Epic The Musical



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Welcome to Greece Jumper! This is the world described in Greek Myth and specifically the Odyssey… almost, you see everyone here seems to be a lot more musically inclined than normal, and a hell of a lot more inspired by anime, there are also some differences in the course of events but if you're coming here you probably know what they are already. In any case you arrive the night before the slaughter of Troy at the hands of the Greek force and you'll spend 10 years in this world.

(+1000 CP)

Origin:

Mortal (+200)

You are a Mortal, a Human who dwells in Greece under the sway of the Gods- for the purpose of this Jump you will begin as a member of Odysseus' crew and a citizen of Ithaca, alternatively you may choose to be a Trojan Survivor waking up the night of the massacre this naturally is a much more dangerous path.

Monster

You are another child of the Gods similar to the mortals but generally greater- you are one of the many monstrous species that dwell in Greece in this world, perhaps a Cyclops or a Siren.

God (-200)

You are a god of the Pantheon, a immortal being with power beyond Mortal Ken- you are the representative of a divine domain but your power by default is around the level of a Minor God like Aeolus

Perks:

General:

EPIC Singing Voice (Free)

You are an adept singer, with skills equivalent to the extremely talented cast of Epic the Musical itself.

This Life Is Amazing! (100/200)

Much like Odysseus' best friend Polities you have a heart full of love, and much like his yours will remain intact even through intense trauma. You have a great love for life and capacity to empathize with others, this won't leave you no matter what you endure… you aren't naive, you just make a conscious decision to greet the world with a smile and open arms every day.
For an additional 100 CP your way of life is so much more than just a philosophy. Kindness you give out can in fact lead to kinder souls down the road and virtues you commit to and act out will be respected and perhaps even rewarded in their own way. Hera for one is sure to be in your corner if you never once cheated on your wife.

Well-Drawn (100)

You may choose a content creator from the Epic Fandom and alter the appearance of the world you're in to match their art.
Nobody will find this odd if you don't point it out, the art style used can be changed at any point on a whim.

Twisted Hospitality (100)

The laws of hospitality are not necessarily equally applied… Some people are able to get away with a lot more than could be reasonably expected as long as you're in theory someone's guest. While you live on their property you can eat their food, harass their servants and even become physically violent with their family, and there will be no way to legally or 'politely' remove you. However even this protection has its limits, if you go too far attempting rape or murder for example you will still be punished for those crimes as appropriate regardless of guest status.

JUMPER The Musical (200)

You may experience any significant events of your life as a Song, this has several benefits- the first is that a song will take at minimum 4 minutes, this gives you a good deal of extra time to come up with a plan in a deadly situation that would have normally resulted in instant death. The second advantage is that people reveal a lot of important information about themselves and their personal beliefs in their songs, giving you a lot of actionable info if you listen.

And lastly this perk will allow you to ‘compress’ time experiencing things like a long and uneventful journey over the course of a four minute song about what you plan to do when you arrive.

King (200)

They think they could ever use YOUR castle against you? You built it! Or maybe not… it doesn’t really matter, this perk gives you the home field advantage in any of your dwellings, preventing anyone from hiding from you while in its walls and giving any of your strikes twice the damage as they would normally deal. As an additional Bonus, if someone is still there to uphold the rules you made, anything you rule will work as well as if you were directly there. Even if your wife had to hold the fort down for 20 years.

Divine Heritage (300)

You are the child/descendent of a Greek God, this doesn’t grant any specific powers per se but it does make you generally *greater* your weaknesses becoming less severe while your strengths are exaggerated, this includes both mental and physical skills. If you’re a God yourself this perk makes you a child of a Titan if you take Olympian as well this will make you a sibling of Zeus.

Samples (300)

You will receive snippets of songs about important events in your life several months prior to them transpiring- this will give you a useful warning about those events if you can decipher the clues in the music.

Mortal:

Impromptu Musical Numbers (100)

When you sing the people around you will join in, as your Chorus if they're your allies- or as an opposing voice if they're your enemies, sadly this doesn't hinder anyone involved in any way they'll just start singing when you want to sing.

All We Gotta Do Is Not Open This Bag (200)

This perk isn't too potent but it can be a real game changer in the right situation, now whenever you give someone an instruction they will understand that it's being given with their best interests in mind and *following* that instruction would be for the best.
This perk only works if that assumption is actually true.

The Monster (400)

In this world it's easy to say that Ruthlessness is the greatest virtue a person can have, and you embody this dark philosophy. Now your ruthless actions will produce twice the benefits of more merciful ones, and as you continue to deal with foes brutally you'll gain a sort of 'plot armor' protecting you from misfortune in proportion to the scale and frequency of that bloodshed.

Warrior Of The Mind (600)

Odysseus is actually the recipient of a lot of divine favor- which is slightly ironic considering Poseidon represents the source of most of his later misfortunes. Now like the King of Ithaca you have a Divine Patron, a friend and mentor from among the Greek Pantheon who tutors you in fields related to their domains and occasionally intervenes more tangibly to aid you. By default this is Athena who will teach you the arts of strategic warfare and occasionally speed your thoughts to give you more subjective time to think. Other gods grant benefits on a similar scale. In the future you can gain patronage from other gods and similar benefits by completing some form of great feat related to their domains and being ideologically compatible with them. When you gain the patronage of a god you may choose to take it with you to future jumps, allowing your mentor to communicate with you and use their powers to aid you as described above even without taking up a companion slot.

Monster:

Inhuman Voice (100)

You have a strange and profoundly inhuman voice that sounds like it was run through around fifty voice filters- in a word you have the 'monster voice' that's a staple of this musical including monsters like Polyphemus and Scylla. This doesn't have many tangible benefits beyond intimidation factor and adding a very interesting quality to your singing.

Siren Song (200)

You know a special magical song, when sung you may cloud the senses of mortals around you causing them to perceive you as someone dear to them, and your words as the most dire temptations. If they can hear your song and their powers don't massively surpass your own anyone can be drawn into a form of trance by this song.

While they are in this trance you are capable of persuading your hapless victim to do just about anything you want, though be advised that the effects of your song don't last forever.

This song has another perhaps even more terrifying ability as well, you will become able to glimpse the memories of those who listen to you the longer they're exposed the more you'll be able to see.

However if the victim cannot hear you you'll receive muddled or completely false memories instead.

There Are Other Ways (400)

Much like the seductive witch Circe you are a master at using your sex appeal to your advantage, especially in situations where your life is in danger. Now you may for lack of a better term 'attempt seduction' of a foe at any point (something you're quite adept at) and if they fall for it and lower their guard you'll receive a chance to kill them regardless of their power level or protections. However if they choose to not take the bait (a rarity without ironclad willpower) this effect will not activate but you will learn some important tidbit about them as they reject you.

Feared by Poseidon (600)

There are some monsters like the Witch Circe or the horrific Scylla that are even comparable to the Gods themselves, you are one of these possessing natural or perhaps even learned abilities that put you on par with a major god- or at the very least ensure it's a fight they won't walk away from clean.

Due to the sheer variety of monsters in Greek Mythology you can choose the nature of these abilities, maybe you have magic on par with Circe's or maybe you focus on something like excessive physical power, as long as it doesn't surpass the scale described above it can be pretty much anything.

God:

Domain (Free/Exclusive)

All gods are gods of something, and so you'll be allowed to choose a concept that was a known factor in Ancient Greece, be it manmade or natural- you are now the god of that concept and are capable of manipulating it by expending energy, the stronger the god the more energy, the more energy the better the feats.

You can grow your energy reserves through training (extremely inefficient) or by receiving worship and sacrifice from mortals (incredibly efficient)

As long as your concept exists you can't be slain through conventional means requiring specifically anti-immortal or high grade divine weapons to finish you off.

Alternatively you may be a Nymph of some kind and the deity of a specific part of the natural environment like a mountain, stream or tree.

Heavenly Chorus (100)

Much like the Gods of this Musical you are capable of summoning your own backup singers, these singers don't exist within the world instead only existing as disembodied voices to back you up. This has no real practical effects but it does really help your musical talents.

Thunderbringer (200)

If there's one skill nearly all immortals possess it's putting the fear of god into any unlucky fools who cross them, 'fear of god' it's in the name isn't it? But there are a couple who take this to an art form and they're Poseidon and the king himself Zeus. You now have a similar grasp of causing terror, and in fact even the simplest of demonstrations of your power cause supernatural panic on even the bravest of men (provided of course that you are substantially stronger than them.)

God Games (400)

You have the right to ask a favor from a authority figure of your choice every jump, you will be granted this boon if you are able to succeed in some kind of challenge set out by that person that's proportional to the scale of the favor asked (asking the king of the gods to overturn his own judgment would require something like Athena's trial at the minimum) and in some cases there will be a penalty attached should you fail.

As a small quality of life addition you also become a natural at arranging challenges and tournaments of your own, drawing the attention of interested parties and spectators as well as having the showmanship to make it enjoyable.

Olympian (600)

You are no mere Minor God! You are the 13th Member of the Olympian Council and most likely directly related to Zeus himself. This perk massively boosts the power of your Domain to match your new station but it also allows you to start using some of the more… general facets of divine power showcased by Greek Gods. You may issue curses on those who displease you, expending energy in proportion to their power and the severity of the curse. Alternatively you can grant blessings that operate on similar rules with the effort required being determined by the duration and scale of the blessing. You may create your own types of Monsters, similarly with an expenditure of energy. Lastly you may change your own shape for a small ongoing energy cost. All of these abilities are fueled by the energy of the Domain perk as described above.

Items:

General:

Sacrificial Torches (100)

Everyone must do what they must to survive… and sometimes your survival comes with a cost, and that cost can be those people who put the most trust in you. This set of six torches when lit will mark those holding them as 'sacrifices' to whatever threat you're facing- if the sacrifice is accepted those holding the torches and only them will be killed, and the rest will be spared.

Odysseus's Bow (300)

Where is he? Where is the man who can string this bow? That is what anyone besides you will be wondering. This Bow is much like the one Odysseus left at home when he departed for Troy. It is incredibly strong and only you can string and pull it. Anyone else will fail. This will be a good way to prove your identity if that ever will be needed as everyone you want it to know will know only YOU can string it. Beyond that the Bow has two more functions. One is to give a considerable increase to your archery skills. Even a novice will be able to perfectly shoot through 12 axe heads. For another it's arrows will be all the more powerful if one or more situations are occurring: your loved ones are in danger, someone who wronged you is the target and/or you shoot at something within a location you lay claim too. Show them you've had enough.

Mortal:

A Ship (100)

A reliable sailing vessel of the time, this Greek Warship is mundane but it can comfortably house almost 100 men and is perfectly seaworthy, in addition you will receive a crew of Greek (Or Trojan) soldiers who consider you their captain and will continue to follow you loyally as long as you don't throw their lives away (Odysseus).

Lotus Wine (200)

The Lotus Eaters consume a plant that functions as a powerful sedative, when mixed with wine this fruit was able to bring down the Cyclops Polyphemus. You have an unending supply of this tainted wine, a single drink of which is able to incapacitate even massive monsters.
Note that this will be faster if you exhaust the monster with a prolonged battle while waiting for the effects to kick in.

Holy Moly (400)

This is a special plant that's generally very difficult for mortals to come by, Hermes likes to call it Holy Moly and it has the unique ability to render the person who consumes and digests it immune to direct applications of magic for a brief period, while also allowing them to summon and puppeteer a monster that they can imagine, you receive a small supply of this plant that restocks once a year.

Bag Of Wind (600)

The Wind Bag was a gift from the Great Wind God Aeolus to the King of Ithaca, you have received a similar gift- however unlike the original version this bag is currently empty, using it you may capture a 'feat of power' performed by another being- typically this is something magical like Poseidon's storm but it could also in theory be a sword strike or even the blow of a club. This power can be released in part or in whole by opening the bag, this will start uncontrollable but with time and training you will learn to properly control the powers stored within. This bag can only hold one feat at a time so use it judiciously.

Monster:

Sheep (100)

A flock of sheep, perhaps a gift from a god you have a close relationship to? These Sheep view you as their trusted Shepard regardless of your monstrous appearance and act like affectionate pets towards you.

Club (200)

A weapon that's suited to you and your fighting style, brawlers will receive a club while those more suited for subtlety will receive a dagger or a wand- this weapon will scale to you remaining a powerful tool no matter how strong you get.

Your Own Island (400)

Somebody is out here giving all the freaks their own islands… you have an island with plenty of land to support your life as well as that of a small community comfortably if properly developed and you'll find that it's not discovered by outsiders very often at all.

Circe's Cauldron (600)

A Great Magical Cauldron, this cauldron allows you to turn any spells you know into a potion form- this will preserve it allowing it to be activated remotely when the liquid is drunk. The cauldron also serves as a magical focus allowing you to access more power when near it. Even if you know no magic at all you'll find yourself able to create the potions used to turn Odyesseus' crew into pigs.

God:

Favored Cattle (100)

A friend of animals perhaps? This herd is one of a kind of any sort of animal you may want. By default they will be cows. What is truly noteworthy is that these animals are immortal and close friends of yours. They will always be there for you. Also in the event someone were to have the foolish idea of killing them, they will simply be resurrected after 24 hours. I'd still imagine someone would be rather furious to see their animalistic friends die however.

Looking Glass (200)

A Great Glass table that allows you to scry on mortals, not only are you able to find the precise geographic position and current condition of any mortal you have a relationship with you can also examine their entire history in the span of minutes.

WHO DO YOU THINK HE'LL SEND!? (400)

Once every Jump you may call on the highest authority of a setting to address any wrong done to you, if your reasoning is justified they'll even find themselves bound to assist you. However you have no real control over their methods and they'll address the problem as they see fit.

Divine Weapon (600)

The Lightning Bolt to your Zeus, or the Trident to your Poseidon. This Relic is both an incredibly powerful weapon that scales to well past your own striking power and a foci that enhances any of your divine powers used through it.

Companions:

Old Friends (Free)
You may import any of your existing companions with **600 CP** to spend at no additional cost.

New Friends (Free)
You may take anyone from this world you like for no additional cost provided they agree to travel with you.

Drawbacks

The Whole Experience (Toggle)
Rather than the default 10 years in this world you will remain in this world until the end of the King of Ithaca's journey one way or another.

Traumatized (100)
You fought in the Trojan War and your experiences will haunt you- you will spend at least 6 months of your stay grappling with feelings of guilt and loss.

About 12 years or so (100)
Like Odysseus you have a poor sense of time- at least on the long term scale. You can keep track of things from day to day but when we start talking years? Well… let's just say you'll lose track of the time really quickly.

Lost at Sea (100)
You have an awful sense of direction, you'll find it incredibly easy to get lost and should probably get a navigator to help you.

Different Beast (200)
Ruthlessness is Mercy Upon ourselves- and you're going to suffer until you learn that. You will never be able to succeed in your overall goals until you perform a major act of callous cruelty to a foe, proving to the universe, the Gods or your benefactor (whichever is most applicable) that you understand the lesson.

Hold Them Down (200)
You'll find that whenever you're away from anyone you care about for longer than a month they'll find themselves surrounded by and harassed by violent thugs. This *probably* won't escalate to true danger but just in case you should probably keep your loved ones close.

Little Wolf (200)
Like Telemachus you're relatively weak compared to your peers, you can get stronger with training but you'll have a harder road ahead of you than others do.

Mutiny (300)
At some point in your journey you'll be betrayed by some of your friends and allies, this will cause you significant trouble and nothing you do will be able to prevent it… you will NOT forget you took this drawback… you'll just have to wait for it to inevitably happen anyway.

Remember You (300)

At least once over the course of your adventure you will show mercy to a defeated opponent, this will prove to be a mistake as they will find a way to get revenge on you that will majorly hinder your goals.

Bow down to the Immortal (300)

You're stuck on Calypso's island and will remain there for the duration of your time in this jump… this may not sound bad to you but anyone you care about outside of the island will find everything getting exponentially worse for them as time goes on.

God Games (600)

You will have to prove to Zeus and the other Olympians that you deserve to continue your chain, you will have to convince at least six of the major Olympian Gods to approve of your chain in order for you to move on from this setting.

Get in the Water (600)

You have earned the enmity of the Great God Poseidon and he will ensure you remain lost at sea for the duration of your time here… until your last year at which point you will be able to confront him and if you win the fight you'll be able to finally return to land.

601st Man Under His Command

You're part of Odyssesus' crew… and he doesn't have nearly the luck he's supposed to. It's now your job to keep him alive and as much of his crew as possible, the more you manage to save the better the rewards you'll gain.

Reward: Odysseus and his family as well as his crew

If you succeed in this scenario you'll gain Odysseus and his family as well as the surviving members of the crew as followers or companions depending on your preference.

Ithaca (around 25%)

If you manage to keep Odysseus and around 25% of his crew alive you'll be able to take the island kingdom of Ithaca with you as a Fiat Backed Property- you'll be recognized as something like a 'co-king' with Odysseus and equals in the eyes of the citizens.

Full Speed Ahead: (50%)

If you manage to keep at least half of Odysseus' crew alive you'll gain the special perk '**Full Speed Ahead**' that ensures any of your travels

Sea of Greece (75%)

If you manage to keep 3/4ths of the crew alive you'll gain the entire Sea of Greece as a Fiat Backed Property- it's full of monsters who view you as their rightful leader, as well as islands full of resources for you to make use of.

Make It Back Home Alive (100%)

If you manage to keep everyone alive you'll gain the special perk '**Make It Back Home Alive**' this allows you to extend the protection of destiny to those around you, if concentrated on a maximum of four people it will render them all but invulnerable to true harm- if you spread it out more it will have *less* effect but it will remain noticeable until spread out farther than 600 people.

Pride is a Damsel in Distress

Zeus is the God of Gods and in practical terms the strongest being out there… and he's coming for you with all the might he has to bring to bear and he will not rest until you're broken before him.

Reward: **God Of Gods**

You inherit one of Zeus' Premier Powers, the ability to give and take Godhood from others essentially granting you the ability to give the **'Domain'** perk to people of your choice and taking it back freely.

The Infant

Astyanax the Son of Hector will not die, and he will pass into your care- at which point you will have two choices. You can raise him to exact revenge on Ithaca for the sacking of Troy… or you can challenge Zeus' prophecy to create a future where no one needs to die, depending on your choice you'll receive a different reward.

Reward: Agent Of Destiny/Free Agent, Astyanax

If you choose to ensure the prophecy comes to pass you'll gain a sort of destined protection when you're working towards revenge- things will go your way whenever possible and you'll find opportunities cropping up with surprising regularity.

If you choose to defy the prophecy you'll gain the same rewards but applying whenever you are looking to defy destiny.

Lastly you'll be able to take the child you raised with you as a companion, he receives a special discount on **ONE** perk every jump that has some relation to revenge or destiny, discounted 100 CP Perks will naturally be free.

Stay

Go Home

Move On