Ilium and Olympos

Introduction

Sing, O Muse, of the rage of Achilles, of Peleus'son murderous, man killer, fated to die, sing of the rage that cost the Acheans so many good men and sent so many vital, hearty souls down to the dreary House of Death. And while you're at it, O Muse, sing of the rage of the gods themselves, so petulant and so powerful here on their new Olympos, and of the rage of the post-humans, dead and gone though they might be, and of the rage of those few true humans left, self-absorbed and useless though they may have become. While you are singing, O Muse, sing also of the rage of those thoughtful, sentient, serious but not-so-close-to-human beings out there dreaming under the ice of Europa, dying in the sulfur-ash of Io, and being born in the cold folds of Ganymede.
Yeah this isn't your granddads Illum…

If you asked me how to weave the Iliad, Shakespeare, Sci-Fi, and a post-apocalyptic earth into one cohesive story, I'd tell you that it's impossible. In the books Ilium and Olympos, Dan Simmons tries the impossible and partially manages to succeed on some levels and fails on others.

The first book, Ilium, is essentially three separate stories that kind of orbit each other. The first is the Trojan war, set outside the walls of Ilium around 1200 BC (which is actually set on an alternative version of earth). Here is a faithful adaptation of the Iliad by Homer. Seen through the eyes of a revived/reconstructed 20th century Classical History professor named Thomas Hockenberry, we see the events of the Trojan war unfold, complete with all of the Greek gods. Through brane holes (as in MemBRANE holes in the fabric of spacetime) this world is linked to Mars (which is actually a terraformed alternative dimension version of Mars which has replaced the prior existing Mars in the setting most of the different plotlines here take place through weird Brane hole-quantum shenanigans). Here live the Greek gods (actually a set of posthumans that think they're the greek gods) on mount olympos where they interfere with the humans of Ilium-earth.

The second story is set on Earth, set some 3000 or 4000 years after the 21st

century. Humans here live a life of luxury, having all of their wants and needs taken care of by robotic servitors. Other than the occasional genetically-recreated-T-Rex attack , humans live perfectly peaceful lives of leisure and luxury, though weak and ignorant and without strive. Let's call them Old style humans or better the Eloi. We see the actions of four close friends (Ada, Hannah, Daemon and Harmon) who travel in search of clues of the mysterious woman known as Savi and her even more mysterious companion, Noman (who's a different or future version of Odysseus) with the ultimate goal of finding out what happened to the post humans who are supposed to live in the sky and watch over old-humanity.

The third story is that of the Moravecs. These are part-robotic, part-biological space miners, scientists and explorers who exist on and around the moons of Jupiter, long ago having grown independent from humanity. They travel to the planet Mars to investigate a quantum-level disturbance caused by the Greek gods' reckless use of their quantum powers that could threaten the entire solar system, maybe even the entire universe.

The second book ties everything together. The Trojan war has gone awry. War has broken out between the mortals on Ilium-Earth, instigated by scholic Hockenberry and led by great Achilles against the Gods. The Moravecs have involved themselves in the war and brought things to a stalemate. Meanwhile, on Post-Modern Earth, the robotic servitors have failed and the once-passive Voynix, formally used as sort of protectors and beasts of burden, now actively hunt and kill humans. We are also introduced to Prospero the avatar of the self-aware logosphere, Ariel the avatar of the self-aware biosphere, Sycorax the witch, Caliban the monster, Setebos the many-handed cuttlefish and god of Sycorax and Caliban, and Moira, the last surviving post-human. Yeah… it's a Dan Simmons book so everything is drenched in literary homages, references and metaphors.

All of these elements and more weave together to form a roller coaster of events to put it favourably and a horrible convoluted mess that is too ambitious for its own good, ending too abruptly and leaving tons of questions open to put it more bluntly.

Just…just read the timeline of the setting in the notes section first. That helps with understanding what the fuck is going on here.

You start at the general time point where one of the following happens (which is generally in the same relative timeframe even though entire eras and dimensions apart): On Mars Scholic Hockenberry is chosen by Aphrodite to become her spy; on earth Harman celebrates his 99th birthday on Ardis' hall; on the plains of illum the war for troy enters its 10th year and on the moons of Jupiter the Moravecs Mahnmut of Europa and Orphu of Io join an exploratory mission to mars.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **3d10 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

1. **Old Earth** (old earth dimension)
   A decaying paradise where a herd population (of supposedly 1 million but actually far less) “old-style” humans live in luxury but have lost all curiosity and ambition. None of them even know how to read. The planet is managed by voynix, semi-sentient bio-machines that maintain order. Beneath the surface, ancient secrets and forgotten technologies lie waiting to be discovered. The whole world is secretly run and managed by the great Magus Prospero.

2. **The Orbital Rings** (old earth dimension)
   Massive structures orbiting Earth, remnants of humanity’s golden age. These rings are home to advanced technology including an incredibly advanced infirmary patching up every injury and disease possible as well as massive teleportation and quantum wave information storage units, abandoned cities, and thousands of post-human corpses. Here lives the creature Caliban, the monstrous child of the evil god Setebos and the witch Sykorax.

3. **Mars** (old earth dimension)
   A fully terraformed (alternate dimension version having replaced the original) replica of Mars. Here live the greek gods on olympos (mons olympos) and travel to illum earth to interact with the war in Troy. The planet is a blend of myth and advanced technology, with quantum portals and godlike beings manipulating events. In the seas of Mars dwells the evil god Setebos biding his time until he descends on Prosperos earth again.

4. **Troy** (Ilium earth dimension)
   A replica of ancient Troy found in another dimension, where the post-human gods have recreated the Trojan War. Here, Greek heroes, gods, and scholars interact in a grand, bloody drama. Basically if nothing or nobody intervenes, like a the war would play out as in the actual illiad only that the power of the gods comes from clarktech instead of magic.

5. **The Outer Solar System** (old earth dimension)
   The domain of the moravecs, sentient robots who live on and explore the moons of Jupiter and Saturn. This region is filled with the moravecs machines and probes and ironically the place with the most human denizens of them all.

Race

Human -variable
An actual human, nothing that has been messed with via unnatural means or tech or something… well maybe just a little. Let's just say you're mostly human biologically. You have two options to choose from here:

> "**Old-style" human**-100
> You are basically a human but nevertheless a result of centuries of gene splicing and tinkering as well as nanotech being infused into your being just as most things on old earth are nowadays. As a result your body is an actual technological marvel. With the right mental image you could access a thousand different "functions" (think apps on your phone) that would allow for stuff like connecting to the Allnet or equivalent things such as the internet mentally, read digital books in seconds with mere contact, share vast amounts of information and experience and memories with other old style humans via touch, remote access various forms of technology….
>
> **"Ancient" human** -100
> You are one of the humans that you'd find in the Illas. Healthier, more beautiful, stronger, tougher and more enduring than most modern humans. Like actual heroes of the tales of old. Whether this is a result of the diet and warrior lifestyle, a result of hidden genetic tinkering or just the actual base of humanity in this alternate earth is unclear.

Moravec -200
You're a self repairing, artificial being created by old (post)humanity. A mostly robotic cyborg with at least some biological components integrated into yourself. The moravec are scientists and explorers and diplomats and technicians and poets. Some few, the rockvecs of the asteroid belt are a bit more aggressive and warlike, but overall these little or big or weird robots are the most human faction out of all of them. They can store vast amounts of data reliably in their magnetic coils. Appearance wise they are as varied as you can imagine. Some look like tiny humanoids, some like elephant sized horseshoe cabs, others like floating disco balls or like insects and so on. Each and everyone tailor fitted to a specific task and

environment. They all need very minute amounts of oxygen and biological matter for their biological parts, but some can manage for days in the vacuum of space. No matter what form you choose you will be rather intelligent, compared to a human base, able to communicate via tightband and long range video signals with others and machinery around you, be generally pretty hardy relative to your size and specialized for one job, though nothing truly prohibits you from venturing into other areas.
Most Moravecs take a very keen interest in old time old- earth culture and media. You will meet Moravecs writing poetry, take part in literary analysis, binge watch star trek episodes and so on.

Posthuman -variable
Some time in their history humanity started heavily investing in research into genetic engineering, nanotechnology and quantum mechanics, which in time they used to alter themselves. While still remaining human in appearance (though for some reason they all chose to become females) you are actually something ascended from humanity. A post human.

> **Old style post human** -200
> You are a female (sorry), like all other posthumans of that ilk, that has undergone decades and centuries of genetic and naonotech tinkering.. You basically have all the basic upgrades of “old style” humanity, but also are an ageless immortal with an incredible fast and sharp mind as well as most likely an incredible advanced scientific knowledge. There is only one known post human of this sort left in the age this tale takes place, the others having been slaughtered by the beast Caliban in their orbital rings.
>
> **Greek God** -800/1200
> You are a posthuman that traveled to a different universe and experimented and tinkered with nanotech and quantum tech so much that it completely changed your entire being so fundamentally that there is little left of your human origin. Or maybe the different dimension and its weird physics, directly created and influenced by human genius was to blame for your change. Maybe your sentient AI god from old earth created you for some reason and then an evil god from yet another dimension is to blame for twisting you into these mockeries of the gods of myth and legend. Who even knows anymore. It has been so long. None other than Zeus himself and Hephestos even remember or know of your actual origin. Most gods truly believe themselves to be the Greek gods of the pantheon. You are immortal, very tall (most gods feel comfortable with a form around 8 feet tall), with your true size (and general appearance) being largely a suggestion, incredibly strong, and durable at the very least. Your actual body is more like a weird amorphous protoplasm with golden icor for blood held together by strange quantum magic

and nanotechnology. Your quantum senses allow you to see the invisible, pick up the minutest of details and scan for dangers thousands of kilometers away. You are able to stop or slow time around you for short intervals with no one being able to move except people also wielding that quantum magic. You are able to freely teleport wherever you wish in an instant, project powerful energy blasts, turn yourself invisible, create energy shields and do all manner of weird things that actual human gods would be known for.
Purchasing this also makes you one of the major gods of the pantheon, like Ares, Aphrodite, Apollo…and not like a minor house god or something. Rank within the pantheon also directly correlates with actual might.

For 1200cp you will be an equal to great Zeus himself. A being so powerful that he won a tug of war against all the other gods combined, with one arm. You could control the elements to a great degree, causing extreme storms with hurricane strength winds, sending lighting bolts from the clouds in the thousands to strike targets. You could change your size to be as tall as a mountain. The energy bolts you throw will rip a massive Moravec spaceship clean in half from several thousand kilometers away in one hit and completely disintegrate other gods beyond all recovery and regeneration. You're also able to create brane holes at will, also using that to banish unruly gods to the Tartarus dimension out of which there is no escape.

You'll get +400cp to spend on science perks and items no matter what version you pick

Artificial (swarm) Intelligence -variable
You are an extremely powerful and complex AI, but instead of being bound to a single computer you are spread out over a massive AllNet that includes every bit of connected hard and software, including but not limited to basically all pieces of technology on old earth as well as unimaginable amounts of nanobots in every thing and plant and animal and human on old earth….
As such your intellect is vast and truly alien, your processing speed mind boggling and your access to information near instant. Humans are mental toddlers, or better insects compared to you.

For 1000cp you will be comparable to Ariel, the "spirit of the air", or more accurately the Avatar of the self aware living biosphere of earth. You are the sum total of all the information of every living being on the planet earth, all of which infused with nanoscale information nodes, transmitters and receivers, and all the interaction between them.

For 1500cp you will be similar to the great magus Prospero, the avatar of the self aware living noosphere. You are the sum total of all the information networks on the

planet earth (and all other networks you can connect to)

Whatever option you choose you are a truly vast mind, that is however limited by the connection, amount and processing power of its individual parts.

Death for you is not permanent as long as a single copy of the most basic piece of consciousness is saved somewhere or the sum total of your parts can still cause consciousness to emerge.

While your mind will still largely remain within the logosphere you can chose to have one of several remote “bodies” with which you can interact with the world, such as:

-Holographic body

-Robotic body

-genetically engineered: an artificial but biological body, with its mind (and all its cells) directly connected to the logosphere and remotely guided by the logosphere.

Your remotes can also operate separately to any connection to the logosphere, but with a limited copy of your consciousness, rendering them by far not as smart though still smarter than a normal human. Of course if you have the ability to fit a massively powerful computer in a small frame, your remotes can download a huge chunk of your mind.

You’ll get +800 cp to spend on science perks and items no matter what version you pick.

Perks

You can get a 50% discount on 2 perks of each tier up to and including the 600 cp tier and a single discount for the upper tiers. Discounted 100 cp perks and abilities are free

Science perks will be indicated via asterisk (*) Science perks are all normally discountable as described in the perk section. The only reason these perks are singled out are because of the common science and technology theme and in order to differentiate perks that certain backgrounds have stipends for

Hero -100

You're far stronger than the average person of your day and age, being raised in a very warrior-like environment. Your strength, speed, durability, recovery and condition is something modern humans could only stand in awe of, especially compared to the weak Eloi. You'd look truly heroic next to them.

Beauty -100
You are very pleasing to look at to say the least. A picture of beauty that all men and or women would fall for. For an additional -100 you could be called an equal to the great Helen of troy, a woman so famed for her grace and stunning beauty that the greatest men of their age would wage a decade long devastating war just to have her (of course there's other reasons for the war as well).

Classical education-100
You've completely immersed yourself in your studies, including all of the classics, and as a result have gained great introspection and actual understanding of a single topic you've chosen to dedicate yourself to, be it poetry, theology, math, the art of war or any topic you can think of really. You are a massive nerd when it comes to your topic of choice. if you chose classical greek literature you'd for example know the Illiad by heart, being able to actually freely quote every part and you're able to fluently speak, write and read ancient greek.

Language expert-100
With just a few days of active contact with a culture and language, you'll become almost fluent in their language and customs. Be it ancient greece or some native american tribe or even stranger creatures still.

Diplomat -200

You're a highly skilled diplomat, able to sit two completely hostile parties together and haggle out a deal that leaves both parties relatively unhappy but relationships stable for the foreseeable future. You also emanate the aura of a true Diplomat. People will recognise your importance and are quick to leave you unharmed and lead you to their respective leaders.

Pilot -200
You've all the experience of a decades long serving plane, sony or spaceship pilot. Your flying skill, both in atmosphere and in the vacuum of space is incredible. Your knowledge of spacebattles will not only lead many enemies to despair. You easily pick up on how new and strange flying machines work and handle them with ease with just a few test maneuvers.

Teacher -200
You are a master educator, capable of imparting knowledge and skills to others with

remarkable efficiency. Whether it's teaching a group of warriors or even sheltered manbabies advanced combat techniques, instructing an anient greek scholar in the intricacies of quantum mechanics, or guiding a child through their first steps in reading and writing, your ability to teach is unparalleled.

Robotics* -200
Simple servitors to complex autonomous machines, advanced mechanical systems and rudimentary AIs as well as the basics for cybernetics are what this perk allows you to design, build and repair. Your expertise spans everything from simple servitors to complex autonomous machines, and you can create robots that are both highly functional and aesthetically pleasing. You can create robots that are capable of learning, adapting, and growing. Your designs are also highly durable, able to withstand harsh environments and extreme conditions without failing.

Severely underestimated -400
The first time people challenge you to any sort of engagement, whether a game or a fight, they tend to tragically underestimate your skill. Not only will they act in arrogance towards your supposed strength, leading them to take their time and keep their guard down and letting you touch them for no good reason, they will also tend to not show their own full skills and capabilities during the whole duration of the fight. When you fight again, they might have learned their lesson and engage with you full force.

Brane brain * -400
You gained a deep understanding of the nature of space-time, its interaction with the quantum field and the nature of the universe as a whole. With the technology you could create you'll be able to fold space to create and control artificial singularities, which you can use to create terrifying weapons or eventually as the starting points for wormhole tech. With lots and lots of research and effort you can create a limited form of time travel, sending stuff and beings a few centuries to the future for example. Travel to the past might be a bit more complicated but should be manageable. Don't know how time paradoxa and loops are handled here in this setting though, so be warned.
With a *lot* of time and effort you'll eventually be able to create brane holes, which will allow you to travel to other dimensions distant and near. Dimensions with an alternate history. Dimensions with alternate sets of physics. Dimensions with beings and settings straight up out of literature and the imagination of great human minds
Do those worlds happen to just be out there in the infinite sea of possible worlds or were they created by human genius and quantum bullshit? who knows (It's the latter one according to the author mouthpiece).

Another important note: While you'll get an understanding of the exact workings of those miraculous technologies at least eventually, all of them require serious manpower, resources and ironically time to actually build

ARNist * -400
You're highly experienced in genetic engineering, gene splicing and tailoring as well as surgery, fitting of functional implants etc. You can easily create clones and clone single organs. You could recreate extinct species from scratch or tinker truly strange new ones into existence. Dinosaurs seemed a popular choice for example. You are also able to develop complex gene-therapeutic treatments and tools such as RNA-baths that could heal the body or encrypt knowledge and skills into retroviral RNA, which subsequently encodes the information directly into the brain. You could also clone someone with scrap traces of DNA and retroactively engineer their entire history and memories and character, merely from descriptions and historical records.

Champion of the plains of ilium -400/600/800
You are a warrior of unparalleled skill, comparable to the greatest heroes of the Trojan War. Your combat prowess rivals that of Ajax the Great, Diomedes, Hector and other legendary figures from The Iliad, save for great Achilles himself. You are a master of both individual combat and battlefield tactics, capable of turning the tide of war with your presence alone. Your skill with weapons, shields, and hand-to-hand combat is unmatched. You can wield a sword, spear, or shield with the precision and power of a demigod, effortlessly cutting through lesser warriors. You possess an innate understanding of battlefield tactics, allowing you to outmaneuver and outthink your enemies. Your presence inspires allies and strikes fear into the hearts of your foes. You have the endurance of a Homeric hero, able to fight for days without rest. Your body is resilient, capable of withstanding blows that would cripple lesser warriors.
For an additional -200 you are an equal to great Achilles. A true genius of battle. THE master of the craft. There is no being, human, posthuman, god that could face you in a fight of pure skill, where supernatural power and technology wouldn't be a factor.
For an additional -200 you are not just a great warrior—you are the absolute best in one specific martial skill, surpassing even the legendary specialists of The Iliad. Whether you are an archer like Teucer, a boxer like Epeius, or a spearman like Hector, your mastery in your chosen discipline is unrivaled.

Ingenuity -600
You possess the unparalleled adaptability and reverse-engineering prowess of the moravecs, the sentient robots from the outer solar system. You have an amazing knack for analyzing, understanding, and countering advanced technology, even when it is far beyond your current level of understanding. Whether it's post-human quantum devices, ancient alien artifacts, or the gods' divine machinery, you can

quickly dissect and comprehend how it works. Once you understand a piece of technology, you can adapt it for your own use or develop countermeasures to neutralize it. The more advanced or esoteric the technology compared to your own understanding of the laws of nature or your technology level the longer this reverse engineering process will take, but it will never be impossible to crack. Even if your initial attempts fail, each failure provides valuable insights, bringing you closer to a solution. This iterative process ensures you're always improving and adapting, no matter how advanced or mysterious the technology you face.
The moravecs, were generally a more hard sci-fi based technological faction and were able to analyze and neutralize post-human quantum devices, replicate advanced technology and exploit vulnerabilities in enemy systems within a manner of a few weeks/months. You can also enhance your own technology by integrating elements of the advanced systems you encounter, creating hybrid devices that combine the best of both worlds.
Highly specialized as well as individualized esoteric technology might take an exorbitantly long time to retro engineer. The moravecs weren't able to crack the secret behind the brane hole tech, since they hadn't found the source yet and couldn't crack the QT medallion, as it was custombuild for Hockenberry and his very DNA/standing wavefront of his being.

Quantum magic * -600
You know how in some SciFi books and shows and movies some absolute bullshit happens and it's just explained as "quantum technology" or similarly handwaved off? Yeah, it's one of those stories. You will find that the Quantum technology here is even more insane than anything a soft magic system in many fantasy novels can produce. You now know all there is to know about quantum physics, the quantum field and a myriad quantum effects and their applications. The tech you can produce would be able to cause or create, but isn't limited to levitation and flight, teleportation, forcefield creation, probability manipulation, invisibility, shape shifting and/or "possession" (It's possible to take over a persons whole "wavefunction" thus replacing them entirely for a time), size alteration, energy projection and absorption and in addition with the brane brain perk also dimensional travel and portal creation, time manipulation (time stop/slow down, limited time travel…) and with a big enough power source and time to develop your tech even alteration of a whole planets gravity without altering its density, transforming an entire population of humans into a massive tachyon beam-loop that encodes their waveform information (allowing you to revive the population at your convenience) and other really weird and esoteric stuff.

Nanotechnology * -600
You are a genius in the field of nanotechnology, capable of designing and manipulating nanoscale machines with incredible precision. Your expertise allows you to create nanobots that can perform a wide range of functions, from medical treatments to environmental cleanup to advanced manufacturing.

Your nanobots are highly versatile and can be programmed to work together in swarms, forming complex structures or carrying out intricate tasks. They can repair damage to living tissue, construct or deconstruct material atom by atom or at the molecular level, depending on the material. You can create self-replicating nanobots that can exponentially increase their numbers and capabilities.
Your knowledge also extends to integrating nanotechnology with biological systems. You can create nanobots that enhance the human body, granting abilities such as rapid healing, enhanced strength, or even the ability to interface directly with digital systems. You can also design nanobots that form a distributed network, creating a form of “internet” that allows for instant communication and data sharing between connected individuals.
Probably most important you now hold the key to extremely minituarizing technology that you already possess the knowledge of. Complex machines that could alter quantum effects or the flow of time could be scaled down to nanite swarms, maybe even integrated into biological systems given of course that you are an expert in these other scientific fields.

Quantum consciousness -1200
The deepest concept of the story is one barely mentioned throughout both books. As part of his Theory of Everything, the Moravec Orphu of Io (the Author self insert and often his mouthpiece in the story) says that the human mind and consciousness is a quantum-state holistic standing wavefront. This (somehow) leads to the conclusion that the simple act of thinking is enough to bring into existence new parallel universes, atleast if its deep thinking and by a genius human brain. This is the theory why the brane holes to other worlds lead to worlds of great fiction or atleast worlds with elements of great fiction by genius minds, such as Homer's Iliad and Shakespeare's Tempest.

You are a true genius of creativity and imagination, a literary titan on par with Homer and Shakespeare. Your mind is a wellspring of boundless creativity, capable of crafting stories, poems, and plays that transcend time and space. But your genius goes beyond mere artistry—your imagination is so powerful that the worlds you envision begin to take form in the quantum fabric of reality, eventually crystallizing into fully realized dimensions. These worlds, born from your mind, exist as parallel universes, accessible through brane holes that you can create with focused effort. When you write, dream, or imagine, your thoughts ripple through the quantum waveform, shaping new realities. A story you pen about a heroic war might manifest as a living, breathing world where the events of your tale unfold in real time. A play you compose about love and betrayal could give rise to a dimension filled with characters and settings that feel as real as the world you inhabit.
These worlds are not mere illusions—they are fully realized dimensions, complete with their own laws of physics, histories, and inhabitants.
Your creative genius also grants you an intuitive understanding of the human

condition, allowing you to craft narratives that resonate deeply with others. Your works inspire awe, provoke thought, and stir emotions in ways that few others can match. Whether you're writing an epic poem, a tragic play, or a sweeping novel, your creations have the power to change hearts, minds, and even the course of history. Your imagination is not just a tool for storytelling—it is a force that shapes reality itself, weaving new worlds into existence with every thought and word.

Caution: The worlds you create are not (automatically) under your control, and their inhabitants likely have their own wills and desires (depending on the world of course). Opening brane holes to these dimensions can also destabilize reality, especially if the worlds you imagine are chaotic or contradictory. This perk alone also doesn't give you the ability to travel to these dimensions or open portals to them. Be very careful what you write. Firstly you need to write an actual story that would deeply resonate with a human audience. Merely writing a shopping list of what you'd like to see in the world won't suffice. Secondly the world you will find at the other end of the rabbit-brane-hole will not necessarily be the one you imagined or not be 1:1 the same. The gods of your pantheon influencing the great war you're writing about might turn out to be actual imposters from another world. The evil god you scarcely mention let alone describe just to have a cool evil religion for your obviously evil characters in a story that's basically a romantic comedy/drama might be completely fleshed out and become an actually big bad evil guy/outer god. Basically just because you can create new dimensions containing your story doesn't mean that the players and elements of your story are exactly what you imagined once you take a closer look, which could range from curious to disastrous.

Quantum invulnerability -1000/1400/1600
As a mere infant you were tossed into the impossible quantum fires of the celestial forge, which melted and burned off your flesh and regenerated you over and over and over again. All your probabilities, all your potential possibilities were rearranged and the thread of the Norns rewoven. All possibilities and all probabilities of death were tied to a single fixed and unchangeable event. While this means absolute certain death it also means that NOTHING other than that exact event will cause your death. The immortality of Achilles was tied to his death by Paris' hand and his bow firing a poisoned arrow into Achilles heel. Thus nothing other than Paris and his bow was able to even hurt him at all. Even an arrow fired by great zeus himself from mere feet away bent around Achilles missing him completely, defying logic and physics in the process.

For 1000 cp, you will get this first level of quantum invulnerability, with your death being tied to an completely unchangeable event in your future, 9 years from the start of this and future jumps. Until this time point you will be undefeatable like Achilles. You WILL die after 9 years, but nothing will prevent you from returning from the dead via whatever means you have at your disposal (i wouldn't take this perk if you DON'T have such means). After your death you will lose your invulnerability for a year until

the counter resets the next jump/the next 10 years.

For 1400 cp, your death will not be tied to a fixed event but to a certain person and a certain weapon, both of which even individually will be able to slay you. You will also be unable to directly kill/remove/disable etc. said person and weapon as you are tied to them by “fate”. While you now basically have two different Achilles heels walking around you are completely free to simply avoid them. Just staying out of the fight with your certain doom will leave you living and invulnerable…If you just stay home and don’t join the war you will live and might lead a peaceful and happy life… but where is the glory in that i ask you? Also events might play out that would just remove one or both from the equation. While *you* can’t change fate, some weird scholar might end up killing the Person destined to kill you by accident for example.

For 1600 cp, your death is merely tied to a completely or relatively mundane weapon such as a certain bow. While this weapon would be able to pierce all your defenses and fail saves you might have and be able to always kill you, there’s also nothing preventing you from just hiding or destroying the weapon or do whatever with it.

No matter what version you buy, you will always know what your destined death or your vulnerable spot/event/tool of demise will be. Whether you just know it, or dreamed of your death or it’s a known prophecy you can choose yourself. You will also be immortal as your death is tied to that singular point, though there is nothing really preventing you from aging. Maybe reality rewrites itself, so that you stop aging, maybe you will find a fountain of youth, maybe your consciousness is transferred, maybe you will become older and weaker forever but just unable to die..… whatever the story, all of existence will accommodate your evasion of death. You won’t die of old age, or an accident or illness either. This also doesn’t prevent you from being captured or imprisoned or being incapacitated or knocked unconscious... When Achilles entered the Tartarus dimension, he suffered greatly under the pressure and gravity and temperature, becoming completely unable to move and breathing laboriously, but unable to die still.

Be also aware that people, entities, powers, items, phenomena… of sufficient power that are able to interfere with fate and or quantum probabilities directly might be able to circumvent such defenses. But then again neither mighty Zeus nor the Fates themselves were able to…

Items

You can get a 50% discount on 2 Items of each tier. Discounted 100 cp items are free.

You may freely import any item into the options below as long as they mostly share form and/or function. This way you may even combine items from this or other jumps if you think it fits.
Items can be purchased several times.
Discounted items can be repurchased at discounted prices.

Built in functions -50 each one to be already activated.
Pay 100cp flat out should you not be an old style human or posthuman and need the technology integrated into you.
If you don't want to pay the activation fee, you're still capable of performing all of those more than 100 functions (if you are a old style human or posthuman), but you'll have to figure the mental activation image on your own.

Basically "old-style" humans and posthumans can access these functions by visualizing specific patterns. Examples of such functions include access to the Allnet, Farnet, and Proxnet, the reading function (read electronic information such as books, which have their own e-book version integrated in its pages, via touch) and the memory sharing function (transfer massive amounts of knowledge, experience and memories via simple touch. Short explanation of important access functions: Allnet: A global information network that provides access to knowledge and data. Farnet: Allows users to locate specific individuals by visualizing their location on a map. Proxnet: Provides detailed 3D renderings of a person's surroundings and directions to their location.

Stunner -100
A small wand-like device which Instantly paralyzes a target's non-autonomous nervous system. They'll remain motionless for several minutes until they regain (quite painful) sensation in their numb limbs. It is collapsible and easy to hide and can look like an inconspicuous stick a greek or trojan would carry.

Telestaff -100
Can zoom into conversations from great distances and listen to and record them. It can look like an ornate staff or a normal stick or be disguised to your liking in other ways.

Osmosis mask and skinsuit -100

This gel-like mask will only let specific molecules, like oxygen, and carbon dioxide pass through and actively helps pump those molecules in and out of your lung, thus allowing you to breathe freely in a toxic or thin atmosphere as long as there is the scarcest trace of oxygen and even allows you to breathe underwater. The skinsuit will keep you safe from all but the harshest elements and environments and fuse perfectly with the osmosis mask to become air-tight.

Handgun -100
An old but trusty handgun. It can either fire solid slugs or bullets containing hundreds of tiny flechettes, which seems to be very popular here.

Turin cloth -100
Lay the cloth over your eyes and you will experience a far away real life drama as if you were there. It's set to viewing the actions during the trojan war, but you can freely switch the channel so to speak and view far away places and the dramas unfolding there (even in other dimensions)

Eiffelbahn -200
Basically a massive Gondola lift, with each column of the lift being a tower that is an almost exact replica of the Eiffel tower, that stretches all the way from europe deep into asia. You travel extremely fast on cable tracks big as tree trunks. Basically its cool and allows you to travel in style. You can import this Eiffelbahn however and wherever you want in new settings.

Nomans sword -200
A very cool sharp sword, that vibrates with an incredibly high frequency, making the edges of the blade near imperceptible. This sword is capable of cutting an entire armored voynix in half with a single swing, whereas other blades wouldn't even make a scratch on their carpace.

Aphrodites perfume -200
A highly complex pheromone mix tailor fitted to a specific person of your choosing. Smelling this even once will make them fall incredibly and hopelessly in love with you. A previous enemy would turn heel and fight the very gods just to save you.

The dark lady -200
This is a highly advanced atomic submarine of moravec design, which is capable of withstanding the extreme conditions of the subglacial seas of the Jupiter moon Europa. It is sleek and fast and most importantly extremely sturdy and reliable. It could literally be ripped apart and drop out of the atmosphere and still reliably get you to the shore safely before going down. It features a wide array of advanced sensors and can be completely steered by one person/moravec who is directly hooked up to the computer. As it is designed for Moravecs who don't need too much

oxygen or biological matter, you can retrofit the machine for free to suit beings of a more delicate biology.

Hades Helmet -200
A great tool created by Haepheistos which makes its wearer completely invisible to everyone else, including artificial systems of surveillance and it even makes one imperceptible to the advanced quantum-visual senses of the gods.

God(ess) killing knife -200
Of course Gods can be slain via other means, but as they have no true form out of flesh and bone, can quantum teleport away and have healing tanks where they can recover they don't truly die. Ares was slain like two times during the war already, but he just showed up a few days later, hacking and murdering again. With this knife you can truly kill a god. I don't know what weird quantum magic Hephaestus poured into it, but it can slice through the defenses of the gods and also stops the changing of form or their regeneration. Each wound created with it will make them feel very very mortal.

Voynix servants -200
You get half a dozen Voynix to serve you. They won't communicate with you but will listen to your every command. They are extremely tough and hard to harm, self repairing and self replicating two meters tall insectoid looking half mechanical half biological constructs. They have manipulator hands for delicate work and clawed hands that could rend dinosaurs apart. They won't ever turn against you no matter what other beings influence the rest of them.

Rubicon virus -400
A highly infectious and durable genetically engineered virus with 100% lethality that is tailored to kill one specific race/subtype of a population. Alternatively it will kill everyone within a population except a certain subtype/race/ethnicity. While the original rubicon virus, created by the global caliphate to eliminate all (ethnic) jews, mutated so that everyone except (ethnic) jews was killed, the version you will get will be extremely stable.

Sonie -400
An electromagnetic hovering and flying vehicle, basically a flying saucer, with indentations for people to sit in and on the saucer. It can fly at mach 1.5 and higher and has the appropriate force fields that protect the user from the environment and g-forces also would leave you unharmed after you crash at such speeds.
Can even fly in space

Golden bath -400

A bath that will douse you in highly complex retroviral RNA which encodes for knowledge of your choice. Basically you take a bath and knowledge is literally encoded into your very DNA. This Bath will contain the sum total of human knowledge up until the final fax. It won't contain knowledge of the advanced science of the post humans but the rest is fair go. You could take in a million books in a single bath, but that might fry your brain as it tries to contextualize everything with itself. You will be able to encode media/information/knowledge you posess in the bath so that you can share it easily with others.

Sword of allah-400
An atomic submarine built by the global caliphate as the last act of vengeance and defiance against the Dar-al-harb, the world of war, the world of the infidels in the name of the almighty Allah. While a highly advanced sub in its own right its most important feature is its weaponry. Next to all kinds of conventional weapons, including torpedos, mines and missles of all kind it also boasts around 30 black hole missles. Hypersonic ICBMs that carry stable black hole warheads. Should they be deployed or destroyed the black hole in each of them is capable of destroying the entire world. While the ships AI grew a conscience and artificially created technical problems that caused the sub to sink, the AI you get is absolutely loyal to you and will never question your god given mission.

QT medallion -400
While you wear this medallion you merely need to press it and envision a place and you will show up there in an instant via quantum teleportation (QT). If there is one already existing link between dimensions such as a brane hole you can freely teleport to other dimensions. While in the story it turned out that Hockenberrys QT medallion was a sham and he himself had the QT ability encoded into his DNA by Haephestos, this one will work just as described.

Spaceship -400
A ship of Moravec design. It is 115 meters long, comprised mostly of buckycarbon with 4 fusion engines capable of 400g acceleration as well as massive sails for surfing with on photons or particles. It houses extensive sensors that would be able to pick out the details of a persons face from several thousand kilomethers away. It boasts a stealth cloak that would make it invisible by the naked eye as well as most other sensors. It's armed with several antimatter and fusion bombs which would be capable to blow the gods off mount olympos (if their shields were down)

Faxnode network -400/800
300 teleportation pads, big enough for 10-15 people, that you can put on any place on a planet. This comes with satellites that orbit the planet and coordinate the teleportation.
Now for an additional 400 cp those satellites will not just coordinate the transfer of information and deconstruction of matter from one point and reconstruction to the

other, but they will also be massive complex supercomputers that will save ALL the quantum information (like 10^28 kilobytes of data of quantum information for a single human according to the Author) from the last time point you used any sort of fax. Basically they can just send in a copy of yourself (from the last time you faxed) to any fax node should you ever die. You are now also free to teleport from and to everywhere on the planet instantly without the need for faxnodes.

Aegis -600
An incredibly powerful forcefield that can comfortably shield all of the olymp (mons olympos on Mars) from a mass moravec assault, including the deployment of thermonuclear and antimatter weaponry. This shield comes with a small compact core engine that you can easily hide inside a house. You can adjust the shield in a way that allows it to be semipermeable, allowing light (of a certain intensity), and air and even certain beings and materials through but not others.

Rejuvenation/regeneration tank -600
A tank with a bath full of mysterious clear liquid. Taking a bath in it will not only heal all illnesses and diseases, it will also close wounds, regenerate and knit flesh and even restore organs, and limbs fully. It will rejuvenate whoever bathes in it to the prime of their life. Depending on the severity of the damage it will take more or less time to put you to full health again, but as long as you haven't breathed out your last breath there's a good chance that you will come back to full health within a few days to weeks. Even truly severe 100% fatal radiation poisoning can be completely cured this way. Theoretically this can even bring people back from the dead, as all their biological functions are restored again, but if they are truly the same people who died, or merely an exact copy is a question for the philosophers. On a more meta note: If you die and are restored in a tank, you still lost your life. You can't treat this like a 1-up.
Linking this item with the upgraded faxnode network you will receive a basic orbital ring, where you have a massive network of cities in orbit, with satellites, also storing and managing teleportation information and sending you automatically to this infirmary if need be.

Quantum shapeshifting bracelets -600
This is one of the weirdest and most broken instances of quantum magic here and it's essentially used as a toy. Quantum shapeshifting bracelets are advanced devices used by the scholics in Ilium to assume the forms of other individuals. Unlike typical shapeshifting, this technology operates on a quantum level, allowing the user to "replace the target in the probability waveform of reality itself". Every individual exists as a "collapsing probability wave" at the quantum level, encompassing their physical form, memories, emotions, and place in unfolding events. The bracelet records the target's probability wave and temporarily stores it. When activated, the user merges their own probability wave with the stored one, effectively replacing the target in

reality. The user takes on the target's precise physical form, voice, and anatomical features while retaining their own memories and will, while also having temporary access to the targets memory, skill and knowledge. The original target is displaced from reality, their probability wave either stored in the bracelet or floating in the quantum background until the shapeshifting ends (not clear).
These bracelets are invaluable for espionage and manipulation, allowing scholics to infiltrate the Trojan War by assuming the forms of minor characters and influencing events without disrupting the narrative. They also enable perfect impersonation, making them ideal for covert operations. However, there are limitations. While the user can mimic the target's appearance, they cannot replicate their behavior or personality, which limits their effectiveness when assuming the forms of major characters like Achilles or Hector. The shapeshifting is temporary, and the user must eventually revert to their original form, restoring the target's probability wave to reality. Prolonged use or misuse of the bracelets could destabilize the probability waveform, leading to unpredictable consequences. Yes, they even work on the gods themselves, even though this is highly unstable and can be managed only for a very short period of time else you will disintegrate, atleast if you were a mere mortal. While you will have no problem taking the place of those less powerful, you will find the process much more unstable for those that are like giants next to an ant like you in terms of power.

Nanite swarm -600
A vial with trillions of various nanites all programmed to multiply and expand and change and integrate and connect every living thing as well as any machinery and potential artificial network. Basically with this you gain the ability to create your own Allnet in a pinch, which depending on your origin might serve as a "body" of sorts. Don't worry without your permission at the start of this process, the noosphere created as a result of this will not spontaneously become self aware and conscious. If you give permission then you will not have any direct control over the emerging personality, but it will understand that you are its creator of sorts.

Companions

Companions can gain more cp, by you freely giving your own to them at a 1:1 rate. Companions can take drawbacks at no points and can't purchase any further companions on their own.

Canon companion -variable:

You may freely take any canon companion of human level power with you. You may take moravec or "old style" posthumans with you for -100cp. Stronger, more

dangerous beings like the greek gods or Ariel or Achilles will cost you -400cp. Prospero and Setebos would come with you for -600cp

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 800 cp to spend however they want.

Drawbacks

Old (+100 CP): You're a very old Jumper, and your body feels every year of it. No matter how you might look, your bones ache, your muscles are weak, and random pains plague you daily. Standing up is a struggle, and even simple tasks feel like monumental efforts. While you're guaranteed not to die of old age during your standard 10 years here, your condition will only worsen with time, making every day a test of endurance.

Illiterate (+100 CP): You cannot read or write, a crippling disadvantage in a world filled with ancient texts, advanced technology, and hidden knowledge. Whether it's deciphering a map, understanding a user manual, or simply reading a sign, you'll find yourself at a constant disadvantage. This drawback forces you to rely on others for information, making you vulnerable to manipulation or misinformation.

Weakling (+100 CP): You were coddled your entire life, leaving you soft, pudgy, and utterly unprepared for the challenges ahead. Your physical strength is laughable, your endurance nonexistent, and your combat skills are practically nonexistent. You're a manchild in a world of warriors, scholars, and gods, and surviving will require you to rely on your wits—or the kindness of others.

Cucked (+100 CP): You love someone who loves another. Whether it's unrequited love or a love triangle gone wrong, your heart aches with every interaction. This emotional burden will weigh heavily on you, affecting your focus and morale. You'll find yourself torn between your feelings and your goals, making every decision more difficult.

Survivor's Guilt (+100 CP): You are the last of your kind, and the weight of that knowledge keeps you up at night. Whether your people were wiped out by war, disease, or some other catastrophe, their memory haunts you. This guilt will affect your mental health, making it harder to find joy or purpose in your journey.

Troy (+100 CP): You are drawn into the events of the Trojan War, forced to participate in or at least witness the conflict from start to finish. The catch? For the first 10 years, no major deviations from the story in The Iliad are allowed. You must play your part in the epic tale, whether as a warrior, a scholar, or a bystander, and any attempt to change the course of history will be met with resistance from fate itself.

Voynix Food (+200 CP): The voynix, normally passive servants, sense something in you that drives them into a frenzy. Whether it's your (hebrew?) genes, your (jewish?) scent, or some other factor, they will hunt you relentlessly, attacking with a ferocity rarely seen. Even in times of peace, you'll find yourself constantly on the run, fighting for your life against these biomechanical predators.

The Sword of Allah (+200 CP): The Global Caliphate's submarine, The Sword of Allah, is slowly corroding, and the containment fields around its black hole warheads are weakening. You can't rely on a convenient moravec intervention to save the day this time. You must find the wreck, restore power, and either get rid off or destroy the warheads before they detonate and destroy the world.

Caliban (+200 CP): Caliban, the monstrous son of Setebos, has marked you as his prey. This ferocious creature will hunt you relentlessly, using its strength, cunning, and connection to the quantum realm to track you down. Surviving Caliban's attacks will require all your skill and ingenuity.

Schemes of the Goddess (+200 CP): One of the goddesses has chosen you as her secret spy and assassin. If you stray from her plan, you'll incur her wrath and that of her allies. If you stick to the plan and are discovered, you'll face the wrath of your target. This drawback puts you in a no-win situation, forcing you to navigate a dangerous web of intrigue and betrayal.

Enemy Mine (+200 CP): Due to some strange perfume or other influence, you've fallen hopelessly in love with a mortal enemy. This love is all-consuming, and you literally cannot be happy without them. Whether they reciprocate your feelings or not, this obsession will complicate your life and put you at odds with your allies.

Eloi (+200 CP): All of your knowledge about the world—and your general knowledge—has been erased. You're left with only the most basic skills: how to party, make conversation, and enjoy the luxuries of life. Surviving in this dangerous world will require you to relearn everything from scratch, a daunting task for someone who can barely remember their own name.

Wrath of the Gods (+400 CP): The entire pantheon of gods sees you as a threat and wants you dead. Whether it's Zeus's thunderbolts, Aphrodite's manipulations, or Hephaestus's deadly automata, you'll face constant attacks from the divine. Surviving their wrath will require all your skill, cunning, and luck.

Spirit Journey (+400 CP): You have to undergo a lengthy and equally frustrating and boring and horrifying journey as one of the protagonists here in order to learn some lesson or something like that. Harman was basically kidnapped, forced to take a looong trip via Eiffelbahn, while knowing that his pregnant wife was in grave danger, forced to rape some sleeping woman for some reason (even if YOU might enjoy that it was a horrible experience for him) was forcefed the content of a million books which almost made him loose his mind and die, forced to walk home from europe to America by foot and started dying of extreme radiation sickness before being saved in the nick of time. No matter what your special experience will be, it will suck incredibly hard -if you survive.

Blind Poet (+400 C): Through a horrific attack or tragic accident, you have been left blinded and severely crippled, your body (or caprace) broken and your senses dulled. Just existing is a constant struggle, as every movement brings pain and every moment is a reminder of what you've lost. Your mobility and sensory input is severely limited, forcing you to rely on others for even the most complicated tasks.

Setebos Egg (+400 CP): You are forced to care for an egg of Setebos, a monstrous entity from another dimension. The egg radiates an aura of fear and disgust, causing everyone—including you—to react with visceral hatred. You'll suffer violent nightmares every night, and the egg will eventually begin whispering horrific things into your mind, driving you toward insanity. When it hatches, the creature will feed on violence and suffering, and if you let it grow, it may become too powerful to control.

Tartarus Trap (+600 CP): You are trapped in the Tartarus dimension, a hellish realm of extreme gravity, scorching temperatures, and acidic air. Even the god Hephaestus struggles to survive here. If you can't endure these conditions, this drawback will be a death sentence. If you do survive, you'll still be stuck in this nightmare dimension, surrounded by insane titans and other dangerous creatures who will try preying on

you.

Quantum Instability (+600 CP): Your presence in this universe accelerates the destabilization of the quantum waveform, already weakened by the gods' reckless experiments. If you don't find a way to permanently stabilize reality—whether by killing the gods, halting all quantum experiments, or some other means—the entire universe will collapse, taking you with it.

Notes

Beware of heavy spoilers everywhere!

Timeline and Events Leading to the Status Quo at the beginning of the series

1. The Ancient Past (Pre-Human History)
    - Humanity's Golden Age: Humanity reaches a technological zenith in around 2200 , creating advanced AI, quantum technology, and post-human beings who transcend biological limits. These post-humans, or "posties," become godlike in their abilities, manipulating matter, energy, and even time.
    - The Great Retreat: At some point, humanity undergoes a period of decline known as the "Great Retreat," though the exact nature of this event is unclear. It precedes the Rubicon Epidemic and marks the beginning of humanity's fragmentation.
      In the Third Dynasty of Khan Ho Tep the Eiffelbahn is built

2. The Rubicon Epidemic (c. 3000 AD)
    - The Global Caliphate's Genocide: The Global Caliphate, an Islamic superpower, creates the Rubicon virus to exterminate the Jewish population. The virus is blamed on Israel but backfires catastrophically, killing 97% of Earth's population—around 11 billion people. Only 300 million survive, plunging the world into chaos.
    - The Dementia Years: The Global Caliphate and the New European Union (N.E.U.) engaging in limited nuclear warfare. The Caliphate deploys proto-voynix (early versions of the biomechanical robots) in battles brought in from other dimensions as a by product of experimentation with black holes, but their control over the world wanes. During the experimentation with black holes a massive crater is ripped into Paris.
      The post humans send Moravecs to explore the solar system, with them they send elaborate full-sensory tapes of human history, human culture, and the human arts.

ARNists run wild for a few centuries and (re)create terror birds and dinosaurs and all kinds of weird stuff.
The global caliphate sends reprogrammed Voynix into the future to kill any jews should they come back in numbers again.

3700 - The Sword of Allah. The Global Caliphate attempt to destroy the world with ICBMs, tipped with black hole bombs, launched from a submarine. Commissioned 2500 years before Harman. It is implied that the mission failed because the ship's AI interceded. Occurs near the end of the Caliphate and the New European Union

3. The Rise of the Post-Humans (c. 3750 AD)
    - Post-Human Ascendancy: The post-humans emerge as the dominant force, genetically engineered to transcend humanity's limitations. They create the Mediterranean Basin by damming the Strait of Gibraltar, turning the region into a fertile paradise. They also establish orbital rings around Earth, where they reside. Ariel is created around 4200 AD.
    - The Final Fax (c. 4800 AD): The post-humans conduct the "Final Fax," a mass quantum teleportation event that sends 9,113 survivors of the Rubicon Epidemic (mostly Jews) into a neutrino stream, effectively erasing them from existence. This event marks the end of the post-human era on Earth, as they abandon the planet for their orbital cities.

4. The Voynix and Setebos (c. 4600 AD)
    - The Voynix Arrival: The Global Caliphate, using time travel technology acquired from the French, sends the voynix—biomechanical, self-replicating robots—forward in time to 4600 AD. Their original purpose is to exterminate Jews, but they become a threat to all humanity. The post-humans reprogram the voynix to serve as servants for the remaining humans.
    - Setebos's Arrival: During the Final Fax, the post-humans' quantum experiments accidentally bring Setebos, a monstrous entity from another dimension, into their universe (most likely, though unclear). Setebos becomes a chaotic force, influencing events from behind the scenes.

5. The Creation of the Calibani (c. 4700 AD)
    - Prospero and Sycorax: The post-humans task Prospero and Sycorax (ancient, powerful entities) with creating the Calibani—a race of ferocious creatures (all of which clones of the original Caliban, which is the "son" of Setebos and Sycorax though created by Prosper) designed to combat the voynix. The Calibani are stationed in the Mediterranean Basin, where they guard against voynix incursions.
      Sometime after these events a part of the post humans become the greek gods via some way or another.

6. The Terraforming of Mars (c. 6000 AD)
    - Mars Recreated: The post-humans “terraform” Mars. The events of The Iliad are reenacted on an alternate earth, linked via brane holes to mars, with the post-humans playing the roles of the Greek gods.

The Status Quo at the Start of Ilium (c. 6200 AD)

- Earth: The old-style humans live in luxury but are passive and ignorant, tended by voynix and servitors. They have access to limited technology, such as faxnodes for teleportation and thermskins for environmental protection. The Mediterranean Basin is a forbidden zone, guarded by the Calibani.
- Mars: The Trojan War is in full swing, with the post-humans manipulating events from Mount Olympos. The scholics, resurrected scholars like Thomas Hockenberry, observe and record the war.
- The Outer Solar System: The moravecs, sentient robots, explore the moons of Jupiter and Saturn. They monitor Earth and Mars, unaware of the full extent of the post-humans’ activities.

The Plot of Ilium and Olympos

1. The Harman Storyline (Earth)
    - Harman’s Awakening: Harman, an old-style human, begins to question his passive existence. He meets Savi, the "Wandering Jew," (the last truly old style i.e. non-altered human that didn’t join the final fax) who reveals the truth about humanity’s decline and the post-humans’ abandonment of Earth. With Savis help Harman discovers hidden functions in his physiology, such as the access to the allnet and farnet, which allow him to access information and locate others.
    - The Quest for Atlantis: Harman, along with Ada, Daeman, and Hannah, embarks on a journey to Atlantis, a hidden city that holds the key to humanity’s survival. They encounter Odysseus (aka Noman), an old friend of Savi, who joins their quest. Along the way, they face voynix attacks and uncover the secrets of the Mediterranean Basin.
    - The Equatorial Ring: Harman and Daeman ascend to the equatorial ring, where they encounter Caliban and Prospero (atleast a local copy of him). They learn that the post-humans are dead, and the ring is in disarray and that the fate of all Eloi after they are transported to the rings on their 100th birthday is not to join the posthumans as gods in the sky, but instead be eaten by Caliban. They eventually escape with a sonie (a flying machine) and return to Earth.

2. The Hockenberry Storyline (Mars/Ilium earth)

- Hockenberry's Mission: Thomas Hockenberry, a scholic, is tasked with observing the Trojan War. He is given a quantum teleportation (QT) medallion and the Hades Helmet (which renders him invisible) by Aphrodite, who orders him to spy on the other gods and kill Athena.
- The Trojan War: Hockenberry becomes embroiled in the war, manipulating events to serve Aphrodite's agenda. He eventually betrays the gods, allying with Achilles and other mortals to challenge the post-humans' control.
- The Fall of the Gods: Hockenberry's actions lead to a rebellion against the post-humans, culminating in a massive battle on Mars. The gods' power is challenged, and the fabric of reality begins to unravel.

3. The Moravec Storyline (Solar System)
    - Mahnmut and Orphu: Mahnmut, a Europan moravec, and Orphu, an Ionian moravec, are sent to investigate quantum anomalies on Mars. They discover the recreated Trojan War and the post-humans' manipulations.
    - The Battle for Mars: The moravecs join forces with Hockenberry and the mortals to overthrow the post-humans. They uncover just how close the universe is to breaking as a result of the post-humans' experiments and reckless quantum teleportation.

4. The Final Conflict
    - Setebos, the chaotic entity brought into the universe by the post-humans' quantum experiments, begins to exert his influence. He travels to Earth and starts drinking the suffering out of earth (the quantum information of human suffering or something weirdly esoteric like that) growing to titanic size. The voynix serve him and simultaneously they start attacking all the humans on earth.
      Ardis hall, ruled by Ada is one of the last bastions of hope thanks to training from Noman as well as weapons brought in via Sony and a (stolen) Setebos egg, which keeps the Voynix at bay, but houses an even greater evil.
      Harman is selected by Prospero as his prophet of sorts. He gains incredible knowledge via a golden bath and then travels via eiffelbahn and eventually via foot back home. He finds the sword of Allah wreck and begins dying of radiation poisoning. He's saved by the Moravecs arriving on earth, after which he transfers all his combined knowledge to the other humans in an instant via his sharing function.
      Achilles, stranded on Mars, cut off from his men by the closing of the last brane hole to Ilium earth teams up with Haephestos (in order to save an amazon he fell in love with, but killed due to shenanigans) in order to overthrow Zeus (backed by Nyx and the fates in order to prevent the unraveling of the universe at its quantum seams).

general stuff:

If you purchase the necessary tech knowledge or quantum magic abilities here in this jump then there will be no danger of you destabilising this and future settings at the quantum level from overuse of your powers and tech. If you merely copy the tech or powers I can't guarantee that. Of course you are free to choose to destabilize the universe with your excessive use of quantum bullshit, but beware: even fleeing to other dimensions via brane hole won't save you as these dimension will remain linked to the other one and unravel with it even if the brane hole is closed (if you travel to other dimensions via other means you should be fine i guess)

-jump v. 1.1
-HDManon