Percy Jackson jump

Do you remember those old legends that people used to tell, of heroes and monsters? epics and gods that couldn't keep it their pants? in this world they are not just mythology, they are real, the stories and the protagonists, existing amongst us, and in their strangely accessible realms and now, you are there. Welcome to the world of Percy Jackson. Where the illegitimate sons of those who rule the natural world as we know it attend to a summer camp and huge ancient monsters can somehow hide in newly constructed structure. You arrive during your choice of Percy's first day in camp, or the release of the major Egyptian gods.

Origins

Drop-In (free): You wake up in your starting location with your Divine Benefactor (if you have one) nearby. From there they'll give you your items and give you some cryptic advice. In the event you choose to have no benefactor you'll wake up with your items at your side. Your nature as an outsider has left the workings of Fate slightly clearer to you.

Monster (100): You're one of the various species of supernatural being. Your appearance is largely chosen by you within the bounds of being no more than double human height without perks. You may be an existing type of monster belonging to your pantheon or some new beast unheard of before.

Magician (100): One way or another you've been inducted into the art of Egyptian magic or another similar style of magic. You were likely trained from an early age by at least one of your parents. While you might lack some of the sheer power of the other options your power is more versatile and can grow with practice and study.

Demigod (300): You are a child of one of the various gods, you grew up with your mortal parent up until either a scout for one of the various factions that know of the gods found you or you wound up having to go on the run to avoid the monsters inevitably drawn to your location. From there you learned to survive and eventually made it to the camp one way or another. Your starting location is wherever you've wound up on your latest adventure or an equivalent to Camp Half-Blood. (in the event it makes utterly no sense for a god to have children you may instead be a chosen one of the god, same powers and abilities, just slightly different reasons behind them)

Drop-Ins and Monsters must roll to see what pantheon they first encounter or belong to respectively. Demigods may also roll or pick from Greek or Roman for free, Magicians are similar but with Egyptian instead of Greek or Roman. You may pay 50 cp to change to any real world pantheon, (no omnipotence or monotheistic silliness) or 200 to import a full pantheon from another setting (Yes it has to be the full pantheon complete with major enemies and such, no you don't have to have been to their setting)

1 Greek

2 Roman

3-4 Egyptian

5 Norse (Mostly focused on preparing for and delaying Ragnarok, many demigods and former mortals among the ranks of the Einherjar)

6 Divine Bureaucracy

7 British, Celtic and such in a mash up (Arthur and his knights, Faeries, the Tuatha maybe some others, most patrons are very specific on honor)
8 Free choice of real world pantheons (still no omnipotence or Monotheism)
Age is 1d8+10

Perks:
Old Traditions (100, first free for everyone)
You are knowledgeable in the ways of the ancient civilization corresponding to whatever mythology you're most connected with. You can read their languages, know the proper ways to honor the gods, and have a decent grasp of their mythology. Otherwise unassociated Drop-ins may choose any one ancient culture to know of. You may purchase this multiple times, each time gaining insight into a new culture.

Mist Manipulation (100, free Drop-in)
The Mist prevents mortals from seeing what's actually occurring in supernatural fights. With this perk you may also call upon it to cause mortals to see other minor illusions or make them more suggestible. More importantly once the jump is finished you may invoke the Mist to make whatever passes for normal people in your current setting view and remember your feats as having occurred through means they consider ordinary and your appearance as something similar in shape to you but largely mundane.

Monstrous Strength (100, free Monster)
Whether by oddity of birth, ancestry, or mystical experiments you have gained an inhuman form. On the plus side this boosts your physical abilities in proportion to how obviously unnatural your current form is. Generally your form will be some terrifying fusion of various aspects of animals and humans, it is your choice on the particulars though. This boost also applies to other monster discounted perks. Generally you can interact with mortals without their notice so long as you stick to actions that can be reasonably explained by the Mist but even then most of those familiar with the true nature of the world will be able to spot various tells.

Foci (100, free Magician)
You can use appropriate tool or symbol to help channel your magic or other supernatural abilities, allowing you increased efficiency and fine control, varying with the quality and appropriateness to the task of the focus. So while a sword might help with battle spells it won’t be too useful for healing. You must attune a focus to use it, a process that takes a couple minutes. The number of foci you can attune at a time varies with your magical power.

Minor Blessing (100 discount demigod)
For one reason or another you've got a god who cares slightly about you and has seen fit to grant you some minor boon within their domains. Choose one god from any

pantheon and gain a minor boon from them. The god will care slightly about you but unless you go on to further distinguish yourself it will be more of a minor interest in your affairs than someone they feel the need to help (Effectively think a diminished version of one ability a demigod might have, think minor ones are stuff along the lines of breathing water, lucid dreaming, or appropriate vague extra senses, useful but nothing especially major). This can be taken multiple times.

Pull of Fate (200, discount Drop-In) You gain an ability to vaguely sense what prophecies are at work on people and get an idea of what general role they play within those prophecies. Also you tend to have slightly improved luck. In addition you can minorly affect Fate, while you can't change anything already determined by a prophecy or similar you may shift minor roles or when something is going to happen slightly.

Unnatural Skill (200, discount Monster) Whether from your heritage or just being that good you've got one particular mundane skill that your feats with border on supernatural. Whether you're a smith on the level of the Cyclopses, a near prescient tactician or a swordsman who is ny unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost).

Magic (200, free Magician) You have been taught the style of magic appropriate to your chosen pantheon. With this alone you are merely a novice but you can receive further instruction. Generally you have an aptitude for a particular branch of magic within which you excel, frequently linked to a god you favor. Magic is very versatile, capable of anything from grand pillars of fire to teleporting entire pyramids. Generally you'll need training and practice to pull those off though, and will likely be exhausted without some method of supplementing your stores of power.

Legendary Training (200, first discounted for Demigod)
You've been trained by some of the greatest fighters in your pantheon, choose one:
Hero Training
Born into a life of conflict and further trained by other demigods you've gained skill in combat and thinking on your feet. You're largely used to fighting by yourself or with a couple friends though and therefore tend to perform somewhat poorly when trying to fight alongside large groups.
Legion Training
You've been trained in the fighting styles of the Roman Legions, while not as effective as hero training for fighting by yourself, you and anyone else who's received basic training in this style (which you're able to give with a few days work) will be able to work together like a well oiled machine, swiftly reacting to orders and covering eachother's openings so long as they can maintain formation.

Berserking
You can fly into a blood rage, while in this state you are far stronger than normal and can fight despite nearly any wound. You will still use your other abilities effectively but will be hyperfocused on melee combat. Also taking part in this training has toughened your hide, making it possible to shrug off blows that would leave mortals reeling.

Clear Sight (400, discount Drop-in) Whereas most supernatural beings can see partially through the Mist that conceals the mythological from mortals they still can be fooled by illusions and tend to have trouble seeing things that fall under the purview of other pantheons. You however are near impossible to deceive with such tricks, seeing the true form of beings regardless of their wishes (does not lead to turning to ash when looking at gods unless they fully unveil themselves anyway) and being extremely hard to fool with other illusions. You are also quite difficult to fool by mundane means as well, quickly piercing disguises or lies. Combined with Pull of Fate you have sufficient ability to become an Oracle, note that while this will give you extra insight into your prophecies you cannot affect the content itself.

Legendary Trait (400 discount Monster) Being big and nasty isn't all there is to being a monster, to survive you generally want some special ability or quirk that makes you bloody hard to kill. Be it a pelt stronger than steel, poisonous breath, lightning fast regeneration, or the ability to turn people to stone with a glance, you've got something that nearly evens the field against most of your would be slayers. This adds a supernatural aspect of your choice to your monstrous form, it should be largely physical but other than that you may freely choose what it is. This may be purchased multiple times.

Blood of Kings (400, discount Magician) You are descended from some great member of your background. For Magicians you claim descent from the Pharaohs (or other similar Priest kings) and gain greatly improved aptitude and strength of your magic. Monsters are related to some truly amazing specimen of their kind and are generally stronger as well as getting a major boost to all their monstrous abilities while also lessening any weaknesses or flaws of their form (A Hydra's wounds become resistant to cauterization for example). Demigods have a relative a few generations back who was also a demigod with a different divine parent meaning you likely received better care and training in addition to some additional abilities passed on to you in a lessened state (mostly the insight into domains and such with some of the more visible abilities also retained in a weakened atate). For Drop-Ins your arrival into the world is auspicious and you will find it far easier to find shelter and other necessities.

Divine Child (400, free Demigod) You are the direct child of a god of your associated pantheon and gain various benefits from this. You gain lesser manifestations of your parent's domains as well as generally being better than an ordinary mortal. You may take most any god as your parent but to take one of the heads of a pantheon as a

parent you must take the "Fate finds you interesting" drawback receiving no points for it (you can also do this with a lesser god to get greater powers). Generally this will give you insight into and some control over your divine parent's domains, a son of Poseidon for example can control water and ships, talk to horses, cause minor earthquakes and is empowered within water.

Fate's Chosen (800, discounted Drop-in) Whereas the other origins will generally have a great and terrible Fate ahead of them (in varying degrees of both) you will generally come off fairly decently in matters of Fate, and your interpretations of prophecies and other Fates tends to be the correct one, with you able to shift around some details if you feel necessary and have your changes turn out to have been the correct interpretation of the prophecy. More than that you may see what Fate has in store for you or a friend and actively defy it and succeed, don't defy Fate too often as Fate still doesn't take kindly to such things and you tend to have a notable drop in your fortune for few weeks after you do this with multiple attempts stacking, alternatively you may get rid of the bad luck early by consulting an oracle (yes you can consult yourself if you're an oracle) for a task to appease Fate. These tasks will generally be difficult but doable, and involve setting the stage for a new prophecy.

Primal Terror (400, Monster only) Instead of being some relatively normal specimen of your species of monster you're an exemplar of their kind. You are the measuring stick by which all others of your kind are compared and inevitably fall short. For example instead of being a hydra with quick regeneration and deadly venom you are The Hydra with near instant regeneration and your mere breath being capable of killing all that surrounds you if you will it. Your sheer might rivals that of the lesser gods and you can exceed the standard limit on size for your monstrous form. In addition you may create lesser monsters of your kind via a method of your choice, be this ritually converting appropriate mortals, budding them, the usual way of making children or some more arcane means. You do tend to regularly get various heroes and Demigods trying to kill you for reputation or as part of their quests every few weeks though, it's largely more of an annoyance than a risk most of the time. Also you may optionally add up to 2d8 decades to your age, giving you great experience dealing with heroes but also making you a somewhat known factor.

God Slayer (800, discount Magician incompatible with the Path of the Gods), You've been trained by the House of Life or some similar group in the art of fighting and sealing gods and their kin. You learn many spells or tricks very effective against those of divine blood. Keep in mind that while some monsters have divine heritage or empowerment, many don't and you won't be much more effective against those without it than somebody without your training. This will work on anything deemed a god in future jumps. Also you will be far more resistant to the whims of the gods, although those around you may still be affected by them if you don't specifically ward against it (wards must be individualized for each god). Your foci share your resistance to the powers of gods and any weapons you attune may ignore most divine protections.

The Path of the Gods (800, discount Magician incompatible with God Slayer) You may choose one god that you're housing a fragment of the power of. You may channel this power with your magic for many great feats within the portfolio of that god, however the fragment has a consciousness of its own and you must be largely in tune with its personality to draw upon its full might. If you manage to truly offend the fragment then it can cut off your access to any of its abilities until you make amends. On the other hand truly acting as one alongside the fragment can temporarily make you into a force of nature with your powers and the fragment's truly merging and getting exponentially more powerful. This is however quite hard to accomplish and is taxing to maintain. Being the host to a god warps your magic further towards that falling within the domain of your patron, however you will find it far harder to cast any magic diametrically opposed to that of your patron. The host of Ra for example may find magic having to do with light, order and fire far easier but would have trouble trying to perform spells of darkness, chaos, and water. In addition you may use symbols of your god or other items sacred to them as excellent foci without having to attune them. In the event you find that your current god and you no longer agree you may eject the fragment (destroying it), a quick ritual with another willing god present can allow you to receive a fragment of their power to replace the lost one. You may only have one fragment at a time.

Glory to... (800, discount Demigod) Pick one
Me: Your divinely related abilities are all massively enhanced to the point that you could fight on par with some mid-tier gods. Using your powers is instinctual and nearly as easy as breathing. Also you gain benefits from your divine parent’s more obscure domains. A child of Hades might find themselves able to call up wealth and ghosts interchangeably while one of Apollo could burn his foes and heal his allies with his mere presence. Using your abilities extensively is tiring though and you should be careful not to wear yourself out too much by summoning a natural disaster where something smaller would’ve worked just as well. Generally the stronger your parent or other source of abilities the more you will get to work with, a child of a minor deity will probably get less but get some additional ways to interact with their parent’s domain. Generally a demigod can fight on par with a non combat focused god of a rank equivalent to their parents with this.
Or
The Legion: Through a quick ceremony of sharing blood and declaring yourself blood brothers with a friend you may grant them a portion of your powers from this jump, you may selectively grant them some of your powers or all of them. Each bond formed dilutes the powers slightly, while it won’t be too noticeable with just you and a couple friends you probably shouldn’t try for an entire army unless you’re willing to deal with the powers being very weak in individuals. Those bonded with you also gain flawless teamwork and the ability to share senses with eachother. You may renounce any of these bonds with a moment’s concentration.

Items
Lost or destroyed items are restored within a week.

Divine Currency (50) By default a slowly replenishing sack of gold Drachmas, this is a currency that most of the deities and spirits of your pantheon trade in. While nowhere near enough to do anything major it's still sufficient for some minor palm greasing or getting various useful services facilitated by the more mercenary supernatural. This can range from Iris' call service to getting Hermes to deliver a package for you if it's not too far out of his way or bribing some of the guards of the underworld.

Legendary Implement (100, one free Demigod and Magician) Be it a celestial bronze sword that folds down into a pen, a staff that was custom built for you and helps channel your magic, flying shoes, a yankees cap of invisibility or any other useful mildly magical weapon or item this is what you're after. Weapons may optionally be forged from one of the various divine metals, in which case they will do nothing to mortals but be amazingly effective against monsters or other creatures of legend (once the jump is over you may turn this on and off freely). The following add ons may also be purchased:
Materials (free) You may have your item made from Celestial Bronze (relatively mundane, somewhat lighter than the other metals), Stygian Iron (absorbs the essence of monsters it kills, preventing their return), Imperial Gold (can be broken to create a fairly large explosion of mystic energy), or Bone Steel forged from a species of your choice (is much more effective on things similar to the donor of the bones).
Concealable (free) When not in use the item will turn into a small mundane item so as to hide its nature and help make it easier to carry
Returning (50) The item if lost or stolen will return to you as soon as it would be useful. (This is much faster than the standard replacement of items and goes directly to you)
Import (50) You may choose an existing weapon to gain the benefits
Unique ability (100, one free non-weapon items) The item has some minor ability unique to it, from a cap that turns you invisible when worn to a Sword that trails water. This may be purchased multiple times to get multiple different abilities.

Ambrosia (200 discount Demigod) An unlimited supply of the food of the gods. Eating it will speed your healing considerably but too much and you'll burn to death as you're not a full god. Tastes like your favorite food, and stores fairly well. Also may be useful for bargaining with others. Be careful not to let mortals eat it as they get the flaming death immediately.

Runestones (200) A bag full of stones engraved with the Runes of the norse pantheon, these may be used to perform various spells and workings dependent on your understanding of the Rune you invoke and what you need of it currently. Also comes with a booklet explaining the basics of each Rune, but true understanding takes a great deal of study, although the suffering of the initiate can vastly speed the process of learning the runes. Restocks expended stones daily.

Daedelus Laptop (400 discount Drop-in) This Laptop contains the collected works and musing of the great tinker Deadelus. With some work you might be able to figure out how to build his wonders, ranging from self maintaining automata, to wings capable of flight (that won't melt) to lesser versions of The Labyrinth (semi sapient bit of architecture that can warp themselves to suit your needs). It will take quite a bit of work to figure out how to build stuff from here though.

Book of Going Forth By Day (400 discount Magician) A guide to the underworld and various other side realities. This book includes everything you need to know on how to navigate the afterlife of your pantheon, and also includes some spells useful for dealing with creatures native to there as well. Will update to appropriate planes automatically when you bring it to new worlds.

Dragon Teeth (400 discount Monster) A bag of ten Dragon's Teeth, when planted in the ground each will create a skeletal warrior loyal to you. The warriors are appropriately equipped for the world and era you grow them in. While loyal to you they are also somewhat bloodthirsty and easily tricked into infighting. In the event that one of the warriors is destroyed a replacement will appear in the bag a week later.

Valhalla Suite (400) You have a room in Valhalla, meaning you are welcome to come and go there as you please. Valhalla has the height of luxury for furnishings and food, and you are welcome to join in on the feasts and war games. More importantly if you die upon the battlefields of Valhalla it is not counted as a death for the purposes of your chain ending and you will be revived in your room within a couple hours. Post jump your room becomes an expansion to your Warehouse, as well as a copy of the Feast Hall and battlefields, the enchantments remain and will function on any who enter, however they cannot fix wounds inflicted outside of the battlefields.

Divine Artifact (600) Somehow you have obtained a perfect replica of a legendary item of your pantheon, be it the monkey king's staff, Hades' Helm of Fear, Thoth's original copy of the Book of Going Forth by Day (with extra annotations and the really useful bits uncensored) or any other item that catches your fancy. Just be sure to have a decent explanation of how you got it for those who will inevitably question it. You may receive a discount on this in exchange for it being the real one that you somehow stole with the owner wanting it returned alongside your head on a silver platter, if they recover it by the end of the jump you lose the item forever.

Companions

Band (100, 2 free, can't be taken by companions) You may import or create a companion with 500 cp, if they take the same origin as you they get the origin for free.

You may further supplement any companions with your points at a 1:1 ratio or giving them the Illiterate, Divine Disdain, Unwanted Suitor, Godly Grudge, Luddite, Minor Mistake, Fate Finds you Interesting and/or Bad Oath drawbacks for the appropriate amount of points (max 300 from drawbacks per companion). As Fate likes its threes the first two companions are free.

Grand Quest (400) For 300 CP you may import 6 more companions as described in Band. Your Fates will be intertwined for the duration of your stay, ensuring that if one goes on a Quest all will be sent on it. Be careful though, Fate will make things more challenging to account for the fact that it's 9 of you instead of just 3.

Scribe (50) A (very) minor spirit of knowledge assigned to chronicle your journeys and quest in prose befitting your pantheon. He'll give you copies but it tends to be a bit obtuse in its language and may take the occasional minor bit of artistic license and it's in the ancient dialect of your pantheon which makes it hard to share. (Doesn't take a companion slot if he's just writing)

Patron (200) An experienced member of an origin of your choice (Drop-In gets you an Oracle) has taken an interest in you. While they tend to have other obligations they must attend to they have the connections and political acumen to get you what you need and can offer insight into how to go about your quests or other goals. Post jump while they won't have as many connections they'll also be able to spare much more time for training and otherwise aiding you.

Drawbacks (Max of 600 or 1000 for Apocalypse Now)
Illiterate (+100) Most Demigods have issues with staying still and reading script other than Ancient Greek. While normally you'd be able to overcome this with a bit of work with this drawback it gets kicked into overdrive with it becoming nearly impossible to sit still for prolonged periods or read anything other than the ancient language associated with your pantheon.

Divine Disdain (+100) One of the gods of your pantheon doesn't like you. While it's not flat out hate yet expect them to cause trouble for you within their domains and their servants to be less than helpful. May be taken twice.

Unwanted Suitor (+100) One of the gods has decided that you will be their next mortal consort. They're a deity so such minor things as consent or romance are secondary to them. Even if they would normally be more civil about it there's something about you that makes them not care about such things. Also this should generally be the god you're least interested in. Repeated successful refusal may lead to them deciding to go for a Godly Grudge instead (this doesn't get you extra points).

Minor Parent (+200, requires Divine Child without Fate Finds you Interesting) You're the child of a minor god and have the powers to match. While you can take a minor god without this and have unusually potent powers with this drawback you've only an average child of that god (this does not affect your other powers). This does not count against the drawback limit or go away after the jump.

Luddite (+200) Normally use of certain devices (mostly phones and wifi) will key monsters in to the location of Demigods. For you this has been grossly exaggerated to the point that using anything more complex than a revolver will get hordes of monsters closing in on you.

Godly Grudge (+200) You've really pissed off a god. Expect frequent attempts to kill you through their domain, their servants to attack on sight, and them to play godly politics against you. Towards the end of the jump they may even try and kill you directly.

A minor Mist-ake (+200): Well congrats the Mist took one look at you and decided that the only coverup appropriate to your power level was to make it so that you appeared to be a massive storm or other hazard when going anywhere near mortals. On the downside you're kinda incapable of interacting with anyone on the more human side of things, on the plus side the police won't bother to try to arrest a hurricane. Also there may be the occasional demigod trying to kill you.

Bad Oath (+200) You have made a near unbreakable oath that in retrospect was a gods damned terrible idea. Alternatively you made a few less bad ones but they can be played off of eachother to put you into a major pinch (like not refusing hospitality and not eating the flesh of dogs).

Marked for Sealing (+300) The House of Life is utterly convinced that you're some rogue godling and will be attempting to seal you away. Unfortunately their sealing procedure will just plain kill you. The House itself has many magicians and beasts at their disposal across the globe and will be working on countermeasures to any abilities you show against them.

Fate Finds You Interesting (+300) Expect frequent prophecies and monster encounters. You will also likely have to fight at least one major Titan or other equivalent being in your time here. You will live in interesting times. You will rarely get time when there isn't some major threat occurring that you've been roped into helping fight. On the plus side expect widespread recognition and favor from others who know of your exploits (once you have some).

The Gates of Tartarus are Open (+300) Normally a few years from now Gaia will seize control of the Gates of Tartarus and force them open freeing many horrible monsters and wraiths and allowing monsters to reform in days instead of years until they were eventually closed again. Sadly this time they appear to just be stuck open for the entirety of your stay. Good luck dealing with the Titans, if they manage to conquer Olympus they're likely to try to start going after your pantheon as their next conquest if you're not Greek. Similarly a few years in Gaia and her giants will try and pull the same stuff. Keep in mind this drawback is in effect worldwide, it's not just the monsters you're facing that come back faster.

Apocalypse Now (+800) Without your interference the apocalypse will destroy the earth. Which apocalypse you ask? Why every single last one of them. On the plus side they're stacked such that they occur one right after another so you don't have to deal with them all simultaneously. On the downside they occur one right after another so there's no chance to rest between them. In the event you actually manage to prevent the apocalypses of every pantheon in play then it will cycle around back to a different take on the first apocalypse and so on. You will not have a moment's rest and will likely likely have to face the heavy hitters of every pantheon during your stay.

So you've completed your adventures in this world of gods and survived ten years, all drawbacks are revoked? And I guess it's time to make a choice:
Fields of Asphodel: This world is fine, may as well stick around some.
The Illiad: Well I guess it's time to move on to the next jump.
The Odyssey: You've had enough adventuring and now it's time to go home to earth.

Notes:
Ascension to full godhood is lost if you choose to continue on to further jumps.
Unlike normal the Perk granted fragment from Path of the Gods cannot overwhelm you.
Titans are possible to take as parents or paths but it will get you distrusted by both sides. Also the story of how a Demititan came to be is probably rather convoluted.
Divine Disdain and Godly Grudge are pretty much impossible to work off, unlike the gods being assholes to you without those drawbacks. Expect Herculean efforts to be required to get them to stop hating you so much.
Monsters with Primal Terror technically could resurrect like other monsters when killed, the death would end your chain and companions come back faster the normal way however so it's not really of use to you.
By default the Norse, Egyptian and Greco Roman pantheons are clearly active. You may freely choose other real world pantheons to exist for the purposes of your stay. Imported pantheons will be bound by Fate and still have quests and prophecies, general guideline for acceptable imports is being mythologized in their setting.
Drop-Ins may bring Fate with them to other jumps, it may have difficulties if other similar structures are in place though.