For **200 Points** your ability becomes a match for the misfortune manipulation of Zerofuku capable of performing feats on his level. For **400 Points** you gain an ability on par with Apollo's Light granting either an ability powerful enough to take on whole armies out right, or possibly a lesser ability that grows stronger when certain conditions are met- in Apollo's case this is emotion from the crowd. For **600 Points** you gain a power on par with Beelzebub's Vibration Manipulation, an almighty gift capable of tearing through the bodies of the gods themselves with the greatest of ease. And lastly for **800 Points** you may purchase a power on par with the Fists that Surpass Time themselves, the power of the Great God Zeus this power was wielded in the destruction of the Titans and is the highest level of Godly Achievement.

Divine Physiology (Varies)

Not all Gods are equal, physical power is a combination of intense training and natural talent, and this Perk represents the level of physical power you will begin with. For **Free** you will have the minimum requirements to be a God, ageless Immortality and incredible physical potential should you train (though currently you are no stronger than a particularly strong human). For **300 Points** you match the power of Thor, easily exceeding the strength of all but the very strongest of humans and capable of shattering the very stones themselves with the greatest of ease, in addition your potential is higher allowing you to reach much greater heights than this with diligent training. For **600 Points** you possess the raw physical power of Zeus himself, effortlessly exceeding the previous tier by every metric and finding no equal among Gods or Mortals beside Zeus himself (Outside of Adamas). There is no limit to how far a god with this physiology could go with training.

Divine Beauty (100/200)

All those who look upon a god should be entranced, and you truly live up to this ideal, for **100 CP** you become more beautiful than any human who has ever lived bringing all those who look upon your perfect form to the point of tears. For **200 CP** however you become as beautiful as Aphrodite herself, capable of causing the same reaction amongst the Divine.

Aura Of Dread (100)

With the slightest exertion of your power you can impress yourself on all those around you, causing all those weaker than you to feel fear at the thought of angering or fighting you. The weaker they are in comparison to your own might the more effective this Perk becomes.

True God (100)

You have the unquestionable confidence of a True God, however unlike many of your fellows you are not arrogant. In fact you are fully aware of all your strengths and weaknesses and more than capable of reining yourself in if the need arises.

My Rival! (100)

When you desire a worthy opponent to test your incredible strength against you will find one provided for you, as long as there is even one person in the world who could stand against you circumstances will align to bring you into conflict.

Snake In The Garden (200)

You are a Deceiver, able to manipulate and frame humans and gods alike with astonishing ease, in addition you can easily force others to take the blame for your actions in the eyes of any authorities as long as they are in any way your lesser.

Big Brother Of The Gods (200)

You have an aura of trustworthiness that encourages others to come to you with their problems and concerns, treating you as if you were their caring elder brother even if you'd never met before. This compulsion starts off weak and easily ignored but will gradually grow the more you help them like a good big brother should. Betraying someone's confidence will render them *permanently* immune to this Perk's effects however.

Who Deserves To Rule? (400)

You have all the skills to be a True King, a truly amazing diplomat and statesman as well as an aura of kingly glory that convinces all those that look upon you that you are truly a king. These abilities are enough to convince even the supremely arrogant gods that you are a worthy leader for them.

Dear God (400)

You are truly beloved, carrying the aura of a kind man and impressing on everyone around you the affection and kindness you hold in your heart for them- faced with your deep love it is very rare to find anyone unable to reciprocate in some way growing the same affection and respect you hold towards them. Naturally this only works on people you HAVE affection and respect for, though this perk will never lower anyone's opinion of you.

Zero (400)

Like the God Zerofuku you're actually a hive mind capable of splitting your body and mind into up to seven bodies, these lesser selves only contain a portion of your personality, usually representing specific traits to a more focused degree. They also evenly share your total power between them, when needed your lesser selves will always be willing to refuse regardless of how their personality would normally react.

Divine Blood (600)

The Blood of Zeus has a very unique property that yours now shares, those strong enough to endure it being introduced to their blood stream will become Gods as described in the free version of the Divine Physiology Perk though there's no telling how strong they could get with time and training.

Ultimate Expression (600)

When is a person at their strongest but when they're willing to put their body and heart on the line for the fight in front of them? You are able to maximize the power of any techniques or powers you possess at the cost of life and limb- essentially by increasing the Drawbacks of an ability you can dramatically empower it.

Divine Techniques (600)

Hercules received Divine Techniques from the Gods based on his labors these were very powerful but brought him closer to death with every use and caused extreme pain, you can develop such techniques for your own great feats with the tattoo drawback resetting every Jump

Ragnarok (600)

You have the ability to call Ragnarok between two species in future jumps- this will gather all of their greatest fighters from the past and future to duke it out with consequences agreed upon in the beginning and carried out by fiat, you can impose more lopsided deals the more powerful one species is compared to the other. For example if the difference is as extreme as that between the gods and humanity the deal could be something like losing = complete destruction while victory only grants a temporary reprieve.

There are a handful of rules that are set in stone even for you- the battles of the tournament will always be one on one fights save by the requests of the participants and the number of fighters will always be 13, in addition any attempts at violence outside of the ring will be considered a forfeit for that round.

Items

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Járngreipr (100)

You hold Gauntlets very similar to Thor's own, these Gauntlets allow you to fully control your own strength and protect weapons you wield from being damaged by you in any way.

Ambrosia (100)

The food of the Gods, this food will be incredibly delicious and nutritious for any divine beings however it is a deadly poison for Mortals causing those who aren't strong enough to burn up from the inside for daring to indulge in a godly meal.

Golems (200)

A God need not deign to touch the filthy earth, you have a duo of Golems of your own design who can carry you from place to place and serve as a chair for you. You may toggle how much individual will and personality they have at will however they can never be used for anything beyond this basic function.

Hajun's Seed (400)

A small but utterly evil looking seed that can be implanted into a person to grant them power, if they begin to become weakened in a fight it becomes possible for Hajun to manifest within their body which will rapidly begin to break down under his immense power. Hajun will retain his personality and general malevolence but follow your orders faithfully.

Garden Eden (600)

The perfect place, a garden of unspoiled natural beauty free from death and all other forms of Mortal Suffering. Any humans who you allow to live in this place will live out their days in never ending peace and bliss.

Divine Weapon (600)

A Weapon of utterly immense power, easily on par with the sheer might of Mjolnir. This Weapon significantly augments your combat power when used in some meaningful way that may vary depending on the exact nature of the weapon you design.

Companions

New Friend (Free)
Anyone who agrees to travel with you may be taken as a Companion for free.

Old Friend (Free)
You may import any of your existing companions into this Jump for free, they gain **600** Points to spend as they please and the free version of Divine Physiology.

Divine Pet (100)
Some kind of immortal familiar, this can be anything from Odin's Ravens to Cerberus himself. This familiar will always be weaker than yourself but other than that it's power is highly variable as are its specific abilities potentially granting you a potent ally.

Useless Goddess (100)

This utterly incompetent Goddess doesn't really care about Ragnarok or humanity in general… however she does care about her reputation amongst the gods to the point that she *volunteered* to fight (expecting Zeus had already filled in the bracket) unfortunately for her he had not and now she was expected to actually do battle for the fate of humanity. Rightly fearing for her life she ran to you begging for you to take her place or otherwise get her out of this situation.



Ashen Ghost (100)

Once a Rebel against the Gods this mortal warrior had his life destroyed by the caprice of Ares, unfortunately he suffered a crushing defeat against Zeus before his rebellion could truly begin, forced to accept Zeus' blood and serve him for eternity as a divine enforcer. By now he is a broken rage filled man desperate for release and yet… in you alone he has found some sense of kinship.



Drawbacks

Not Your Turn (+100)
People constantly push you aside for others- constantly stealing your place in the queue or otherwise shafting you for someone else. You always get your turn *eventually* but it takes a while.

Oh Those Long Ages (+100)
Each time you select this Drawback your Jump start time will be pushed back by 100 years allowing you to experience more of human history with the Gods, your jump will still end at the appointed time.

Ares Syndrome (+200)
You are still exactly as strong as you always have been… but people tend to treat you as if you're a weakling and whenever you encounter someone stronger than you you'll suffer from incredible fear that renders you unable to stand up to them.

Divine Grudge (+200/+400)
One of your fellow gods truly despises you, trying everything in their power to show you up and otherwise harm you. If you choose to take the higher tier of this Drawback you'll be similarly hated by ALL Gods.

'Perfection' (+400)
You're much too prideful, you hold back in your battles even as you suffer serious injuries. Once you judge someone as beneath your notice you will absolutely refuse to use your full power against them.

Craving Death (+600)
Like Beelzebub you truly crave death, you wish to find someone capable of killing you in the most gruesome and hideous way possible- however your self-preservation instincts are much too strong forcing you to fight with your full power in any life or death battles.

The Shovel Speech (600):
Adam believes you are a threat to his children and objects most strongly- he will be watching you at all times, and heaven help you if you ever even consider joining in with Ragnarok as he *Will* be your opponent. He's already copied most of your strongest abilities and *all* of them with a divine origin.

The Salvation War(+600/+800):
No Ragnarok. All of humanity has become Adam level tier physically and far surpassed what the Gods intended, wield divine weapons and want to wipe out all Deities in return for them declaring their supposed to go extinct. Zeus and all the Tournament fighters are already dead and Gods are even Harvested for their power to greater empower humanity.
For +800 Humanity actually lives up on being WORTHY of genocide and make even the worst Gods look like Saints. Might actually enslave or make the Gods wish they were killed

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