Skittering Campione

Jump by *Sublime* (SB)
Version 1.3

A Worm/Campione crossover fanfic written by *Greatazuredragon*, featuring a post-canon Taylor Hebert who rises to become the Eighth Godslayer after Contessa punts her into the world of Campione shortly after putting two bullets in her skull. Reborn from Pandora's ritual with potent Authorities inherited from Scion, she proceeds to escalate and make a name for herself on the global stage with her actions in Egypt alongside her new mage sidekick Anit Khalfani.

Fighting Heretic Gods with names and identities that make an eerie callback to her past life, she encounters old friends she never thought she'd see again, and takes out masterminds who seek to use her for their own gain. It's as if Fate knew she'd be needed in this world of Magic and Gods. Although, Fate might very well be a woman in a fedora if Taylor's experience is anything to go by.

You will start this jump the moment Taylor wakes up in the desert outside Cairo as a newly ascended Campione, before the descent of the Heretic God Khepri. This will be the wonderfully chaotic world you'll be in for the next 10 years.

Take these **1000 Choice Points** to spend on the options listed below, you'll most likely need it.

Origins

Decide freely regarding your **age and sex** in this world as long as it makes reasonable sense for the background you select and the perks you purchase.

You are **human**, though perks can make you **something more**.

Outsider
Much like Taylor and Lisa, you have no prior history in this world. It's almost as if you appeared out of thin air. Similar to them, you may choose to have a background of your choice from the worlds featured in Worm/Ward like Earth Bet. Keep in mind that this can lead to Taylor and Lisa recognizing you if it's a background with any fame or notoriety.

You may take this origin as a **drop-in**.

Mundane Civilian
You have grown up in this world unaware of the supernatural forces that exist beyond the mundane. Maybe you're what many would consider an average high schooler, or an adult with a career in a mundane, conventional field. You and whatever family you may have won't have any prior involvement with the magical world at large from the start. The only inkling of interactions with the paranormal are fanciful stories passed down from older members of the family.

As such, there will be no expectations for how you interact with the magical world. You will enter this world of wonder with fresh eyes and a new destiny free of any responsibilities suffered by those tied to centuries of magical tradition.

Local Magical
You were born and raised surrounded by magic, whether it be as a practitioner of the art yourself, or as a member of a family heavily involved in the magical community. You are well-educated on matters regarding the magical nature of the world, and you will likely hold some relation to local magical organizations that govern magical matters in your immediate region. Expect there to be certain responsibilities and expectations for one born into such a life.

You may select a family of known mages to be a part of, though keep in mind that certain perks may alter how important you may be regarding the politics of magic society.

Locations

Outsiders appear somewhere in Egypt where their appearance will not be observed. It won't be in the desert if you aren't capable of surviving and traveling in these harsh conditions.

Mundane Civilians start in their place of residence in a mundane community, located somewhere in the nation you chose to live in. Optionally, you will instead be on holiday in Egypt, sitting on a tour bus in Cairo.

Local Magicals start near the headquarters of their local magic organization in the nation you chose to live in. Optionally, you will instead be in Egypt, visiting the Council of Sands either on behalf of your family, or as an envoy of a foreign magic organization for trade, diplomatic reasons, or investigative purposes. Whatever reason makes the most sense for the status of your given background.

Perks

Perks in each section are discounted to half-price for their respective origin,
- 100 cp perks are free to their origin. General Perks are undiscounted.

General Perks

- 50 cp
A Face Not Easily Forgotten
The world of Campione is filled with individuals with exemplary appearances. In a world where magic and the divine exist in full-force, supernatural heritages are there to challenge the limits of what is considered possible in the face of mortal beauty standards. With this, you'll have an appearance that'll shine alongside the prettier members of the main cast. This means that even in the heat of battle you're a figure that'll set hearts aflame. You'd fit right in with the gaggle that surrounds Kusanagi Godou if you happen to be a woman.

Expect Taylor or anyone else from frumpy Earth Bet to be confused by the higher standards of beauty casually present among those with supernatural power.

- 100 cp
Thinker-Seer-Begone
A must-have to maintain control of your own fate, when powers both magical and alien can dictate the future according to their holder's whims. You possess blanket immunity to all attempts to see your future no matter their nature, be it precognition, mystical seer abilities, or magical auguries. Whether it's shards like The Eye, Endbringers like the Simurgh, or Alice from the Witenagemot, none can envision you in their conception of the future. Not even the shadow of your impact is present to deduce your path in the future. Direct observation thinkers like Tattletale can see some of you, but will never succeed at a full read. The only path you walk is one that you choose.

This doesn't hamper you from using your own future sight abilities if you happen to possess them.

- 100 cp
Paranormal Instruction Guide
All supernatural powers you possess will be accompanied by an instinctual instruction manual on their use. Expect to have a firm grasp and understanding on new abilities within hours of receiving them. Even complex Authorities with labyrinthian requirements for their use will be easy for you to parse from the get-go. Kusanagi Godou would've saved a lot of trouble if he had this benefit from the start.

- 100 cp
Born for Strife
You thrive when faced with challenges and conflict as you possess a robust mentality that never suffers under constant action and plots. Your mental faculties will always be at peak performance and readiness for anything that may come your way, with the only thing that can hold you back being the limits of your physical state. You could jump from a prolonged gang war in Brockton Bay, to the Boston Games, all the way through an Endbringer battle, and still be fully ready to deal with the descent of a Heretic God as long as you have the physical stamina left to do so. Downtime is merely an indulgence, rather than a true need to maintain your sanity and mental wellbeing.

- 200 cp
A Jumper Always Goes for a Second Helping
For some reason when some are gifted with power, they get a little extra compared to most. Whenever you are empowered, gifted, blessed, or acquire abilities beyond mortal ken, somehow you just get more than what anyone else would receive in the same situation. Whether it be getting them at notably greater strength, greater versatility, less restrictions, or just a greater numerical quantity, you are assured to come out of the situation with more than your fair share.

If you happened to be a Campione you would likely receive more than one Authority, maybe several, with less restrictions on use even if you lack an affinity with the Heretic God in question. Even Kusanagi Godou who walked away with the Ten Incarnations from his first battle had to pay for such versatility with harsh restrictions on their use.

- 400 cp / - 500 cp
Campione
With the death of the first Heretic God by your hand, you undergo a metamorphosis into something beyond human and semi-divine. A God-Slayer. A Devil King. A Campione. A mortal who has achieved the impossible and slain the Divine.

With such a feat comes a suitably magnificent reward. Using the Circle of Usurpation, Pandora saw fit to grant you a new life as a being of immense power, with plundered Authorities taken from the Gods that have been slain - adapted to fit the qualities of the God-slayer who now owns them.
This new life grants you new traits to go with your role as a rival to the Gods. Magical power hundreds of times greater than powerful mages that regenerates at mind-boggling speeds. Flesh that is supremely resistant to all mortal magics not applied internally. Even your base physical parameters like stamina, resilience, and strength are notably superhuman. You don't have the body of a human anymore, instead you have the body of a Godslayer. Heretic Gods will notice this and have an innate natural enmity to you in reaction to your nature as something that is profane to the Gods.

You will receive additional Authorities from Heretic Gods you slay. With the base price for the **"Campione"** perk, Gods who are weakened or still injured going into the battle with you may impede the process of usurping Authorities upon slaying them, as this reduces the success of Pandora's rite with her Circle of Usurpation.

You may pay an additional **- 100 cp** to remove the ambiguity of this issue. You will always usurp power from the Divine you defeat - regardless of the limitations of Pandora's ritual.

Post-jump, you will continue to seize Authorities from slain Gods under the same rules as the level of the **"Campione"** perk you've purchased, even without the presence of Pandora's rite with the Circle of Usurpation in future worlds. What constitutes as valid targets for this perk outside of this world is further clarified in the **Notes** section.

This perk unlocks the **Divine Authorities Section**.

Outsider Perks

- 100 cp
Empowered Plots
You can easily integrate any supernatural abilities you have towards conventional tasks. This lets you achieve significantly better results than if you were to use mundane methods alone. This comes easily and without any extra mental investment to apply to your day to day ambitions or long term plans. Find a forger with bug control, profile a target with empathic abilities, or develop a unique martial art with gravity control. The more you're capable of, the more you can enrich your life with the greater opportunities that superpowers afford you.

- 200 cp
Agent Skitter, Wetworks Extraordinaire
Your skillset is right up there with action movie assassins, spies, and secret agents. If it's a skill that can be used to undergo clandestine missions with world-spanning implications, then you are likely to have it and be immensely talented in it. From hacking, intrigue, investigation, social manipulation, disguises, gunplay, marksmanship, conventional combat, or even piloting literally anything on land, sea, sky, or space, you have it all. Even when faced with titans of supernatural power, leveraging all of these talents alone would let you have a pivotal role to play even as a normal, un-magical human.

- 400 cp / - 700 cp
Parahumanity
You aren't just any old human from another mundane Earth, you are what's known as a "parahuman". A being with paranormal abilities that aren't inherently magic in nature. These abilities operate seamlessly as if they were second nature, and do not rely on energy sources like mana to operate.

Choose any parahuman present in Worm/Ward, and you shall receive a copy of their powers. Since you are paying for this perk any negative psychological downsides are removed. There will be no power-induced psychosis, madness, or conflict drives.

Eidolon, Contessa, Goddess, or the Fairy Queen will cost an extra **- 300 cp** if chosen due to their potency.

This power is provided by perk fiat. Expect it to operate exactly the same in application and versatility. As you are not reliant on a shard there is no finite power well - you may consider it unlimited.

- 600 cp
Queen of Escalation
In all situations you are considered a badass that can deal with anything with effortless competence. This can only be partly attributed to an aptitude that min-maxes all your talents and skills. In truth, behind your actions is a very specific plot armor that ensures that there are no scalar limits to conflict that you cannot surmount in time. There is no foe too powerful or a challenge too great for someone like you, even if you start from next to nothing. As long as you are willing there will always be a way. If you weren't already a Campione, then this would allow you to become one in short order if you encounter a Heretic God.

- 800 cp
A Nature that Transcends, Evolves, Grows
Your very nature is one of constant improvement and refinement. All aspects, be it perk, power, Authority, or skill, improve and refine themselves constantly over time without any effort on your part. Stagnation is a foreign concept that no longer applies to you. Limits and downsides will be worked around or erased. Constraints will be eased or unleashed. All is possible given enough time.

This growth removes any caps or hard limits on your abilities. Even without effort on your part you are guaranteed to be twice as strong as you were half a year ago. Limits and downsides will be fully erased after a year of experiencing them - regardless of their severity. Growth through training and conflict is fully separate and additive to this base growth and will not be hampered.

You can no longer be weakened or reduced in any capacity both internal and external. Your very nature rebels at the idea of being diminished.

As a side effect you may now sacrifice Dragon Bones and other items of similar potency in a simple ritual effective only for you. This will empower any Authorities you possess regardless of their nature. It can result in greater strength, versatility, or simply reduce or eliminate any limitations it may have.

Post-jump, this sacrificial ritual expands to empower anything as long as it can be considered a part of you.

Mundane Civilian

- 100 cp
Pick it up, Quickly
When you're dropped into contexts you have no familiarity with you will quickly pick up all the information needed to adapt and thrive. Be it magical or mundane, there is nothing you cannot acclimate to with ease. Be fully unaware of the magical world in the morning, and by evening know the global magic situation, an idea of how it all works, and how you can fit into it. A side-benefit of this personal trait is the ability to never make a misstep in your first interactions with new cultures, new places, and new people.

- 200 cp
"Ordinary" Casanova
You have a certain appeal to you, one that is magnetic to those you would find attractive. Inexplicably, a lot of these individuals will be exceptional or uniquely talented - often in ways that might serve to aid you or prove useful to your endeavors. How convenient for you.

This magnetism is romantic in nature. An inevitable progression despite no effort on your part. You could pursue a mundane, mediocre life, and still have exceptional individuals caught in your wake. It's as if the world has you pigeon-holed as a casanova, despite being nothing of the sort. Are you sure your surname isn't Kusanagi?

- 400 cp
Talent Surpassing the Divine
There is something about you that breaks the mold. A talent that can reach beyond mortal limits and overtake the divine. Similar to Salvatore Doni with his swordsmanship and Luo Hao with her martial arts - you have a chosen talent of your choice that surpasses the limits of humanity. A talent capable of unimaginable feats such as challenging Heretic Gods while still a mortal human. By default this is assumed to be a talent usable in combat - but it doesn't have to be. You may select the same talent exhibited by the other two Campione savants, though expect them to challenge you if they discover your level of skill.

Each jump or every 10 years, whichever is soonest, you may select another talent to elevate to this level.

- 600 cp
Lucky Devil
Gambits and ploys with infinitesimal chances of success suddenly become assured as long as it leads to your success and is actually possible for you to perform. You could be a mortal human yet have a shot in taking out a Heretic God that embodies victory - as long as there is some path or avenue that can lead you to triumph using what you have on hand. Whether it's a grimoire that you've been holding on to, a sword skill that you can push to the limit, or a social avenue that you can broach with the opponent - as long as something is there that has a chance of success you will be assured victory. If you foresee yourself entering such conflicts in the future it'll be wise to remain prepared, because if there's no conceivable way to beat your opponent with what you have on hand this luck cannot help you. A luck that is absolute on the battlefield if you make adequate preparations for war.

- 800 cp
"Average" Protagonist
You are the protagonist, and fate will give you the importance and focal attention such a role deserves. Encounter wise sages willing to pass their secret arts to you. Unearth grimoires of unmatched power. Casually get handed a ridiculous sword by a passing Heretic God. It's as if you're being led by the nose to every single once-in-a-lifetime opportunity that exists in the world. If there's a long-lost artifact, a secret method of empowerment, or some other prize suitable for powering-up - expect to bluster into it at some point and pick it up with ease. Chance will bend over backwards to make it so even if you never seek such benefits out. Bank on being a supernatural powerhouse in short order - even if you're an ordinary high schooler with no ambitions.

The momentum of this ability doesn't wane. Even if it begins to seem logically unreasonable you will not run out of opportunities to empower or enrich yourself.

Post-jump this will ensure that you will always have benefits and opportunities for growth and empowerment at least equivalent to whomever the main character is, such that if they were to disappear you could easily fill in for their role given time. This perk doesn't scale down if the main character does not prescribe to the shonen progression fantasy, nor does it force you to take on similar burdens if it's a world where the main character must suffer for being the "main character".

Local Magical

- 100 cp
Magical Sensitivity
You have a sixth sense for magical phenomena around you, allowing you to actively discern the intent and nature of spells and artifacts being used nearby. This is a useful gift when interacting with the hidden magical world around you - even if you aren't educated in the magical arts. If you pursue an education in the magical arts you'd find yourself with an aptitude for all learnable magics, whether it be the Hermetic magic followed by the European magic associations, or the Egyptian magical spells the Council of Sands provided to Taylor.

- 200 cp
A Storied Bloodline
You descend from a long line of noble warriors and mages who have all made contributions over the centuries to refining the Hermetic school of magic, as well as the arts of swordplay for Knight Templars. Taken together your talent in these two fields has earned you the right to consider yourself a Great Knight on par with the young prodigy of the Copper-Black Cross, Erica Blandelli. This is a level of skill and talent that would allow you to participate in fights with Heretic Gods and Divine Beasts as more than just a nuisance. Being more than an insect to titans of myth is truly a sign of how you push the limits of what can be achieved using mortal magics alone.

As long as it can be learned without special bloodline requirements you may exchange the Hermetic school of magic for equivalent mastery in a different magical tradition found in this world. Your background will alter to suitably reflect this.

- 400 cp
A Potent Bloodline
Potent divine blood seems to run in your veins. Your mother might have even been a Divine Ancestor - beings who were former Earth Mother Goddesses that have since lost their divinity and all their Authorities. Or you could be a miraculous confluence of multiple latent heritages that have all seemingly reemerged in you. Whatever the reason may be you now possess a degree of magic power that far outstrips all mages barring exceptions like Campione and Heretic Gods. Power that can be used to fuel the highest forms of witchcraft - a form of magic you possess that is exclusive to those with a nature close to the

divine. A nature that also gives you the innate spiritual gifts born in Hime-Miko. Normally those of your kind specialize in either witchcraft or spiritual gifts to the detriment of the other, but the potency of your blood allows you to pursue both without losing out on either.

From the start you will merely have the potential to perform witchcraft, and you will only have access to one Hime-Miko gift, such as Spirit Vision, Disaster Purification, or any of the other spiritual gifts exclusive to them. In time you will be able to hone your witchcraft with practice to rival and even surpass figures like Lucretia Zola or Princess Alice, and gradually uncover all the other Hime-Miko gifts known to exist which all lay dormant in your blood. Is your mother Guinevere by any chance?

- 600 cp
Seer Beyond the Horizon
You have a gift for clairvoyance that outstrips all others, and with a potency that can derail the future and rewrite fate. You are the seer that Princess Alice assumes Taylor Hebert to be in strength right from the start, and with time you shall be able to rival the shard-powered precognition of the Simurgh with a few years of practice. Your mind shall grow ever more brilliant in order to compensate for the burden of your growing clairvoyant sight. Be it Heretic Gods, Entities from beyond the stars, or unruly Campione who like to make a mess of things - none can escape your plans for the future.

- 800 cp
Genesis of Myth
Something about you is receptive to the power of belief. A conceptual mutability normally found among the Gods of the Netherworld. With every action you perform you contribute to a maelstrom of storied potentialities - the legends and myths that form around you. Actions that have greater impacts on the world around you contribute more to this, especially when you make impressions on others that are engraved in memory.

These potentialities with enough contributions form nascent Authorities of your very own - built on your identity and the lives of others impacted through it. Be a hero of great fame, or a villain of dreaded infamy. Be an innovator who pushed humanity to a new era, or a tyrant who plunged the world back into war. All these roles would impart Authorities central to their identities and actions - writ large with the supernatural power of belief.

Unlike the Gods who rebel against the power of belief to descend and become Heretic Gods, you have the unique gift of controlling the potentialities of your own myths and legends - as a human whose own ability to believe gives them the right to dictate such powers born from humanity. How your myths and legends manifest as Authorities will always be up to you, and changes to them will only occur if you allow it.

This power of belief has an inertia that builds on itself if you reinforce it. Be someone who protects others with a mundane sword, and find that it adopts supernatural power as you make a name for yourself among others. Eventually it could transform into an Authority about a legendary sword that can sever all harm done to others, or some other form related to how you've used it.

Nothing stops you from taking multiple identities that manifest different myths and legends. Taylor wasn't just Warlord Skitter after all, but the Hero Weaver, as well as the Monster and Savior of Humanity Khepri. You can do the same to walk different paths in myth and legend.

As a living human and not a figure made of myth, your mind and core identity won't be influenced by the beliefs of others.

Items

Items in each section are discounted to half-price for their respective origin, **- 50 cp** items are free to their origins. General items are undiscounted.

General Items

- 100 cp
Ocean's Orb
A beautiful, blue-tinged, coconut-sized pearl that radiates an unearthly glow. Within it seems to lie a potent source of Divine power. If broken it will impart you with a random divine Authority from a deity associated with the ocean. Do not do so if you are not equipped to handle such power.

May cause the deity in question to seek you out and punish you for your insolence.

Outsider Items

- 50 cp
ID and Government Stipend
You have an ironclad ID and background for a nation of your choice that cannot be identified as fake. You will also receive a generous monthly stipend from the government through hidden accounts that you may use at your discretion. The amount you receive is enough to stay in high-end hotels on a permanent basis. All while living an indulgent lifestyle full of luxury products like fancy cars and endless martini service. Are you a spy or something?

The money you receive will not interfere with government spending by fiat. It'll be the equivalent of the government finding coins under the couch cushions if you're that worried about cheating taxpayers to fuel your spy roleplaying.

This updates in future worlds, and acts as a second identity if you happen to already have one.

- 100 cp
Tinkertech Costume
A stylish, self-repairing, self-cleaning outfit that follows a design aligned with your wishes. It confers a significant amount of defense against physical harm. Attacks on the level of artillery fire is the threshold needed to pierce through the tinkertech shielding built into it. The design chosen has no impact on the degree of protection conferred by this item - even if it looks like a swimsuit. This costume does not grant any additional benefits like brute or mover ratings.

If totally destroyed it will appear among your belongings in a safe place the next day.

- 400 cp
Cauldron Vials
A case holding five thin vials containing a shimmering, anomalous fluid, with a single vial partitioned to the side with a more volatile, brackish solution that almost seems to shift its physical properties and appearance each moment.

Upon ingestion of any of the four non-partitioned vials, someone who has not already benefited from one will proceed to develop parahuman abilities of a quality that'll be a cut above the norm. Enough to be considered a major player

in a place like Brockton Bay. There are no chances of death or mutation with these four vials.

The volatile fifth vial will grant top-tier parahuman powers if the imbiber has not partaken of a vial yet. Powers from this vial would make someone a peer to the triumvirate and certain S-class threats. However, there is a 50/50 chance of instant death upon consuming the vial. So it's a flip of a coin that gambles life against overwhelming power. There are no chances of mutation with this vial - just death.

These vials are powered via fiat, not shards, however for all intents and purposes they match the formula that parahuman powers manifest through. You receive another case once per jump or every 10 years, whichever is sooner.

- 600 cp
G Driver
A clunky handheld tinkertech device with an unassuming appearance. Based on the device that was able to shoot Scion out of the atmosphere, this device is more than powerful enough to one-shot most Heretic Gods if it lands a direct hit. So make an effort not to miss, okay? This device can only make one shot before it needs a week to recharge - so you better make it count.

Scrawled in sharpie above the activation button is a heart with the note "From String Theory, with Love". This device is locked so that only you and those you permit are able to activate it.

If destroyed, your G-Driver will reappear good as new the next day; however, it'll be at the start of its recharge cycle.

Mundane Civilian

- 50 cp
Home Sweet Home
You own a fully furnished, upper middle-class family home that is close to a city center of your choosing. All utilities, taxes, and such are taken care of. It'll clean itself when you leave it unattended, and has a manicured garden in the back that requires no care. The fridge and pantry will always be stocked with the foodstuff you like as long as it's fully mundane in nature.

For some reason conflict and disastrous events seem to somehow miss this house, even if it occurs in the same city. As long as the entire city isn't directly obliterated your home should still be there. Directed attacks will work if the aim is to damage your home in particular.

If destroyed it'll appear fully repaired the next day - in another location if need be. A house like this will appear under your ownership each jump going forward.

- 100 cp
Book of Mythology
You hold in your hands a book that records all the faiths, beliefs, and myths of all cultures past and present. Unlike the books you'd find in the library, this one records the myths as they apply to actual figures in the present netherworld, and all the associations of belief and identity they may possess. A potent tool in identifying the true strengths, weaknesses, and character of Heretic Gods who may descend upon the mortal world.

This book is small in size no matter how much information it holds. Is this magic at play?

Will update in future worlds to maintain the same level of detail on the local cosmology.

- 400 cp
Economic Powerhouse
You are the owner of a global conglomerate encompassing three broad industries of your choice. It can be pharmaceuticals, oil, air travel, shipping, social media, or something similarly all-encompassing. The sheer economic magnitude of this conglomerate offers you great power over global affairs. You'll

also have significant pull over politicians, government offices, and other related industry giants tied to your own. The valuation of your industries is in the trillions of dollars, and you can access liquid assets in the billions that you may spend as you wish. Somehow spending all these liquid assets will have them restored by the next economic quarter. Your conglomerate can run without any effort on your part, with a competent board of directors that will keep things running smoothly even in the face of changing economic climates.

You'll receive another similarly powerful conglomerate adjusted to the setting of future jumps you're in.

- 600 cp
Loaned Grimoire
In your possession is a magical artifact of phenomenal power on par with Prometheus's Grimoire. This was an item that could steal an Authority from a Heretic God and store it inside itself for future use by its holder - if they were capable of handling such power. The item you receive can have the same effect, or one of similar potency.

Apparently someone in your family was entrusted with this item in the past. No one will realize the value of this item until it passes into your ownership. The original owner who bequeathed it to your family must be long gone, because nobody will be coming to find it.

If destroyed, it will return to you fully repaired the next day in its original condition.

Local Magical

- 50 cp
Magical Reagents
Magical ingredients, sacred tools, ritual implements, talismans, and other such consumables a prospective magic user may need are available to you in unlimited quantities as long as they aren't exceedingly rare or valuable. They will appear near you in storage containers you open while having the intention of finding such items. Maybe you can make a business making potions? Or just spook your friends when you pull a jar of mummified eyes of newt out of the satchel they're wearing.

- 100 cp
Warded Manor
You own a luxury manor set in the countryside of a nation of your choice with several square miles worth of land to go with it. The land is magically conducive to rituals and other such endeavors, and has powerful wards with permissions under your control that can stymie a heretic god for a short time. Enough to get your wits about you at least. It's fully staffed with either servants or magical golems that can accomplish exactly the same tasks, and has both a magical workshop and a library full of valuable magical knowledge from around the world - though nothing truly rare or potent like an ancient grimoire.

Will appear repaired the next day if destroyed, and a similar manor will appear in future jumps under your ownership.

- 400 cp
Dragon Bones
Most supernatural beings dissipate into nothingness after their death. However, in some rare circumstances slain magical beings can leave behind crystallized remnants of their form - referred to as "Dragon Bones". These items can take on forms such as feathers, scales, bones, or something even something stranger, and all of them are exceedingly valuable for their magical properties. The most rare and valuable of all are those left by slain Heretic Gods.

You receive three random Dragon Bones of a magical potency that only Heretic Gods could have produced. The potential of these items for magical purposes are myriad, with any half-decent mage willing to part with their life savings for only one of these priceless artifacts.

You receive another three every year, and if you are capable of it - slaying Heretic God yourself will always leave behind Dragon Bones from now on.

- 600 cp
Holy Sword
What a nice sword you got there. This item can be any sword featured at some point in Campione, or a new one based on myths and legends as long as it remains around the power level of Ame-no-Murakumo-no-Tsurugi. The only sword that may not be chosen for this item is Rama's Divine Sword of Salvation.

This item's abilities are considered to be powerful Authorities innate to the sword itself, and the sword will be bound to you as its true owner. It may be loaned with consent to others, and if lost or destroyed will return to you the next day.

Divine Authorities Section

Requires **“Campione”**. You receive **1000 Authority Points** to spend in this section only.

You may convert **CP** into **AP** at a **1:1 ratio**, but **you may not turn AP into CP**.

Authorities will come with an activation chant appropriate for their effect and their myth. With time you may learn of ways to reduce or even bypass the need for a chant to activate your authority.

- 300 ap (can be purchased more than once)
Canon Authority
You may buy any Authority featured in canon Campione or seen so far in Skittering Campione. You can choose to have it be altered to better match your theme and nature. You may not select the **Scion Authorities** with this option.

- 300 ap / - 500 ap (can be purchased more than once)
Custom Authority
You may create your own custom Authority as long as they meet the standards shown regarding Authorities created from myth and legend in Campione. Exceedingly powerful Authorities on par with **[Shards of Infinity]** will cost - 500 ap. You may not create a direct copy of the **Scion Authorities** with this option, as those Authorities must be purchased together below.

- 1000 ap
Scion Authorities
The three Authorities possessed by Taylor Hebert for defeating Scion that must be purchased altogether. As one of the focal aspects of Skittering Campione, they are offered at a discounted price when you factor in the value of their effects.

*Credit to the author *Greatazuredragon* whose descriptions of these three Authorities are given on the next page.

[Golden Hero]

An Authority that turns the body of its user into a golden avatar of immense power and extraordinary resilience for a period of up to thirty minutes; while in this state the user can freely adjust their body's density. The larger the density of the avatar the greater its offensive strength and defensive capabilities. There is no upper limit to the body's density level, but doing so also slightly reduces the user's speed accordingly.

After being used it takes forty eight hours before this Authority can be used again.

[Shards of Infinity]

An Authority that allows the user to temporarily grant up to three power "shards" to themselves or another person for a period varying from sixty minutes to six minutes depending on the rating of said power.

The user must decide upon which category the power will fall: mover, shaker, brute, breaker, master, tinker, blaster, thinker, striker, changer, trump or stranger.

Afterwards a rating must be chosen from one to ten for that power, a level one power lasting for sixty minutes, while a level ten power lasting for only six minutes. Power-wise a level one power is akin to a powerful spell casted by a particularly strong mortal mage, while a level ten power is akin to a full blown God's Authority.

There is a degree of randomness regarding this Authority, for while the user can define the category and ranking of the power, the specifics of the power itself are left to chance. The user may choose a Brute 9 power, but while the user is aware that this will mean some form of physical power, and that it will last 12 minutes, they will not know precisely what form said brute ability will take. It's possible to try and guide the choice of the power, but it requires laboriously vetoing the powers offered until finally stumbling upon what is desired, while the timer for the "shard" is already on the clock.

After being used each "shard" takes eight hours to recharge before it can be used again.

[Eternity's Sight]

An Authority that grants the user perfect understanding of everything that is happening around her in an eight block radius, roughly 800 meters, effectively creating a sphere of omniscience centered around the user's body. There is technically no upper limit to how long this Authority can be used at a time, but its use demands a toll upon the wearer in the form of headaches caused by information overload, the longer the wearer uses it, and the more information being absorbed at once, the larger the migraine caused afterwards.

- 750 ap (bought individually)

Shard Titan Authorities

Singular Authorities of great scale and potency, inspired from power-sets from Worm and the full potential of their requisite shards. Their exorbitant price is justified through the magnitude of their effects, their unmatched versatility, and the little to no limitations or restrictions compared to most Authorities born from myth and legend in Campione barring the most exceptional.

[Labyrinthine Dreams of Another World]

The physical world around you suddenly warps in response to your needs and desires with flashes of prismatic light. Your reach extends far around you, such that large cities would comfortably fit within your ever-changing demesne. Call forth fantastical palaces, mansions, and bountiful gardens with each passing whim that catches your fancy, restore a destroyed city to an immaculate state, or even drop your entire demesne into a twisted wonderland where all your maddest ideas run free.

These changes to the world can be impermanent and returned easily to their former state, or made solidly permanent, such that it'd be indistinguishable from reality in all the ways that matter. The fantastical elements of your changes can be magical, however these changes will be less effortless and will require an increasing expenditure of mana the more they diverge from mundane reality, such that a megalithic floating island with a castle enchanted to the brim would expend the same amount of energy to warp into realty as the activation of a particularly strong combat Authority. A similarly sized mundane castle on the ground would appear as easily as breathing.

Creating life is possible, but only flora with this ability, not fauna.

This Authority doesn't translate to direct attacks in combat beyond terrain advantages and impeding foes when faced with beings on the level of Heretic Gods and Campione unless you can really get creative.

There is an unexplored dream association to how your desires are manifested, such that active utilization of your power may have unforeseen interactions with magics and Authorities that have to do with dreams used by you or those in your presence, be it good or bad.

Large-scale complex work often relies on your Authority to accomplish detailed work in the background rather than being handled by you, unless you're able to conceptualize that level of detail in your head. Dreaming up a city while feeding it only a few rough ideas and desires can lead to most of the locale being a mystery to you beyond the broad strokes.

[Legendary Radiance from Beyond the Stars]
You can channel forth powerful blasts and beams of energy at a constant rate from any point of your body, with a seemingly limitless output that far outstrips the negligible mana strain that it places upon you. These effects can travel in any path that you desire even after leaving your vicinity.

This energy can be of any permutation you can conceive of, be it kinetic force that can shatter a mountain, entropic waves that can dig new canyons, endothermic shocks that can rapidly freeze a lake, even heat blasts that can glass a peninsula. These are just the immediate that come to mind among the myriad that you have yet to discover.

You possess a form of Godspeed flight that vastly exceeds most examples, and the energies that suffuse you can transform you into a living form of energy that instantly heals you of all damage, and exponentially amplifies your Godspeed while in it at the expense of control.

This energy can easily encompass the esoteric and magical if you get the chance to study, interact, and sample such sources, as this Authority easily adapts and grows to accommodate new forms of energy and energy-like effects.

[Fractal Armamentum of the Tyrant Goddess]
Your reach extends miles around you with a fractal grasp of many colors, granting you a telekinetic dominion capable of lifting a large city and the very bedrock it rests on, merely with a flex of your mental will. This fractal telekinesis is versatile beyond the most evident applications. Able to act as a defense for your person and those around you, a means of exacting supernatural strength capable of tangling with titanic divine beasts, and a means of flight that is close to rivaling an Authority of Godspeed. New applications to this Authority may be found with further exploration of it.

Be careful that you don't destroy everything that matters to you, when you rip the world apart in your battles for supremacy against the Gods.

[Evolutionary Shield of the Tyrant Goddess]
A defense that starts at nothing, yet quickly reveals its limitless potential. You possess a conceptual defense that develops an immunity to attacks or effects of a select nature a few seconds after observing or experiencing it. A simple yet potent ability, especially since it never forgets prior immunities. This leads to opponents relying on rarer, more exotic attacks in the hopes of finding something you've yet to experience, all in the hopes of finding some purchase on your increasingly immunized form.

Abilities that have some relation to another you have already developed an immunity to will be partially resisted, at least if it hits in the few seconds it takes a new immunity to develop.

This ability starts from nothing, and therefore takes work to develop in potency.

[Ingenue of Inspiration]
Your form is perfected to a state of everlasting Divine beauty that rejects any attempts to mar it, with a supernatural grace and elegance that now infuses every action and motion without any effort on your part. This rejection of imperfection means that you heal to your optimal state at a speed that can be seen with the naked eye, and the grime, filth and less appealing biological functions of the mortal human body no longer affect you.

Time itself cannot mar you, with a timeless youthfulness your immortal companion henceforth. However beyond the physical lies the danger of this

passive Authority. You are now the ideal form, the type of all living things. Transcending any and all preference, your appeal is immutably universal. This serves to make you all the more dangerous alongside the darkest aspect of this Authority. The ability to see into everyone's heart and soul, and all the ways you may enact change to it in relation to yourself. This deep insight cannot be veiled or fooled, even by the most divine of Authorities or beguiling of magics.

As easily as breathing, all social aspects can be played into an exquisite act where you control the chosen outcome from the very beginning. You are the empath that can inspire someone to heights beyond even their wildest dreams, or the muse that can drive them to an all-consuming, obsessive madness that burns all that they are to ash.

This is exacerbated by your final gift. When insinuating your presence in their heart you can also inflame their innate gifts and potential for things like skills, magic, or physical excellence beyond what they could do alone. All at the cost of making an indelible, life-changing impression upon them. Average knights can become great knights, magical novices into leading arch-mages, and hedge witches could soon rival even Lucretia Zola, all through the impact of your presence and patronage. This empowerment can be guided by you to focus on specific aspects of the individual, if there are paths you want them to walk over that of other potentialities.

Take care, for beauty such as this can be considered a curse. The focal point of attention should always be assumed to be you, unless something truly catastrophic happens to distract everyone.

[Fae Imperium of the Phantasmal Queen]

All things slain by your hand shall serve its new master, the sovereign of the dead. All beings are forevermore leashed to you as phantasmal specters with all the abilities they had in life, acting as extensions of your will and intentions.

They are incapable of any dissent, and if these specters are slain by others they can be re-manifested near your person to go forth and join the battlefield again. You are the macabre Valhalla of all your enemies. An unending army of spectral forces who no longer have mortal vagaries to hold them back.

There are no limits to how many specters you can have manifested at once, with your limit being how many have perished at your hand, or harvested from the

site of a recent death. Your limit with this second option being around a week post-demise.

Your most feared gift is your touch of absolute death, which breaches all defenses to yank the very being out of your opponent. All to have them join your forces as another one of your specters. Fools shall be made of all who think it easy to take the head of the commander to end the army.

Your specters increase the strength of your legion, not you as an individual. This means that beyond your death touch you are vulnerable, barring other abilities you may have, or the rare specters that are able to empower others.
You are an affront to all Heretic Gods with dominion over the dead, expect to be challenged by them when interacting with their idols or locations connected to their myths or faiths.

[Clairvoyant Sight Beyond Infinity]
You possess an extra sense so large that it lets you perceive the world in its entirety, with all your senses at all times. This sense is not limited to just one world however, with a depth of range along the inter-dimensional that looks into all parallel realities and dimensions at the same time. Even the ephemeral and mystical realms like the netherworld are not beyond your senses.

No wards, glamours, or forms of concealment can hide from you, with you seeing the truth in all things.

You suffer no debilitation from observing the sum of everything, even though the sheer scale of the information you intake would drive anyone else to insanity. You also possess an immunity to things harmful for the observer to perceive.

Your memory and recall are perfect, in order to truly catalog existence as the observer of all, that is privy to all.

With physical contact, you can confer an infinitesimal sliver of this sight to confer information of your choosing to others while they're still touching you. Anything too much beyond what their mind can handle will cause migraines, and flashing your full sight will burn their minds away entirely. Damned is anyone who chooses to reach out to your mind with mental abilities without your consent, what with the horrifying maelstrom of information veiling and encompassing your mind.

Any abilities that target through senses can be used through this ability, everything is line-of-sight to you.

[Goblin King of Monsters]

Any organic matter, dead or alive, that you touch will rapidly warp, forming sacs and egg-like structures. From these, lifeforms that you envision will spring forth, be it flora or fauna, or something altogether more alien and strange. These creatures seem to push the limits of what should be possible biologically, with your ability filling all the gaps needed to ensure a viable life-form capable of self-replication.

You are connected to all your creations and their subsequent offspring with a hive-mind under your complete control.

Intelligent creations you make are capable of rivaling, or even surpassing human minds depending on how they're designed, with absolute loyalty ingrained into their very being.

Your ability to warp life extends through any of your creations, allowing you to use this Authority remotely through your hive-mind as long as one of your creations is in contact with biological matter.

The minds of your minions can be preserved in the hive-mind for later rebirth from you if you wish, such that you may treat any minion as expendable if need be, for they are never truly lost.

Life you create with this Authority can possess magical or supernatural gifts of their own if extra time is invested in their creation, with viewed examples of magic and magical life capable of serving as inspiration for this power after enough observation.

Enough biomass can let you create truly titanic creations from scratch that exist in full violation of biological size constraints as we know it. While life that rivals the supernatural potency of divine beasts is possible with the investment of either sample material of a divine nature like Dragon Bones, or investment of a significant amount of magical power over a long period of time.

Your flesh-crafting fully converts the original material, so you cannot preserve any foreign minds in the process.

Companions

- 100 cp / - 400 cp (can be purchased multiple times, cannot have “A Mortals Journey”)
Old Friends
You may import a single companion for **- 100 cp**, they will align with one of the origins, getting the associated freebies and discounts, while also receiving 600 cp to spend as they wish. Or you may pay **- 400 cp**, and import the full roster of eight companions, with the same benefits for each of them2 as the single import option.

- 50 cp (can be purchased multiple times)
New Friends
Each purchase will give you a slot to take along a character from the Skittering Campione world. It will be up to you to convince them, and they will not be given a stipend to purchase from this document. However, there are no restrictions on who you can bring, with fellow Campione being fair game. Try your shot with Heretic Gods if you think you’re that charming.

Free / - 100 cp
Old Auntie Witch, Baba Yaga
Upon your arrival, you meet a gentle, middle aged babushka with a kind smile who takes a liking to you, seeing you as a younger reflection of them back in their youth. In truth, she’s a contemporary and rival to Lucretia Zola, and is herself an immortal witch in command of vast amounts of magical knowledge, power, and skill.

Despite being smeared by her rival Lucretia over the centuries with unsavory rumors, Baba is a kind woman who has never harmed an undeserving soul. She spends most of her time traveling the world in her enchanted cottage that walks on two feet, in search of the downtrodden who may benefit from her magical talents.

Seeing someone with an aptitude for her arts, she offers to take you on as her apprentice in order to pass on all the knowledge she has accrued over the centuries, a lot of which can be considered lost arts.

She will be a great ally who can advocate and protect you in the face of the magical side of the world, as she has a lot of power and considerable pull among most magical communities.

She will follow you as a companion into other jumps if you accept her. She wishes to continue fulfilling her duty as your protective teacher, and even if she likely won't admit to it, she doesn't want someone she considers family to face the future without her aid.

This companion is free if you have the perk **"A Potent Bloodline"**, otherwise she costs **- 100 cp**.

Drawbacks

0 cp / + 50 cp
De-Wormer
The multiverse of Worm is complicated enough as it is, without even getting into the events of Ward. If you want to focus on the events of Skittering Campione and the world of magic and gods without worrying about the ice breaks and the shard titans, then you can take this toggle to ensure that the only elements of Worm that will be present will be Taylor and the eventual drop off of Lisa. In this case, Pandora discovers the mess that'll follow in the next few years after she notices Contessa's interference for the second time, and decides to enlist some Gods to make a magical working that locks off the magical worlds of Campione from the shard infested world of Worm.

This can give you **+ 50 cp** if you choose to have her lock off the Campione-verse early on at the arrival of the entities. This means Taylor was never reborn as a Campione, leaving the city of Alexandria to soon be swept into the ocean by the Heretic God Leviathan since Taylor won't be there to save everyone.

+ 100 cp
Truly a Strong Stench
Heretic Gods have a sense for Campione and their presence. However, there must be something truly potent about you, because the moment you walk within a kilometer of an idol of worship, artifact, or location affiliated with a God they'll sense you all the way from the Netherworld. Be on your best behavior, lest you cause them to take offense to your actions near things and places in the Mortal World important to them.

+ 200 cp
Rampant Idiot Ball
There will be conniving plotters in high places within every magical organization you encounter that will plot against you for their own gain. Even if it's highly misguided, and even if the rest of their magical organization is neutral or allied with you.

Dealing with them will often require a delicate touch rather than brute force unless you want the rest of the organization to burn alongside these wannabe magical masterminds, snake motif not necessarily included.

+ 200 cp
Clearly I'm the Ordinary One
A single personality trait or behavior of yours that most would consider harmless in moderation is now amplified to an absurd level. Now whenever people expect you they'll also expect this eccentricity front and center - and thus be suitably wary. This will be along the lines of Luo Hao's hot-blooded martial spirit, Doni's destructive recklessness, Voban's hunting desire, or if you happen to be lucky, something more inoffensive like Godou's obsession with the idea of normality. This will last for the entire duration of the jump, regardless of what you do to try and curb it.

+ 200 cp / + 300 cp
Love Rival!?
Godou's swarm of love interests view you as a rival in their pursuit for Godou's affections, even if you have no relationship with him whatsoever, or are actively hostile. Beyond petty insults they will interfere in your business in annoying ways, such as with nonsensical duels for the status of prime spouse if you happen to venture within the same location as Godou.

Expect those among them with powerful backgrounds to use their connections to cause petty disputes with you, even from far away. Shows of force can get organizations they are connected with to back down from aiding them in their agendas, but do not expect these catty love interests to stop in their jealous machinations.

At a base this only includes the mortal members of Godou's harem, but you will receive an additional **+ 100 cp** if Athena is thrown into the mix, as her interference is of a much greater magnitude as a Heretic God herself.

+ 300 cp
Mission Impossible
It seems the American Government has mistaken you for one of their operatives. Expect to be contacted through one way messages every now and then on devices that self-destruct by your assigned handler. If you refuse to participate in any of these missions assigned to you, expect the geopolitical landscape of the world to worsen rapidly. The world entering an era of turbulence and unease if you refuse the call to action. No other agents will successfully fill in for you on the missions you refuse.

You will receive these missions thrice a year. You will be responsible for all travel accommodations or items you may need for these tasks. Hope you have the skills necessary to succeed - world peace hangs in the balance after all.

+ 300 cp (+ 50 cp for each additional Campione) (Requires "Campione")
Sibling Rivalry
One of your other Campione siblings has noticed your prowess and seeks to test your mettle with a duel to see who is superior. They cannot be dissuaded from this course of action and will force the issue if need be. They will not strike to kill, but depending on the sibling they might not think twice about nonlethal grievous harm.

Get another **+ 50 cp** for each sibling that catches wind of this duel and seeks to do the same.

+ 400 cp (Requires "Campione")
Divine Seal
The benefits of the **"Campione"** perk and any Authorities purchased in the **Divine Authority Section** will all be sealed until you slay a Heretic God. It doesn't matter which Heretic God, as long you are the one responsible for slaying them.

This will break the seal, granting all that was held back. None of the other Campione battled their first Heretic God as full-fledged Campiones, so why should you? If you fail at killing a Heretic God before the end of this jump, this drawback is removed and you receive the sealed purchases **post-jump**.

+ 500 cp
A Mortal's Journey
You will enter this jump without the benefit of any perks, items, or prior companions from past jumps, save what is purchased in this document for the duration of your stay here. All Campione were mortal men and women once, maybe this will somewhat close the gap between you and them?

+ 750 cp
Shard Titanomachy
Once every two years until your time here is up, a shard titan based on a random parahuman will appear in the world of Campione near your vicinity to wreak havoc and destroy civilization using their shard abilities writ large. For some reason, none of the other Campione or the Heretic Gods of the netherworld will be available to fend it off, as this drawback enforces events such that only you can engage in battle with these shard titans. Do nothing and watch as modern humanity is thrown back into the stone ages through your inaction.

+ 750 cp
King Who Manifests at the World's End
Rama, the God born to cull God-slayers, whose power is multiplied by the number of Campione currently in existence in the world. With this drawback, Guinevere will succeed in awakening him within the first three years of your presence here, and if you remove her from play, another will serve the same purpose in her place. Upon his awakening he'll immediately use his Divine Sword of Salvation, as well as numerous Authorities designed to slay Campione to end each and every living Campione's life. He cannot be reasoned with, and will stop at nothing to slay you. Will you be able to survive the divine butcher that has ended all the generations of Campione prior to your own?

+ 750 cp / + 1000 cp
You Needed Worthy Opponents
The three Endbringers from Worm have become active once more. Behemoth, Leviathan, and the Simurgh will appear together in the world of Campione to visit their horrors upon a new world. Together they will resume their cycle of destruction, as one of these dread siblings will launch an attack every few months to encourage conflict and bring humanity down to the level of paranoia, fear, and self-destruction endemic of Earth Bet at its worst. Hope you know what you've wrought on this world, as even Heretic Gods are rarely this insidious or as difficult to slay as these engines of destruction. You are free to enlist others in aiding you to defeat these monsters, but expect even Campione to struggle in these battles.

For an extra **+ 250 cp**, when one Endbringer falls, another Endbringer in the lineup of twenty shall awaken to take the fallen one's place. Any Endbringers still not awakened by your last year here will all wake up together.

+ 1400 cp
Eden's Resurrection
Eden's avatar suddenly reforms. Although significantly diminished in strength compared to the full Thinker Entity, seeing that it took Golden Morning to take on the Scion avatar who was already suicidal, expect Eden to be a significantly more insidious foe who will not be as direct as Scion in her methods.

She will be manifesting in the world of Campione, not Worm/Ward, even if the **"De-Wormer"** toggle is taken.

+ 2000 cp
Apollyon Ascendant
Turns out not all entities are unaware of the powers of magic, belief, and divine Authorities. A third entity by the name of Apollyon will arrive after your first 5 years here to harvest the Campione-verse for all its magical knowledge, supernatural gifts, and the netherworld for all its Authorities.

This entity has all the conventional abilities of Scion and Eden, while also possessing shards of arcane natures around magical effects, the power of belief, the divine, and other such supernatural phenomena. It has consumed countless alien worlds and the entirety of their magical knowledge and netherworld equivalents. It is defined by its role as the **[MYSTIC]**, a more esoteric peer to the **[THINKER]** or the **[WARRIOR]**. Hopefully you're ready for the full-might of countless alien pantheons, deities, and other magical effects thought up by a fully matured entity's research, that will arrive sometime in the second half of your time in this jump.

Taking **"De-Wormer"** with this will just mean that none of the elements of Worm/Ward will participate in this struggle. The Eden avatar will ally herself with the Apollyon entity if she is not dealt with before it arrives if you also choose to take the **"Eden's Resurrection"** drawback.

Optional Scenario(s)

Heretical Battle Challenge
Prior to entering the setting, you will have to participate in a battle royale themed on one of the eight Campione of this world and the journey they have taken. This can be bought more than once, up to eight times for each Campione. You will face each of the Heretic Gods they have defeated in the same chronological order they did in the story, in a pocket world advantageous to their abilities. You will only have a 5 minute break in-between the descent of the next Heretic God, upon which the terrain will warp to match their preferred battlefield.

You will not receive any of the purchases from this document until after you have completed all of the battles, and Authorities you earn will also be deferred till after, delivered right after the deferred purchases from this jump document.

As such, you will not be able to rely on accumulating stolen Authorities to get you through this battle royale. A challenge with great risk, but great rewards if you think you have what it takes to take on multiple Gods without the status of being a Campione. Be careful that your hubris doesn't lead to your demise.

Taking Taylor will not include Scion, and taking Godou will not include Rama.

You will be dropped in to start this jump as normal after completing this challenge.

End

So you have survived your time here in a world of magic, gods, parahumans, and multidimensional alien space whales. You now have a choice to make, would you like to:

Stay Here, and continue your life in this fused world of sci-fi and fantasy, where there is a plethora of wonders and adventure to seek out.

Go Home, and retire from all this to return to the world of your origin.

Move On, as there is still more to see, and more to do beyond this reaches of this world.

Notes

- Valid Targets for the **“Campione”** perk:
  Yes, Shard Titans, Endbringers, Entity Avatars, and even full Entities are valid targets for the **“Campione''** perks in terms of receiving Authorities upon their defeat, despite lacking an innate divine nature drawn from myth and legend. Judging by how Taylor was able to get Authorities from defeating Scion, the delineations of what is and is not valid need not be so strict.

  Post-jump you can take this to mean that as long as it can be considered God-like in power compared to mortals, it’ll be a valid target.

- If there are abilities Campione have that are not described in the **“Campione”** perk you may assume it’s included.

- To become a Campione the hard way just select the **“Campione”** perk alongside the **“Divine Seal”** drawback - they have the same base cp value for a reason.
- I know it’s Zion, not Scion, but that’s how it is in the fanfic, and how most people of Earth Bet know him as.

- **“A Nature that Transcends, Evolves, Grows”** cannot affect itself, as the sole exception to its own perk effect.

- Due to resurrection being a common enough phenomena of this world, you will not experience a chain-fail as long as you are alive by the time you need to depart from this jump.

- The Ocean’s Orb in the item section is not the same as the one featured in the story, Leviathan will still be gunning for the city of Alexandria soon.

- You may find *Greatazuredragon*’s Skittering Campione story on fanfiction.net

- I hope you enjoyed this jump. Contact me on SB if you have any questions or feedback, I may or may not see it though. - *Sublime*

Changelog:

Version 1.2 Nov 5th 2023

- **Removed** purchasing requirements for **- 800 cp perks**.
- **Campione** perk now has **post-jump** allowances, with a **- 100 cp upgrade** to remove ambiguity over receiving authorities from weakened or injured gods.
- Removed lifespan and immortality discussion from the **Campione** perk, **Notes** explains that any abilities not described are included, so I'll leave it up to you to fanwank.
- **Genesis of Myth** replaces **Usurper** as the **- 800 cp perk** for **Local Magical.**
- Added **Note** to close the recursive growth exploit with **A Nature that Transcends, Evolves, Grows.**
- Removed companion perk restrictions and changed pricing scheme.
- Removed **Mother Dearest, Pandora** companion option.
- **Baba Yaga** companion option now free for those with **A Potent Bloodline**, **- 100 cp** without.
- Removed references to Pandora's characterization across the Jump.
- **Moon Driver** item changed to **G Driver** to better reflect cost value.
- **Divine Authority Section** moved above **Drawbacks** and **Companions** sections.
- **Divine Seal** drawback edited, added removal clause for if Heretic God is never slain by the end of the jump.
- Added **Paranormal Instruction Guide** to general perks.
- Modified **A Storied Bloodline** to allow equivalent magical arts to replace Hermetic Magic as an option.
- Edited **Holy Sword** to remove canon discrepancy, and to clarify Ame-no-Murakumo-no-Tsurugi as the power ceiling for this option.
- Fixed pricing of **Parahumanity** to remove cp leak.

Version 1.3 Nov 6th 2023

- Added the drawback **"Mission Impossible".**
- Added the drawback **"Clearly I'm the Ordinary One".**
- Added the drawback **"Truly a Strong Stench".**
- Created **Optional Scenario** section.
- **"Heretical Battle Challenge"** is now an optional scenario for no points instead of a drawback.
- **Note** on allowance that death is not a chain-fail as long as you're alive by jump end.