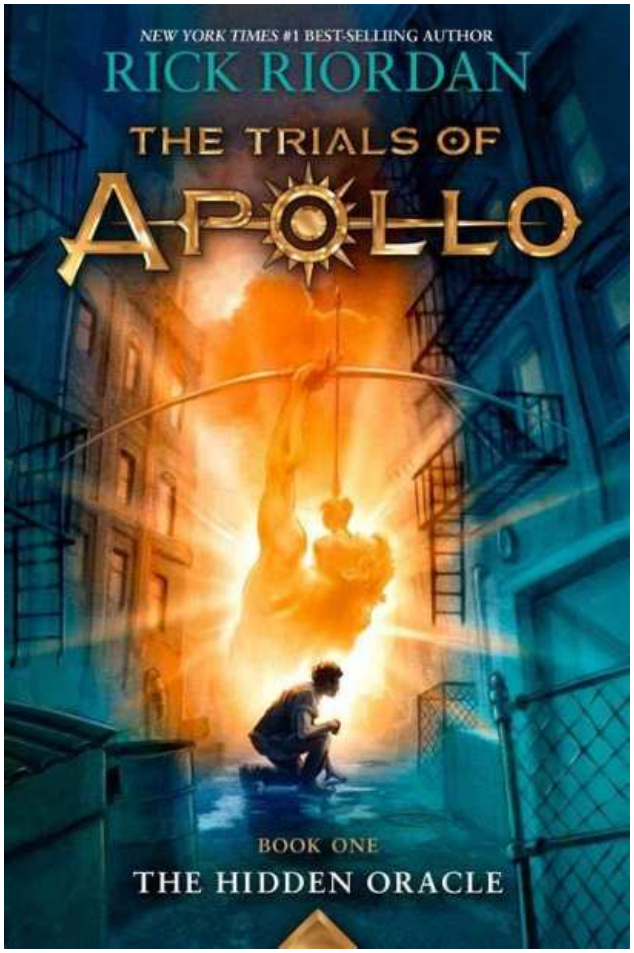
+Trials Of Apollo

By: u/Ze_Bri-0n, with help again from PriorPossible834, u/Sundarapandiyan1, and the reddit community



The Gods have fallen! Apollo has been punished for his role in the return of the Giants (See Heroes of Olympus by Rick Riordan) by having his divinity stripped away, and must now live on earth in the service of the Demigod daughter of Demeter, Meg.

The two of them must free all sources of prophecy from the machinations of an immortal triumvirate of Roman Emperors. Their names are Nero, Commodus, and Caligula.

You may have heard of them.

Take these 1000 Apollo Points to create a place for yourself in this world. You arrive as Apollo wakes up in a dumpster, and will be able to make your Ending choice after a decade.

Origin

Your apparent age is either 12+1d6 or 30+2d8 depending on what you prefer, though your actual age may be much greater. It's that kind of world. Your sex is the same as your previous jump, though you may change it - and freely pick your age - for 100 AP each.

Demigod

You are the half-human child of any god of your choice, though be advised that the more powerful your parent is, the more attention you'll draw from monsters and gods alike. Not every god normally has demigods - just look at the titans and Egyptians - but if you're willing to pay a flat 100 AP you may be the exception to the rule. In any case, you get Heroic for free in addition to the specific gifts you've inherited from your divine parent, and start in Camp Halfblood or Camp Jupiter: your choice.

Former God (100)

Once you were a God, a being of essence rather than mere mortal flesh... but something went wrong and you were stripped of your immortality, forced into the body of a human you are the most vulnerable you've ever been. However that isn't to say you're entirely helpless and at the very least your centuries of experience will come in handy, right? You start in a NYC dumpster, and get Heroic for free.

Imperial Agent (+100)

You may be a Living Myth, a soul brought back through the Doors of Death, or even simply an abused child but what is certain is that you've fallen under the influence of the Triumvirate and will begin as a servant in one of their courts- as a small mercy you may pick which of the three emperors you would prefer to follow. You may take Heroic, You Monster!, Legacy Camper, or one purchase of Goetia for free. You start in front of the Sutro Tower in San Francisco, CA.

Drop In

You do not get a dedicated line of perks or items. Instead, you get floating discounts to be applied to the 100, 200, 400, and 600 perk and item tiers, which can be spent in the general section. You may take Heroic, You Monster!, Legacy Camper, or one purchase of Goetia for free. You start in the lobby of the Empire State Building.

Toggles

I Am Jumper

It is possible that you've been to some version of this universe before, and normally that would be a separate continuity, but that is no longer the case. Now whatever history you previously held within the Riordanverse will be canon to this jump, though you should be advised that people may not recognize you at first.

Insert Self Here

If you wish you may take over the role of any canon character you wish, however you won't receive anything of theirs that would need to be bought with AP in this document without buying it yourself.

OTP

I understand that Piper and Jason ending their relationship offscreen was a... contentious... decision on Riordan's part. It was probably a nominative determinism/fate repeating thing, but it genuinely means that much to you, then you can assume that it was a temporary breakup, and the two would get back together long-term in two to four failed relationships, assuming you can ensure both survive.

Improvise, Adaption, Overcome

In addition to the original books, there are two really bad movies, an okay tv show, and a collection of graphic novels. If you prefer to go to one rather than the other, the option exists. Fan fics are also an option, I suppose. I'm not sure all of those would logically lead here though, so let's say you begin during the first non-prologue chapter, at the closest equivalent of your starting location.

Rick Riordan Presents

The franchise has been feeling a little crowded lately, but you may now pick and choose which - if any - of the books Riordan edits are canon to your specific jump. You can also sneak some additional pantheons that never appeared, if you want them there. The metaphysics say most of them should probably exist, even if they don't in canon.

Early Exit

Your jump ends as soon as the Trials of Apollo plot is handled, rather than lasting a full decade.

Canceling the Apocalypse

The series is ongoing and the world constantly needs saving, but the End Times will not actually or effectively arrive during your time here, unless you directly cause them to. You specifically will also never be collateral damage in larger or supernatural conflicts that aren't yours. There may be some close calls and disruption, but western civilization will survive mostly intact, and the timeline won't get erased or anything. This does not apply to the plot of ToA themselves.

Supplement Mode

You may add other stories into this world's timeline - with your interpretation of choice. This can mean using this jump as a supplement, but it doesn't need to. Contradictions and fan fics are welcome, but they don't have to know about each other; you can even place Misty divisions, or leave the past forgotten altogether. Of course, this also means you may determine how the metaphysics interact and which are dominant. Also the histories; Shadowhunters and the Daoshi Chronicles could easily be part of the Riordanverse, but who knows how Marvel or Alexandra Bracken's Lore would work? In any case, the additions should be set on some version of Earth, but we can make an exception for portal fantasy and adjacent realms and such. I encourage you to stretch definitions.

Perks

General

Discounts are half off.

You May Well Recognize the God and the Mortal (Free)

You have seen through the Mist that prevents mortals from seeing the gods and monsters which walk and fight among them. Unless actively directed, it will never fool you again. In other jumps, you have a more selective version of this gift, and will be able to perceive and remember groups you're connected to.

Lingua Olympia (50)

Demigods instinctively know their ancestral tongues, sometimes including edge cases. See Aphrodite and French. You exemplify this trait, and get intuitive knowledge of two more languages every jump.

Iris Messages (50)

Iris is the goddess of the rainbow and the former messenger of the gods; she still carries messages for those who know how to ask- and fortunately you do. Now by paying Iris through a rainbow (she accepts gold) you can send a holographic message to anyone you wish who is not in some kind of magically warded location.

Many Belief Systems (100)

Reality is fundamentally democratic; what is believed, becomes. Even outside this world, you can seek and find legends, folklore, and mythologies if they're sufficiently popular in that universe. Also, you can ensure all later jumps have an afterlife, and those which seem like they ought to include wizardry will have an appropriate variety. This would include most worlds with supernatural creatures or active mythologies, but it's subjective, and perhaps you feel differently. Anyway, the magic and afterlife won't necessarily be consensus-based, but it tends that way, and they'll exist.

Clear Sight (100)

You are especially resistant to illusions and other mental magics, especially the perception filters and blindspots that keep mortals from seeing the supernatural in whatever worlds. You can also navigate what's left of the labyrinth.

The Stamina to Be Mortal (100)

You have a concrete identity, basic creativity, and the ability to learn from your mistakes. You can retain the will to continue existing, even if you lose your purpose, and understand how it feels to be thwarted or tossed about by greater powers. You'll never forget it. In other worlds, you will reserve the advantages of humanity, even if you leave it behind, and will always be considered spiritually or metaphysically human - except when you'd prefer not to be.

Hellenism 101 (100)

You've devoted your life to studying GrecoRoman spirits, monsters, and daimons. You recognize most on sight and know almost all their powers and weaknesses. This knowledge updates to local myths every jump.

Divine Favoritism (100)

One of the gods has particular affection for you - in a healthy way. You may choose to be their child or paramour if you wish, but neither is strictly necessary, and neither grants extra powers directly. You may be similarly favored or related to another god in each later jump, even if they aren't real or fertile there.

Blessings of Leto (100)

The goddess of motherhood favors you, and has granted you the skills necessary to care for and guide any mortal or immortal into healthy adulthood, even while juggling other responsibilities.

Witness Me! (100)

The Mist, its equivalents, and various flavors of mystical colorblindness do not apply to you or your creations unless you unless you want them to. Mortals will be able to see you clearly, without any of the problems that might normally cause in and of itself. You can also grant people clear sight.

Hear My Prayer (100)

Gods are more responsive to your prayers, even if they aren't necessarily more helpful. Even those who cannot normally hear prayers receive yours anyway.

Oracular (100)

There's a dearth of true prophecy at the moment, but like Rachel, you have minor prophetic powers, even without magic or outside assistance. If you traffic in augury or divination, you'll prove unusually reliable and clear; if you practice magics, you'll always have access to their precognitive portions. You could take this further with the right divine patron, but this much at least is your own.

The Jumper Cabin (100)

As long as you aren't a drop in, you may choose to be closely related to one existing figure every jump, whether living, legendary, or historic. This does not give you any additional powers, though it might give you some latently.

The Second in Centuries (100)

While you're currently untrained, you have a knack, which grows with your overall talent, for a specific discipline of magic like healing or divination. This may be taken multiple times, and if you've bought supplemental Goetia, you can also be used to purchase any secondary, supplementary powers and skills associated with them, like hermetic stormwardens and Potterverse parseltongue.

Goetia (200)

You've spent a few years learning some form of Greek or Roman magic. You're not the blood of the pharaohs or a child of Hecate, but you're talented in an ordinary sense and specialized as you wish. If you want to branch out, you purchase this additional times for additional forms of magic at 100 AP each. Variants are accepted, but unimproved, and lost or restricted types are available.

You Monster! (200)

You are a monster in the literal sense, like a cyclops or a centaur. This does not take away your mortal soul, but it comes with a monster's immortality, meaning you don't technically "die" when you are killed by most means, and may reform, though that usually takes too long to save your chain. Don't get too caught up on the details; if you want to be a male aura or a female satyr with monstrous immortality, go right ahead.

Heroic (200)

Mortals can't wield celestial bronze, eat ambrosia, or wrestle monsters, but you have the basic powers of a demigod, so you can do all of that and more. Your brain is hardwired for battle and ancient Greek. You're resistant to the Mist, and a number of forces consider you important. Beware repeating the old legends. You can reflavor as appropriate, but additional powers are not included.

Golden Imperialist (200)

Chrysaor found a way to make gold toxic to monsters and let it affect or harm the supernatural. That secret was lost during the fall of Rome, but you remember it, and may consecrate gold in any major temple. Camp Jupiter would have killed for this a few years ago...

GETM Off My Back (200)

The spirits and monsters you've summoned or bound to your will or service cannot die easily. They can still be killed, but they won't die by most means. Eventually, your minions will reform and return, even if they shouldn't, and it's all the faster if they serve you closely.

Mystokinesis (200)

You are especially skilled at controlling Hecate's mind-manipulating Mist, and can use it to cover your actions in other worlds and on a grander scale than others might. Even demigods and magicians may be fooled by your talents.

Insert Name Here (200)

You are experienced performing spells and rituals under the worst conditions, and will never misread or misspeak them without active sabotage. You also get discounts on all your purchases of Goetia.

But A Goddess of Magic Can! (200)

When using magic, you are intuitively aware of - and can reflexively adjust for - certain conditions, like current longitude, time of day, or the date. When necessary, you can bypass them, albeit at a cost.

The Lightning Beast (200)

Like Nero or Zeus, you are a master of abusing your children in such a way that it bends to them your will and ensures their loyalty. Your cruelty only breeds a fearful loyalty in those dependent on you.

Twenty Seconds of Training (200)

You soak up basic - but only basic - training like a sponge. It levels off after the fundamentals, but many heroes have been forced to quest with minimal teaching, so every bit helps.

Legacy Camper (200)

One of your parents or grandparents was an ordinary, Olympian demigod, and you were lucky enough to inherit a watered down version of their powers. More than Octavian, at least.

Escape Your Fate (200)

Destiny and its curses have no hold upon you. You may not be able to directly change the fates of others, but you can freely defy your own, and perhaps that will have knock down effects.

Centennial Swordsman (300)

You are beyond a natural with a sword, spear, or bow; your choice. Your talent puts you in the same league as Percy or Luke, which also lets you intuitively and efficiently combine your fighting skills with your powers, without compromising either. It's harder with other weapons, but it can be done with the classics.

Rex Sacrorum (300)

You know how to appease and feed the gods via worship and sacrifice, you are a master augur, and you know how to enhance your magic by invoking gods on a case by case basis. It's more deliberate and generalized than the Egyptian version, but it works on any gods and any magic. You may teach these skills to others, but few will reach your level.

Ptolemaic (300)

You have the ability to hybridize equivalent forces within yourself. Magic with magic, godhood with godhood, etc. This and other mixings will always improve your powers, but Setne or Serapis were special cases, so don't

expect to become immune to the purer stuff. You can still use the standard versions, or break them down later, additional purchases of Goetia are half off for you. This stacks with the discount from Insert Name Here.

Modern Myths (300)

Apollo never meant to usurp Helios. Mortal belief shifted over time, and one day he just kind of woke up as master of the sun chariot and other assorted duties. Like him, you can gain new divine powers and abilities from your reputation, if it's widespread enough. It helps if you're already a god. Additionally, you can change yourself and some of the supernatural forces or powers and whatnot you bring with you or create or so on to adapt to the world they find themselves in. This often involves a level of powerscaling, but you didn't think the sun chariot started as a lamborgide, or that Mjolnir always got tv channels, did you? When you will it, that kind of thing can quickly and easily happen to you and yours - though you can stave it off entirely, if you prefer. As a side benefit, this perk upgrades legacies who have it to full demigods.

Actual Oracle (300)

You may, wholly under your own power and regardless of Python's play, provide poetic prophecies of the future, more or less at will, though occasionally uncontrollably. You can also act as the mouthpiece of the gods. If you are yourself a god, you are a god of prophecy, and you may grant others these gifts.

I am Trained to Fight Gods (300)

The Olympians are a uniquely unreasonable pantheon - someone ought to humble them, and perhaps it'll be you. While that has consequences, you are naturally suited to combating deities; not only are you good at fighting from a disadvantage, your strength surges and your instincts sharpen against divine forces. Your powers bypass half their strength or magic resistance, and you can better resist or break their curses and attacks. Also, if you're competent with a magic system, you can intuit or invent its anti-divinity spells, which work particularly well on its own gods.

I Name You (300)

In Egyptian magic, everything in creation has a secret name, which holds terrible power over them. Generally, only the person themselves - and the person closest to their heart - can share it. Still, you are exceptionally good at uncovering or acquiring names such as these, even where they should exist, and even when you fail, you can impose a temporary name for the purposes of execration specifically, if you have sufficient knowledge of and parity with the target, though it's only half as effective, and doesn't work for the shadowy version.

Demigod

Through the Horn Gates (100, Free Demigod)

When relevant, Greco-Roman demigods can see visions of the past and present in dreams. You receive these dreams more often and more clearly than most, and are harder to discover than most such watchers. Also, gods may visit you in dreams, even if they are imprisoned or normally lack that power, but this won't let them hurt you.

Heroism 101 (200, Discounted Demigod)

You've spent several years at Camp Halfblood, and learned innumerable skills, from sword fighting and pegasus riding to foraging and navigation. You are well-prepared for most any quest, and have already been on several over the years. You could also be a graduate from New Rome's legion, but honestly it isn't worth it.

Superhuman Qualities (400, Discounted Demigod)

Some gifts are too powerful to be given freely, or so the gods say. Despite this, some accident of birth or twist of fate or blessing has given you an additional and exceptional power or small suite thereof, such as Leo's pyromancy, Frank's shapeshifting, or Meg's karpoi control. It may be something from canon, or an invention of your own. Grover, Achilles, and Heracles also proved that it doesn't strictly have to be an inheritance, but options also include unusual ancestries like the blood of the pharaohs, and you can distantly relate to gods and such beyond your pantheon; even the childless ones. This can be taken multiple times, and will not cause you to combust from having too many gifts.

An Ancient Name (600, Discount Demigod)

At any other point in history, you'd be the strongest demigod alive. Hercules doesn't count. As it is, you're still powerful enough to stand shoulder to shoulder with legends like Percy Jackson and Leo Valdez. Your divine abilities are an order of magnitude stronger than your siblings', and if you weren't a demigod before, you are now, with a parent of your choice. You were also named after an ancient hero of choice, which seems to mark you as significant to fate. Choose wisely; heroes often seem to fall into roles and repeat the legends of others. You must take A New Epic for zero points.

Former God

Memories of Eternity (100, Free Former God)

You may not have the perfect memory of a deity, but you've been around for a long time, and you've learned quite a bit, some of it obscure or forgotten by the modern day. You gain a similar amount of information about all later jumps as soon as you arrive.

My Old Friends (200, Discounted Former God)

Sometimes, having friends - or at least people that owe you - is better than having phenomenal cosmic power. And you certainly have friends. In this and all future jumps, you have a positive relationship with numerous divine and mythical entities, if any. You may even choose to be a blood relative, but it doesn't give you extra powers on its own. If none are explicitly known, you'll have other influential allies and debtors.

Prophecy Armor (400, Discounted Former God)

You're not immortal - anymore - but the Fates are adverse to letting you die, so they give you a hand when necessary. So long as you keep your wits about you and strive as mightily as you reasonably can, you'll probably

never die in battle or accident. That said, they aren't omnipotent or infinitely patient, and the more you rely on this, the less effective it is.

Immortal Skill (600, Discounted Former God)

You can become so skilled that your sheer prowess becomes magical in its own right. Songs that kill, art that lives, machines beyond mortal ken; the works. At this point, you've only got one such talent remaining, but given eternity? You could replicate many divine powers by expertise alone.

Imperial Agent

Through the Doors of Death (100, Free Imperial Agent)

Either you yourself appear in the historical record, or you've assumed the identity of an existing figure, such as Medea or Odysseus. In either case, you can walk around the mythic world and be recognized. This extends to other jumps on Earth. Good luck figuring out how this works with certain ancestry.

Honor Amongst Thieves (200, Discounted Imperial Agent)

When working with tyrants, murderers, and other villains, the biggest issue is always treachery. Fortunately, there's something about you that makes people reluctant to betray you as long as you're honestly not intending to betray them. You're also pretty good at predicting when and how those few who bypass this strange charisma will do so.

Little Boots (400, Discounted Imperial Agent)

You can defy the subtle and insidious forces that keep great heroes and villains alive; plot armor and prophecy. In fact, your fate is wholly your own, and you could easily escape your destined death if you desired to. Narrativium is equally impotent against you.

God-Emperor (600, Discounted Imperial Agent)

You're a minor god like the Emperors of the Triumvirate, which means you have the basic powers of a deity, like immortality and divine strength, plus the ability to hear prayers and appear in dreams. You aren't bound by the ancient laws and don't need to worry about fading or obscurity, but you also don't have any godly domains, or any additional powers, like teleporting, shapeshifting, and bilocation without additional perks. You could be a new Ares or Athena with An Ancient Name, but Legacy Camper would leave you with Iris and Geras.

Items

Unless a timeframe is stated, these are returned, replaced, or replenished after 24 hours.

General

Greek Textbook (50)

The legends repeat themselves more than you'd expect from divine habit. I'm not saying there's some kind of narrativium in this world, but if there is the narrative for Greek heroes is probably Greek Tragedy, so this book contains a wide variety of myths and legends, with particular focus on those you may soon encounter or repeat. You get a similar text in later jumps where stories repeat themselves and tropes or myths are facts of life.

Hoplon or Armas (100)

Only an immortal weapon may slay an immortal being; you have one in a classic style, which you may use with or without meeting the usual requirements. Bows naturally come with quivers of arrows. Whatever their form, they're forged from one of the magical metals, and are therefore particularly deadly to monsters, even those from other worlds. Some species are resistant, but I'd expect it to kill anything from Martin Chatwin to Evening Winterrose. This may be taken multiple times, and the first is free. For an extra 50 AP per weapon, it's enchanted to take on a concealable second form, like a pen, ring, or pendent.

Magician's Kit (100)

A bag containing several objects designed to help you do magic. The Egyptian set contains a curved wand, a collapsible staff, some wax, and stationary. The Greek or Roman version seems to involve note books and mistform cards, though woodland magicians may have pipes instead. Additional kits are priced at 50 AP each, for whichever form of magic appeals.

God-Away (100)

A book or scroll or so on filled with spells to combat (if not kill) meddlesome immortals, whether that means warding, sealing, or proactive hunting. Also, while you must select a default system, and it never seems to shrink or grow, this text somehow contains equivalent spells for every style or system of magic the reader has learned. They're extra effective if you match the magic system to the god, and tailor the spells to the target, but they're generally applicable, and the original works perfectly on pantheons without their own magic systems. This is free with I am Trained to Fight Gods, and redundant with that and Goetia.

Nectar and Ambrosia (100)

A square of godly food at a bottle of godly drink. They are supernaturally delicious and heal demigods in small quantities, but overindulging can be fatal- particularly for mortals.

Akhenaton's Curse (100)

A scroll containing the lost incantations for inflicting and curing a magical, hereditary, and inevitably fatal illness. It doesn't strike every generation, nor every person in that generation, but it's quite horrific when it does. Worse, it lasts for millennia, and gets worse when the victim performs magic. You receive an equally potent curse and countercurse of your selection or invention, under your magic system of choice, every later jump or decade.

Daedalus's Labyrinth (200)

The magical maze beneath the skin of the world, which distorts the fabric of spacetime and has access to many remote or protected places. You have no special ability to navigate it, but the maze will continue existing in other settings.

Fire Wood (200)

Several logs with a number of useful properties. When presented to someone with a troublesome bloodline - cursed, overly gifted, mixed in all the wrong ways - a piece of this bonds to them, and obviates the effects. The only price tag is that when their log is destroyed, so are they. You get a new collection every jump or decade.

Demigod

Armor (100, Free Demigod)

You possess a set of celestial bronze or imperial gold armor, fitted to you and based on the ancient Greek or Roman style.

Golden Drachma (200, Discounted Demigod)

A pouch full of golden coins, which will be accepted by supernaturals of all stripes - even the ones who don't usually care for currency. Don't worry about ripping them off - they'll benefit somehow. This replenishes once a month.

Meiliai Seeds (400, Discounted Demigod)

Seeds from which seven primordial dryads can very quickly spring. As their planter, they will be very friendly to you, which is not a small boon given their strength. You get a new set every jump or decade, and planting them not only makes nature more potent, it also allows other, lesser nature spirits to flourish and appear.

Camp Halfblood (600, Discounted Demigod)

A magically protected summer camp which doubles as a training ground for heroes and demigods. It is fully supplied and magically defended. Somehow, it continues to receive Olympian or local demigods in later jumps, some retroactively. Since demigods tend to become household names if they survive their childhoods, and most jumps lack monsters who target them specifically, this may become a place of significant influence, especially since you can be camp director when desired. For double points, you may take the Roman Camp Jupiter instead, and be considered the consul of New Rome. Unlike the Greek version, this is a hidden city filled with adult demigods and legacies, who will serve you semi-loyally. Remember that civil wars are Rome's national pastime.

Former God

Instagod (100, Free Former God)

You have an account on a divine social media site, which can be reached via the internet, or magic. This will make it easy to get into contact with divinities from any jump, even past ones, which can be useful, but may

come with certain restrictions. Perhaps you can convince Iris to increase service areas to other jumps, channel Horus from another world, or pray to Apollo for miracles elsewhere, for example.

Summoning Corkscrew (200, Discounted Former God)

This corkscrew isn't sympathetically bound to a demon, but when you destroy it, it releases a vast amount of energy extremely well suited to summoning gods of any sort. Respawns only once a year if used.

Symbolic Tools (400, Discounted Former God)

The Master Bolt, the Helm of Darkness, and the Trident of Poseidon may have started as magical objects, but in time they've become something more, and the Sword of Hades was intentionally made as a symbol of power. You've lost - or never had - your equivalent, but you do have a set of tools perfect to carve and forge and enchant similar artifacts, for yourself and for others, even for those that aren't strictly part of you, or from this world. You'll need to find some appropriate materials, but they can stretch and strengthen and manipulate the powers significantly.

The Book of Lester (600, Discounted Former God)

A spellbook containing an incantation for stripping a god of their divinity and trapping them in a mortal form of the user's choice. As with the Book of Overcoming Set, the tome itself is a vital component, and cannot be read without casting the spell. It also vanishes after use, only returning after a jump or quest to find it. Each casting is also unique, as the contents fit themselves to the magician and target and the desires thereof, though the difficulty is proportional, and it helps to match god to magic system. Fortunately, the spell affects tulpa-gods and competing pantheons outside PJO, though it may not work on the Valar or Lord Ao.

Imperial Agent

Praetor Cape (100, Free Imperial Agent)

A stylish and magically protective cape, which will never get stuck or cause other issues as a result of being a cape. Free cape or cloak import.

Fasces (200, Discounted Imperial Agent)

An ancient Roman symbol of status in the form of an ax. It won't give you immortality, but it does contain a certain amount of magic, is useful in certain rituals, is instinctively respected by mortals, and may somewhat focus your divine powers. Perhaps you can improve on it with time? You may also take a bow, scepter, or so on if you don't care for axes. Whatever its form, it's a symbol of power, albeit a minor one, and cannot be stolen by gods.

Neo Jumperus (400, Discounted Imperial Agent)

A collection of ritual paraphernalia designed to let you capture and usurp a god. It's not as good as Setne's setup, so they have to be present and severely weakened in most cases, but if you follow the instructions, most forms of godhood can be yours, assuming you win the ensuing struggle.

Modern Empire (600, Discounted Imperial Agent)

You have enough wealth and influence to make the Triumvirate a quadrumvirate. We're talking about billions in the bank, numerous assets, and innumerable favors, plus thousands of minions, a minority of whom are magicians, monsters, and demigods. They're only followers, so upgrades don't carry over and they only replenish at the end of the jump, however. The wealth, though vast, is similarly limited.

Companions

Standard Stuff (50)

You may import up to eight companions for 50 AP each, with the last two being free with the purchase of six others. They receive 600 AP to select origins, perks, and items.

Canon Character (100)

Any one canon figure that you can convince to come with you may be made into a companion. This may be taken multiple times, but each must be designated at purchase.

Hellenism (100)

The gods and monsters and metaphysics of GrecoRoman mythology now follow you into future jumps. They don't even need to be imported, though you can refrain from bringing them when you prefer. They will be power scaled to the local setting.

Any Other Pantheon (200)

The gods and monsters and metaphysics of one mythology or religion of your choice now follow you into future jumps. They don't even need to be imported, though you can refrain from bringing them when you prefer. They will be power scaled to the local setting. Pantheons that didn't appear in canon cost an extra 100 AP.

Talking Horse (50)

Look, I don't know what's up with Incitatus. I don't think anyone knows what's up with Incitatus. But just like Caligula, you have a talking horse who's smart enough to make a decent consul.

Former Immortal (50)

Once a nymph or a deity, this individual has lost all that they were, and struggles to reinvent themselves with only some age-old wisdom and a few skills leftover from their divinity.

Protector (50)

A satyr - not a faun - trained to seek out demigods and escort them to Camp Halfblood. This one is a particular friend of yours, and his woodland magic is top notch. In later jumps, he will be able to locate and hide similarly "special" individuals.

Arrow of Dodona (50)

An arrow carved from a sacred grove's wood, granting it sentience, great knowledge, and the ability to access WiFi. Does not need to be imported into later jumps.

Lester, the Most Worthless of Teens (50)

Despite his acne, this apparently-young boy is the mortal incarnation of Apollo, yes that one. If you can convince him to come along, he becomes your companion at the end of the jump, but he doesn't get his godhood back until the chain's end unless you pay an extra 600 AP. Even without it, he still has Instagod, a few sparks of divinity, and the entire Former God line, so he'll be pretty impressive if you can put up with him.

Percy Jackson and Annabeth Chase (100)

The original MC himself, the Son of Poseideon started with Heroic, Centennial Swordsman, Through the Horn Gates, and An Ancient Name. He manually acquired a magic sword and Heroism 101. Annabeth Chase, whom he shares a companion slot with, has a similar kit, though without An Ancient Name, and she's a Daughter of Athena who traded the sword for a knife and hat of invisibility.

The Kanes (100)

The protagonists of the Egyptian spin-off, Carter and Sadie Kane, who each have Goetia: Egyptian and *two* copies of Superhuman Qualities: blood of the pharaohs. From there, Sadie has Insert Name Here and specializes in the divine words, while Carter is a combat magician with Heroic. They share a companion slot.

Magnus Chase (50)

Magnus is not a natural warrior like his cousin Annabeth, but he's a son of Frey from the Norse spin-off with the magically enhanced strength of an Einherjar, plus a divine sword, Goetia: Alf Seidr, and most of the Norse version of Heroic.

Drawbacks

You may take any number of these for more points. They are revoked at the end of the decade.

Stay Extender (50)

Your jump lasts an extra 5 years. That can mean arriving early or leaving late at your discretion. This may be taken multiple times, but you only get points for the first six if you don't take Lamia's Curse, and after that it only extends by 2 years.

Allergies (50)

You are moderately allergic to something found commonly in nature, such as oak or pollen. It's a manageable issue, but an issue nonetheless.

Jumper Fiddled While Rome Burned (100)

You've got something of a reputation. An incorrect and infuriating one, to be specific. It's usually not debilitating, but it'll get very annoying.

Greek and Roman (100)

You have at least two distinct incarnations or aspects or personalities, not unlike the Olympians. This isn't usually a problem without something actively exacerbating it, though your different forms may have their disagreements. If taken with Insert Self Here or similar, you have the perfect excuse for having multiple identities or a contradictory past. I suppose you could even be a composite being.

ADHD and Dyslexia (100)

You have the aforementioned disorders, though the latter does not apply to Latin or classical Greek.

Fading (100)

Mortal culture has a certain amount of impact on gods and monsters, but for their survival, the most important thing is the determination to persist.. You are no exception, and must maintain your will in order to survive, though even depressed gods can survive for a while. This is worth triple if you used the Stay Extender to lengthen this jump to over two centuries.

The Mind of God (100)

Jumpers who take God-Emperor don't have to worry about it, but gods do not have dreams or consciences - at least not in the way humans and demigods have. Now you don't either, which'll lead to all sorts of psychological issues and poor decisions.

Too Important to Bite it in Indiana (100)

For whatever reason, you hate Indiana, which is unfortunate, because your starting location is now Indianapolis City Hall.

Don't Trust the Wiki (100)

Select one of the other series which comprise the Riordanverse. These are Percy Jackson, the Kane Chronicles, Heroes of Olympus, and Magnus Chase. One of those series now happened or worked radically differently than it did in canon. Maybe Percy died in New Rome. Perhaps Loki redeemed himself. The Kanes could be more Zelda than Naruto. The general outline happened, and clearly the world is still here, but the current situation is radically different. Worse, you do not remember the nature of the change, though you may determine it.

Earthbound (100)

For one reason or another, you cannot enter the otherworlds, including Olympus, the Underworld of Hades, and the Duat. Any attempt to do so is fruitless.

Did You Even Read the Book?! (200)

You've lost your Trials of Apollo metaknowledge. You might be familiar with the rest of the Riordanverse, but you don't know the plot of this installment. For an extra 100 AP, your only memories of Riordan's world are myths and in-jump knowledge.

Monoculture (200)

The Mist hides the gods, monsters, and magic of non-Hellenistic cultures from you. This might actually be the default to some extent, but it's more or less absolute for you. Your cousin may be a demigod, your classmate may be a magician, and your fiancé may be a Valkyrie, but you'll never know if they aren't associated with Olympus. Even hybrids are usually hidden from you, though Water and Potassium can override this during the crossover event itself.

The Most Important Thing: Me (200)

You are selfish and proud, and the fates themselves are intent on teaching you a lesson. Whether you're an Apollo or a Caligula depends on what kind of person you are.

No Soy (200)

The ancient plague spirits called nosoi have a grudge against you, and keep returning from the dead or escaping imprisonment to continue harassing you.

Water and Potassium (200)

You keep running into magic and monsters from outside your culture sphere, though the Mist won't prevent you from seeing them in this case. Even if you're familiar with them for out of jump reasons, or try to research them, the specific versions will consistently surprise and confuse you. Worse, many of them have strange, often inconvenient reactions to your powers. It's not exactly resistance, but it must be accounted for.

We are Family (200)

Classical mythology is less of a family tree and more of a family tumbleweed. Most people don't mind, but unfortunately, you're one of the rare few who actually care about your relations and want to get along with them. All of them. Which isn't to say you can't fight Grandfather Kronos is need be, but you'll do so with a heavy heart. You'll also try to interact with some of your less problematic but still contentious kinfolk upon occasion, which may put you in the firing line.

Deity Grade Daddy Issues (200)

Like Meg or Apollo, you grew up in a seriously screwed up home, and are left with all the long term psychological consequences that come with that.

Gun Control (200)

Modern weapons tend to malfunction in demigod hands, and magical metals are too rare for bullets, so there's rarely a point to it. No one will know this better than you by the end of your time here; any armament more advanced than a sword or bow is going to fail and break down in your hands, probably on the first try.

No Active Powers (300)

You may have the enhanced body of a demigod and perhaps some extra intuition, but beyond that? Nothing directly combat-applicable. Sure, you might dream the future or forge masterworks or perform arcane rituals, but you'll be wishing for fireballs and lightning bolts real quick. Many of Athena and Mars' children are in this boat already.

Godly Grudge (200)

You hate one of the Olympians for some awful wrong, and you seek revenge. This doesn't mean that you can't necessarily put your quest on hold or even help them during a crisis, but it does mean that you won't be biding your time until you leave this jump and can forcefully summon a tiny, helpless aspect of their being to endlessly abuse.

Because I Killed Him (200)

One of the Triumvirate emperors - or an immortal of equal stature - despises you specifically. You're not necessarily the focus of their entire life, but they'll spend significant energy making your life difficult - or preferably end.

Now You See Me (200)

The Mist and other forces don't cover you or your activities without active effort, and I don't mean on Hecate's part. You can still use it, but if you fight a drakon in the middle of New York, everyone will see you fighting a monster out of the Bibliotheca. The good news is that it won't short-circuit any brains.

Lamia's Curse (300)

Regardless of age and demigod status, hostile monsters are strongly attracted by your scent, almost as though you were an aware, teenage child of the Big Three.

Demigod Master (300)

Like Lester, you have been placed under the power of a demigod. You must more-or-less obey them for the duration of the jump, or face the wrath of fate, Zeus, and your Benefactor. They're reasonably intelligent and moral, but it'll still be a pain, even if you don't need to keep them alive for the jump or anything like that. For double, they're on the opposite side of the coming conflict, though you may be able to talk them around.

On the Styx (300)

You are magically obligated to uphold your oaths and promises; breaking them inevitably leads to tragedy. The more dire the oath, the more terrible the curse.

A New Epic (300)

No matter what you do, your life here will be the stuff of legends. There will be brotherhood and betrayal, love and loss, violence and victory. While you have no guarantee of success, you will be fated to go on several perilous errands during your time here, make many enemies, and fight in many battles. The only way to escape this fate is to die and be sent home. They won't necessarily be on par with the main plot of a series, but they'll be big by local standards. Woe to any who try to escape their destiny.

Lester's Master (400)

You're the master of Apollo now, congrats. You need to go on a quest with him and get him his divinity back or you fail the jump. Regardless of you power, this adventure will push you to your limits. If you succeed, you can companion Apollo for free.

The Ancient Laws (500)

Even if you're as mortal as Estelle, you are bound to the unbreakable laws that govern the Olympians. These laws are a little hard to pin down, but we can say with certainty that you cannot usurp a god's symbol, invade a god's domain, or strike the first blow against individual mortals without some kind of excuse. Divine forms are *probably* reserved for divine opponents, and your demigod children must be kept at a distance. Certain customs and trials are also sacrosanct. It's cruel, but important, and there are exceptions to most, if you know how to find them. War creates many loopholes.

End of the Freaking World (600)

After thousands of years of dormancy, the Triumvirate made their move, the Terror of the Twelve Houses escaped, and Ragnarok nearly came. It's only been a decade or so, but this is not coincidence- nor the end. Somewhere deep in the universe, at the extreme of all dimensions, *something* has shifted, leading to a surge of chaotic power the world round, with innumerable manifestations. Without you, humanity might not survive the dark days ahead.

A Cat, a Severed Head, and a Jumper (600)

You are a mentor to some small group of young heroes, connected to yet another mythic or legendary cycle on the brink of apocalypse. It is your duty to train them, test them, and prepare them for what is to come. Like Bast, you may be heavily involved, but stopping the catastrophe will ultimately be up to them and not you. If they are still on good terms with you at the end of the jump, you may take the survivors as a group companion.

Trials of Jumper (1000)

Zeus didn't blame Apollo for the giants - he blamed you. You are stripped of all perks, powers, and items except your body mod and clear sight. You will have to go on a grand adventure to prove yourself worthy of regaining them. If you fail, you are sent home as though you'd died.

Ending

After ten years here, you may select one of these three options. In any case, all drawbacks are removed once you make your choice after a decade in this world.

Stay, Go Home, or Move On

Ze_Bri-0n's Notes

While it puts new ancestors and magics and forms on the table, Supplement Mode doesn't change prices, so results should be roughly equivalent, even if it goes against canon.

Also, when I said contradictions are welcome as supplements, I mean it. If you want to live in a world with a dozen mutually exclusive King Arthur's or something, *go for it*. And if the story you want has some broader context or series you wish to ignore, feel free. You can mix things together if you like, but you don't need to. If one (or more) of those stories has a multiverse, you can use that however you want, and put some of the stories on parallel worlds. You can also figure out how you want fanfics and later canon to work.

With You May Well Recognize the God and the Mortal, my benchmarks are that an October Daye thin-blood could see Faerie without ointment, a Fablehaven shadow charmer could see dark creatures without Milch milk, Myrtle's parents could visit Hogwarts, and Maki Zenni could see curses without special glasses or her sister dying. That said, it will not necessarily let you see Norse or Egyptian stuff just because you can see the Greek parts of the universe.

Goetia will always leave you with a reasonably complete education, even if it's supposed to take decades. It's also intended as a chance to acquire a dizzying array of noncanon or jumpless magic systems via supplement mode, even if they don't use the m-word. Let's say up to 200. Please note that Tedd Verres, Callum Hunt, and Kagome Higurashi are more Superhuman Qualities than The Second in Centuries.

Given the metaphysics, a pantheon does not need to explicitly exist in canon for you to buy things from it, and nothing has to be from a particular pantheon unless it specifically says so, and anything related to divine ancestry can freely come from childless gods unless it specifically says otherwise. If you want to be an Irish god with Slavic magic and Egyptian ancestry who hangs out with Innanna and beefs with the Buddha between lessons from Lancelot, I'm not stopping you.

Combining Ptolemaic with Modern Myths will allow you to hybridize the cosmologies and magic you spread, share, import, continue to experience, and so on. Combining Modern Myths with the Stamina to be Mortal prevents you from losing individual divine abilities (as opposed to divine power, as in magical energy) when people forget about, stop believing in, or change how they believe in you. This applies to all forms of divinity you possess.

Those who use The Book of Lester may leave escape clauses at the time of casting, in case you want your victim to eventually return to immortality. They can also try to earn their godhood on their own merits, but it's otherwise permanent, and usually precludes simply being *given* their divinity back by superiors with that power.

If you're wondering why there's no way to buy a whole mess of divine domains, I made the one in the Magnus Chase jump apply to your otherworldly divinity, and didn't want to retread old ground more than necessary.

If you read all my notes on this jump, you get an extra 300 AP.