Smite CYOA **Jump-chain compliant v1.1**

The gods are warring. We don't really know why but it seems like every grudge from mythology just broke out at once. Gods from pantheons around the globe are fighting and sending their worshippers to die horrible fiery deaths. Pantheons offer token assistance to each other but new lines are drawn in the sand all the time and anyone on the other side of the line needs to die.

You have **1000 Choice points** to spend on this adventure through mythology.

The gods in this world are all roughly at the same power, though some are stronger than others when lacking worshippers and gold and some grow far better with these than others. Gaining then losing the influence that strengthens you will cause you to backslide. Your starting power with your 1000 CP is roughly equal to that of a new god with no real followers or gold.

Age 5d8 Centuries.

Gender is your incoming gender with an option to choose it and your age for 100CP.

Location:

Location determines the pantheon you start in and thus your location in the world

1. Greek: Incest for everyone and lots of togas, they also have a habit of tricking people into horrible fates. Temperate climate, which supposedly means not too hot or too cold, but it's in between what normal people consider hot and cold.

2. Norse: Angry hairy men, angry long haired lasses, and lots of angry hairy monsters. It's cold, lucky you, hope you like snow you freaking milkdrinker.

3. Chinese: Bunch of silk wearing badasses, just don't get in a land war, even if you like war, just don't. Kind of cold but overall has a very varied climate.

4. Mayan: Blood for the Sun God, wait, something's off. Oh well, jungle lords here, they live in a jungle.

5. Egyptian: Animal people, if that's your thing. They like living in the hot desert near a single freaking river or something.

6. Hindu: Aspects of a single diety, though they certainly don't seem like it. A few demons but if you throw your sick and helpless at them you should be fine. Live in a mountainous area in the south portion of Asia.

7. Roman: The Greek's hillbilly cousins. Live in Italy, centered on Rome as a matter of fact, figure that.

8. Your Choice: you can go with Celtic or Japanese if you really feel like it, whatever mythology has existed on the earth, you start where the mythology was centralized on the planet.

Origin:

Choose only one

Drop in (0CP)-

Nobody knows you.

+nobody knows you

-nobody knows you

Physical (100CP)-

You are super good with your body, punch people over mountains or just be some dude who's good with a sword, you are known for your prowess in your pantheon. You know people you have worked beside either in war or in your efforts to trick the magicians into burning each other's pants.

+kick butts

+mad skills yo

+pretty good 1v1 bro

-likely have a few issues with group fights

-You kind of have to get creative if you want to do anything the magical jerks can do on the same scale

Magical (100CP)-

You are a master of arcane secrets and setting your enemies pants on fire so they have to walk around naked. You are probably naturally gifted or a super good study. You have a lot of nerdy friends but also a lot of rocking hot people who just so happen to also be nerdy, they are not exclusive jerk.

+burn all the pants

-you don't lift

Hybrid (100CP)-

YOU CROSSED THE STREAMS MAN! CATS AND DOGS! LIVING TOGETHER! MASS HYSTERIA! You now wield the secret art of using both magic and your body, unfortunately everyone who used to be like this conformed to one of the individual disciplines. So you have very few friends, somehow fewer than if you had just come into this world and had yet to meet anyone yet. Your pantheon will work with you because they have to, freak. Your origin is probably horribly mary suish.

+punch and magic people

+punch people with magic

+magic people with punches

+nobody knows what to expect when it comes to what you can do, this confuses and excites them

-nobody has any idea how to teach you any more about your discipline

-people are freaked out by you

Perks:

(CLASS SKILLS: You may only get a single class skill discount, though multiple class skills may be purchased and class skill abilities may be purchased multiple times)

FREE ALL: Height of a god-

You may take a form twice to three times as large as a normal human if you choose, gives a scaled strength buff.

Body of a God(100CP: Free Physical)-

Strength and a certain aesthetic likeness are yours, Your bodies unique quirks will be seen as more a uniqueness added by an artist's careful labor than a really bad looking nose on a normal person. Be strong enough to lift a sword the size of a man with ease and use it without trouble.

Mind of a God (100CP: Free Magical)-

Always have a new witty retort ready, those other jerks might prep them beforehand but you've got a new one every time you need. Also you become a master at manipulating things that are not quite actually there. Perhaps fate just swings your way a little more often than it should or asking the moon to make a tidal wave makes a tidal wave. Just remember to call, he/she's very lonely, all eight of them. Oh and you get a little magic for when you really need to burn off a lot of pants.

Theme (100CP: Free Hybrid) –

You gain a consistent theme you may have all of your powers take on aspects of. This does not change what they do unless they are visual, but instead how they look. You may choose to not use this for a power and this may be purchased multiple times for different themes to put onto your powers. You may limit you powers in a method related to your theme to then give them an appropriate boost also related to the theme.

Jack (200CP: Discount Drop In Class Skill) –

You become a little bit better at everything, more killy, more maneuverable, recover faster, focus your efforts a little better, and be just that little bit harder to hurt. While this skill will not put you on par with the other class skills in their area of focus it will let you beat the specialists in all other areas, just don't expect to beat them as bad in these areas as they beat

you in theirs. Taking this and another class skill makes you stand just above the rest in that class skill.

Hunter (200CP: Discount Physical Class Skill)-

You have a very particular set of skills, you are very good at hurting people. You thrive on conflict and combat and become an overall amazing killer. This does of course mean that you are not really the best at playing by the rules and being honorable. Even with a rusty dagger and tired beyond belief you are a credible threat to lives (note the S).

*may be purchased again at full price to get a temporary but powerful physical ability increasing steroid lasting a short while but then recharging over a duration depending on how long it was used. This power is easily melded with others to achieve unique effects.

Assassin (200CP: Discount Physical Class Skill)-

You gain a knack for being where you want to be and where others do not want you to be. You are overall sneakier, straight up faster, better able to chain your abilities, and more maneuverable with where you put your body. One of these aspects is your focus and becomes greatly improved.

*may be purchased again at full price to gain a powerful movement ability focused on damaging the target at its location which may only be used once a day. This power is easily melded with others to achieve unique effects.

Warrior (200CP: Discount Physical Class Skill)-

What is a warrior that cannot weather the assault of his foes? A corpse. You gain incredible natural regeneration that lets you weather what your opponents bring to bear better so long as they do not hurt you too much at once.

*may be purchased again at full price to have a special technique of your own devices that will drastically heal you. However you are unlikely to be able to pull this ability off more than once a fight. This power is easily melded with others to achieve unique effects.

Mage (200CP: Discount Magical Class Skill)-

You become dangerous at pooling your knowledge into a single moment of action. When it comes to pulling out the extra power you need you are a superstar, unfortunately this does not increase how good you are overall, so opponents that can survive through this onslaught will find you easier prey afterwards.

*may be purchased again at full price to gain a powerful damaging ability that can hurt a large swathe of people at once, but is not conducive to repeated uses. Hordes of enemies balk when they know you have this power at your command. This power is easily melded with others to achieve unique effects.

Guardian (200CP: Discount Magical Class Skill)-

You become durable beyond measure, tackling a mountain is an easier feat than bringing you down.

*may be purchased again at full price to gain a lockdown ability that stifles your opponents movement and actions, affecting everyone in a decent area. In confined spaces you can really put a damper on your opponents plans. This power is easily melded with others to achieve unique effects.

Lord (200CP: Discount Magical Class Skill)-

You become the shotcaller and leader, very skilled at convincing people to follow you and get what they need done now done.

*may be purchased again at full price to gain a lockdown ability that lets you summon a wave of minions to aid you, one ogre like fellow, three melee soldiers, and three archers. These must be summoned together. The Soldiers are fast strong and durable and the ogre is them but more, the archers are frail in comparison but their aim is unbelievable, they will require food and rest though when summoned they are already full and rested, though they are determined and will die from starvation if you tell them not to eat. You may only have up to that combo of seven out at any time and if they die it takes a month before you can resummon them in their base form. This power is easily melded with others to achieve unique effects.

Hybrid (200CP: Discount Hybrid Class Skill)-

You are now very good at channeling the force of your mind along your own body. Any supernatural power you have can be poured through you and your weapons to achieve new effects. Want a sword that causes an explosion when you hit people? You can do it you freak, long as you know how to make things go boom in the first place.

*may be purchased again at full price to gain a strong enhancement skill which will improve one of your other abilities. These are held in charges allowing you to store a great many of them but it takes a week to gain another. This power is easily melded with others to achieve unique effects.

Monster (200CP: Discount Hybrid Class Skill)-

You are excellent at adapting to an area and making it your own. Strike your opponents from above by hanging from a tree or leave them trapped in a rockslide, given time you are better able to assail any who trespass in an area you have readied yourself in.

*may be purchased again at full price to gain the ability to establish an area as a lair. In this space you become stronger and faster and gain the full benefit of your territories defenses, you may only do this once month. This power is easily melded with others to achieve unique effects.

Legacy of Use (400CP: Discount Drop in) –

Your items become stronger as you use them, your feats with them feeding the items power. Sing a giant to sleep and your lute lulls people to sleep whenever you wish. Slay a dragon by charging through its flaming breath with your shield and your shield shall protect you better from fire from now on. By truly mastering the self you may have this apply to you as well.

Paragon (400CP: Discount Physical) –

You are a master at some skill or craft, be it weaving or dancing or even fighting. You are undoubtedly skilled in this to an almost para-natural degree and have an academic knowledge of this that makes it easier for you to teach others in it.

Beacon (400CP: Discount Magical) –

You may activate an aura that makes it so the nearer to you your allies are the harder they hit and the more they can take. Your presence revitalizes them and relieves them of their wounds and fatigue. Once used the ability only lasts so long and must then you must wait a long while. With use you can use it more often and its effects improve.

Body of a Mind[Mind of a Body?](400CP: Free Freak*cough* I mean Free Hybrid)-

Your mind strengthens your body and your body strengthens your mind. As one grows so too does the other, however this growth leaves as it comes. Are you one of the smartest people in the nation? Now you are one of the strongest too. Waste away under a curse untill you don't have the strength to stand? Your mind "grows" weaker and dimmer down to the point it was before.

Godly Craftsgod(600CP: Discount Drop In)-

You possess a proficiency at crafts of all sorts that sees the gods vying for your creations and the likes of Vulcan, Neith, Nu Wa and Arachne themselves eager to trade secrets with you and acknowledge your skill. The sharpest swords, the toughest towers, these are the things known to be among your craft, beyond what mortal artificers think possible. Though your creations and items which you fix or improve can regenerate over time, not at any cost but more that they seem to merely re-attain their previous form as you envisioned it.

Entirely too Strong (600CP: Discount Physical)-

You become a titan of strength, able to leap over mountains and come crashing down with the sheer force of your godliness or lift stone pillars that weigh as much as a stone pillar.(these things are heavy man, like 50tons heavy) You may also use your strength in ways that just do not make sense, punching hard enough that the shockwave hits people, or flexing to deflect blows from sources weaker than you. You become a master of the physical form and this strength will never hinder you with its bulkiness, even if it would, just flex yourself thinner.

Arcane (600CP: Discount Magical)-

You know things you probably shouldn't and some other things you definitely shouldn't. Knowledge that just should not be out there or is so inane and hard to find it might as well not be true is yours. You know that on the fifth night after the summer solstice the sacred thousand folded sword of weaboo –san explodes when directly asked why it cannot cut armor, asking at other times just makes the sword very confused and gives the owner a tummy ache. When someone has a dirty secret, you know it. As a side effect of this your magic can technically do anything… Technically. It becomes easier to create your own versions of popular techniques but things which go against the natural order of whatever form of magic you are using get exponentially harder, in a magic system without time manipulation you might be able to send a penny back one second in time but sending it two seconds back in time could kill you for example. This knowledge is academic and to do any physical actions you still have to teach your body how, though that might be quicker since you know how to teach yourself better.

Anathema (600CP: Discount Hybrid)-

The supernatural and even natural defenses of your opponent are like scattering leaves before you. Even defenses which manage to hold against you soon fall apart, though your blows and magic will be no stronger themselves. Before you, everything can bleed.

Items:

Gold (100CP) –

you gain enough gold to buy five small kingdoms, or like a tenth of Rome. This will be useful in bartering with gods or just getting mortal followers, though beware that giving this gold to your enemies makes them stronger.

Mortal Instrument (100CP: Free Physical) –

Any item used physically that is of the best mortal make possible. Get your excellent swords and well-tuned lutes here, just don't expect them to stay that way without care. These objects do not have any history.

Sign of Nobility (100CP: Free Magical) –

A sign of your authority and right to rule or control. This can be a crown or necklace that shows you as an authority. Everyone will recognize it as being a sign you know what you are talking about in one subject of your choosing and giving you instant access to places it is feasible (no they will not let you into the chamber of that active nuclear reactor). You can be as specific or broad as you want with the subject but once chosen it cannot be changed. Having the object also makes you actually better at the subject chosen.

Servant (100CP: Free Hybrid) –

Gain an immortal mortal servant to follow you around, do menial chores and give messages to people on your behalf. They are only as capable as they are trained to be and can still be killed. They are extremely loyal and dedicated to you. This person may be a previous companion at no extra charge.

Noble Mortal (200CP: Discount drop in) –

You gain a mortal follower who may purchase 300CP worth of perks, with an option to buy a background. This makes them far stronger than the normal mortals of the world but they are unlikely to best a god unless they pull some mad cheating. Their power grows with your influence but they do not necessarily agree with you on everything but they will do their best to work with you. This person may be a previous companion at no extra charge.

Weapon of the Gods (400CP: Discount Physical) –

You gain a mortal item that is truly wondrous in its craft and use. A bow that fires as many arrows as true as you can shoot and aim them. A harp that is able to make any sound you could imagine if you know how to play it. It is a mundane item that fills its purpose and more.

Focus of the Gods (400CP: Discount Magical) –

You gain a focus that allows you to channel your magic through it for greater effect. This is a staff or a symbol of office that makes you better able to wield the forces beyond the ken of any mere mortal. It will not help you sing better but it will may any beyond mortal effect more powerful.

Golden Chains (400CP: Discount Hybrid) –

This bizarre trinket allows you to put your power into other items at a direct scale, letting you grant skills or powers from your travels and experience to any who wear the item until the item is broken, upon which it returns the power to you in full force. You may also use this to transfer the power of others to you, though as soon as the item you are using breaks it returns to them. Should these items be copied in any way only one can draw upon that portion of the power at a time as they are holders and a connection to the power which is not duplicated with the items.

Artifact (400CP: Discount Drop in) –

You gain a charm of an artifact which serves a single purpose in empowering you. It might guide your strikes naturally to where they will do the most damage or grant you immunity to your enemies attempts to tie down your movements for a short time. The item is powerful but can only do that a single thing, no pulling double duty with these. It ignores armor or it turns you into a ghost person, it does not do both, though multiple artifacts may be combined for effect. The artifact may take physical form and will excel at its task, but despite being normally indestructible is always destroyable through some odd ritual or something, like babies blood at twilight or something, and no one wants to share with you what the rituals are. Oh and you can't have more than one of a single artifact, it breaks the Chronos-Janus continuum or something.

Friend (300 cp)-

You gain a friend of your choosing from this battleground of the gods to have become a faithful companion to you. Any faction that accepts you will accept them along with you. Yes this ignores the pariah factor you hybrid freaks have. This may be a previous companion at no additional cost. At an additional 100CP you may have this god choose 700CP worth of options

from this jump to augment their abilities, they may have any background for free but may not take drop in.

Drawbacks:

Maximum of two and only 600 CP may be gained from this section.

Zues wants you to stop pant fires (+100CP) –

Head god of the Greeks likes sleeping with everything and has taken an interest in you. He's entirely selfish and absolutely terrible at it despite how much this gets him in trouble. Like really bad.

Mute (+100CP) –

You lose the ability to speak to your allies in anything more than a small subsect of grunts and phrases, and you only understand similar phrases in turn.

Minions Rights Activists (+200CP) –

For some reason your worshippers are pissed about being sent to die, you will have a hard time gathering mortals to your cause and those neutral to your conflict will be more likely to lend aid to your enemies, or just attack you outright.

My Greatest Enemy? (+200CP) –

You pissed off another god and now they want revenge. They have entered the battleground of the gods with the express purpose of killing you. Unfortunately you have absolutely no idea that you have done this and the memory of taking the drawback is gone in jump.

Jump Party (+300CP) –

Your allies all like standing around jumping about rather than fighting your enemies and will try to get your foes to join them in their ridiculous merriment. Try not to get into any conflicts with more than 2-3 gods as otherwise your allies deaths will just make your foes stronger.

Broken Choice (+300CP) –

Every god thinks you are amazing at fighting and will all be clamoring to have you on their side and fight in ALL of their battles. But if you are not working for them, well you can't let the enemy have an advantage right? Choose your allies carefully.

Live ten years?:

You now have the option to choose the following options at the end of your 10 years.

Head home - go home with all the powers you have accumulated.

Go to another jump - continue through the jumpchain.

Stay here - Live the rest of your life in a world where mythology is real.

No matter your choice at the end of the 10 years the drawbacks become optional and any negative impacts of abilities go away, though cooldowns remain.

Notes:

-Body of a Mind only increases your abilities, if one is weakened, only the boost goes away, so no getting weaker or dumber than you were before you had the perk.