GREEK MYTH JUMP

INTRO

Greek Mythology, the tales of gods, heroes, and monsters. They are some of the earliest Western stories and have inspired countless works of fiction and art. You live not in the historical Greece but Ancient Greece as viewed through legends like Homer's Iliad and Odyssey or the many tales of Heracles.

Monsters and heroes do battle, artists compete and craft wonders without compare, men prove their glory. Fate spins a web of triumph and tragedy watching the world from afar. The four winds sweep across the sky as the chariot of the sun brings light to world.

You appear here in a Greek city of your choice. The strings of your fate have been taken from the hands of the Fates making you unique amongst all but Zeus in that you can carve your own path and fate into this world unbound from the whims of Fate, whether cruel or kind.

Now step forth into a land where legends are truth!

ORIGINS

Drop-In

You are new to this world. While your arrival has gone unnoticed for now that could soon change depending on your actions.

Great Artist 30+1d8 years old

You are great yet you are not a hero. Much like Daedalus or Pygmalion you are someone who is supremely talented and skilled at something apart from combat. You have likely spent much of your life honing these skills and are naturally prodigious at the arts and the crafts.

Hero (16+1d8 years old)

You are a hero. A stellar human who could achieve great renown. The entirety of your life has shouted to all the world that you will succeed most likely beginning with birth into a noble or royal family and filled with youthful adventures. Your body is as strong as ten normal men, your speed faster than any normal chariot, and your endurance greater than a strong ox. On the battlefield few mortal men would be able to match your strength. Even the monsters who feast on ordinary warriors would have reason to be wary with you hunting them.

The memories from this world are of someone who wishes for glory and has unshakeable courage.

Monster (Anywhere from one to a thousand years old)

You are a monster. A great beast stronger than all but the greatest of mortal men. You could simply be an incredible specimen of a normal animal or you could be a stranger form of best like the chimera, gorgon, or hydra. You will only have the biology of these monsters not their supernatural properties like regeneration or turning men to stone. Whatever you are you have gained a reputation as a dangerous beast and already many have fallen before you.

All origins receive their 100 CP perks and items free and have discounts on all perks in their trees.

PERKS

Drop-In

Xenia 100

You are always more likely to find someone willing to give you hospitality while travelling. You will be invited into their home as a guest and treated as such as long as it is not unreasonable for them to do so. In exchange those who are giving you hospitality will seem to be blessed so long as you are with them. Their crops will live during years of famine, wars will seem to pass them by without taking their food or killing them, and they will always seem to have enough money to live in moderate comfort. They will also make fast friends with you should you be willing. It's as if the Fates smiles on both of you. However the pattern the Fates spin will only change so much, active targeted actions against whoever you are staying with would almost certainly be enough to break their lucky streak should they have no other protections.

Trojan Equine Knowledge 200

Like a certain man who will be lost at sea following the Trojan war you are crafty. You have a natural inclination for plans and schemes, especially those to defeat an opponent stronger than yourself. Against an enemy who does not plan or think in battle even telling him the words he can speak before he can say them would be possible. Just be sure not to let it all go to your head and insult someone who can make you pay for it.

Furthermore you are able to preserve and endure when other mens courage or patience might fail them. Even captured and surrounded by the dead you remain calm like a steadfast rock in a storm.

Blessing of Hygieia 400

You are blessed by the god of health, sanitation, and cleanliness. This has made you immune to all natural diseases and poisons and even to the worst of the supernatural, even a diseases or poison as strong as a cup of undiluted blood from the Hydra would not affect you. Furthermore the Goddess protects you from curses warding away any and all curses that God's or other beings try to place on you. This is not her domain so her protection from curses is less absolute than against diseases or poisons however it would still take something as a curse which could lay low a small kingdom.

Walker of Worlds 600

The messenger God Hermes walks easily between Olympus and the Underworld without fear of danger. The effects of all environmental dangers are greatly mitigated by this perk to the point you could easily traverse a desert without fear of burns or swim the oceans without drowning. Harsh environments and difficult terrain are the same as

paved roads to your feet and you can easily travel at your top speed through them. Wild animals and beasts will never interrupt your travels with attacks. Even if you should have no means to get somewhere like Hermes as he runs through the air you may simply walk there given enough time. The greatest boon of this perk however is that you may reach even places that are sealed off or impossible to travel to, your feet could stand in the Elysium fields in the day and Tartarus during the night. It is like you are one of the four winds which may travel anywhere without fear. Be warned however this does not stop others from taking action against you if you are somewhere they do not want you to be or going somewhere they do not want you.

Great Artist
Genius of the Art 100 (Only first purchase free Great Artist, following purchases discounted)
You may be mortal but in some particular art or craft you are no one's lesser. In your particular form of art or craft you will be like Daedalus in his own. Amongst mortals you will at best be matched and will not be surpassed. Even the smiths who work Hephaestus forges would be forced to recognize your talent if you are a smith, or Apollo himself would be impressed by your voice as a singer, even if it does not surpass his own.

Bronze Flows Downhill 200
In these times acquiring resources may be difficult. Bronze is rare and expensive, however with this perk it seems that the materials you require to practice your art will always find their way to you. A blacksmith will never run out of metal unless he is crafting with truly prodigious speeds, a musician will find that instruments of excellent quality always seem to fall into their hands when they need them, and a sculptor will never be without marble.

Automaton 400
Your creations have a degree of life to them making them able to react to the situations around them. Weapons you craft will bend and stretch to turn missed strikes into deep wounds, statues you carve will adjust themselves to be even more perfect than before, the sound of your songs will ring differently in each man's ear so it might be more pleasing to them, and all of your creations have a life like aura about them. At each moment your creation will change to be perfect for completing it's task in that moment. This does not grant your creations true intelligence it simply allows them to change and adapt to better fulfill their function at a particular moment.

Microcosm 600
Like the shield of Achilles your creations can contain microcosms. You could place within a sword the power of a raging thunder storm, sing a song that carries the components of civilization that would allow it's most important ideas to be transmitted through it's words, even very complex ideas like how the men of Greece live and understand the world can be placed with a creation of yours. This empowers an item by allowing it to act in some way as if it were the thing imbued within it, albeit in a diminished from the form they are embodying. Striking a shield which contains a microcosm of Greece would be like trying to strike through Greece, being struck by a sword containing Greece would be like being struck by Greece. However the

microcosms you place within items will be greatly reduced compared to the actual thing they are embodying. A song containing civilization would only be able to get across the most important ideas with very little nuance, a sword containing a storm would strike with the force of a single thunderbolt rather than the thousands within the true storm, being struck by a shield containing Greece would be like being hit by a mountain rather than a country.
It would take incredibly intense effort to create anything containing a microcosm more powerful or complex then Greece.

Hero

From Zero to Hero 100

While this is called training this is a far more comprehensive education than merely skills for battle, although they are certainly included. You have received education from Chiron himself. This includes extensive education in all the things a man of noble status would be expected to know such as medicine, music, literature, mathematics, governing, hospitality, social skills, hunting, and prophecy. It also includes training that has honed your skill in battle to the levels of legendary heroes. You are highly skilled in effectively all contemporary weapons and have mastered one. You are also either already in or will be able to have a friendship between teacher and student with Chiron.

A True Labor 200

Impossible means a hero hasn't tried hard enough yet. When facing a challenge that is deemed insurmountable or impossible by common mortals your will becomes steel and your courage unshakeable. Furthermore you're good at thinking outside the box. Sometimes doing the impossible simply means thinking about it differently.

Quest of the Gods 400

Hero's are the greatest of mortals, so should they not bear the greatest of tools? As a hero you seem all but destined to find or be given useful and powerful objects to aid you in your quests. As a hero with great tools are you not the greatest tool the gods could have? The gods give you grand quests which only the greatest heroes of this world could complete. Should you complete them you will be rewarded with great gifts. Fortunately they won't be to angry if you don't accept these often dangerous quests. In future jumps the gods of those worlds will still be more likely to give you quests and rewards for completing them as well as being less likely to punish you for not doing them.

Strength of Heracles 600

Heracles is but one of the many beings famed for their strength, and now you join the ranks of these heavy hitters. Your strength is without peer on the battlefield. Your blows could cause even the god of war to be forced backwards, push away rivers, or even hold up the sky for a moment. Furthermore you can apply this strength without causing unwanted effects that would normally come from world shaking strength such as collateral damage from your attacks or large structures you pick up shattering.

Monster

Terrifying Visage 100

To see you hunt is to know fear, to see you kill is to know terror. You are capable of inspiring true terror in the hearts of men when you wish to. Only those with great courage in their hearts or a powerful determination could bear to fight you. Lesser men will be made to cower and flee from you while you are on the attack. Be warned even cowards might have claws when backed into a corner and men often find courage when it is more then their life on the line.

Den of Serpents 200

Men whisper amongst themselves huddled around their fires of a place no man may enter and live. They speak of the Hydra's swamp where it's poison blood has turned it into a pit of death and the Charybdis pulling ships to their death. They also speak of you, you can turn any place you live into a wasteland. If you wish you can make it so no mortal can approach you lair and live or so the survivors of your wrath whisper. Only the strong and those who wish to die would be willing to approach somewhere you have prepared this defense for.

Beast Beyond Nature 400

Monsters surpass the natural world. Your body does not wear from disuse or hunger, diseases that ravage your lessers simply have no effect, age can only make you wiser and sharper never wearing away your thoughts, even if the gods were to wait for eternity your claws would be as sharp as they are now. The passage of time has as much effect on you as it does on the immortal gods. You are undying and shall only grow stronger as you age never losing a part of yourself to Cronos, yet even you who are undying are not immortal. The swords of heros can still take your life.

Myth of the Monster 600

Jaws that crush ships, a gaze that turns flesh into stone, claws that dig into even gods, these things are why mortal men must cower before monsters. You have some natural property which would qualify you as a legendary monster. Your skin is unbreakable, you regrow two of anything you lose practically as fast as they're lost, your blood is a poison that could kill on sight much less touch, whatever it is you have a trait that qualifies you as a monster. This property is not something benign yet useful and powerful, it is a power that strikes fear into men's hearts and makes them instantly think of a great monster. Not only that but your general strength even outside that property has grown such that you could crush the throat of even a demigod with a good bite.

While the stronger gods are still able to overcome your special ability you will be able to threaten even some weak gods using it.

Undiscounted
Receptive Doves 100
You have the power of Zeus. Or to be more exact the power of Zeus to successfully impregnate anything regardless of biology, logic, or basic decency. You will have children that inherit traits from both you and their other 'parent'. Anything means anything, rocks, oceans, and wind are all valid.
Yes this does work when you're a girl.

Demigod 500
The blood of a god flows through your veins making you greater than mortal men. This blood turns you into a paragon of your origin. Drop-Ins will find even a single stride is able to take them a great distance and that they seem to have been blessed by the fates themselves with great luck. Great Artists will find themselves able to create masterpieces as easily as they breathe while their effort improves their works to even grander heights. Heroes will find their strength multiplied, their body toughened, and their speed vastly increased making them all but unstoppable by mortals. Monsters will grow to truly gargantuan sizes and find that their supernatural abilities will have grown with them.
All origins gain some control over their divine parents domain, sons of Zeus will be able to call down bolts of lightning, daughters of Hades could bring forth an army of undead servants, and a child of Poseidon could create violent earthquakes.
Any Greek god is valid as a choice for this perk but be warned some parents will not be taken to kindly by the gods of Olympus.
Whichever origin you are the blood now in your veins has enhanced the power of any 600 CP perk you may have bought.

ITEMS
Drop-In
Cornucopia 100
The food of the Gods, literally. This is a huge magical goats horn that overflows with a fine harvest of food. Delicious grapes, perfect olives, golden grain, and many other impossibly good foods seem to spill forth from it whenever you pick up the Cornucopia. The true boon of the Cornucopia is at the very end of the horn, enough Ambrosia to fill a cup. This magical liquid washes away disease and injury like water over dirt, reverses the effects of aging to bring people closer to their prime when consumed, and tastes delicious in ways mortal men can barely comprehend while fully feeding someone with only a sip.
Only makes a single cup of ambrosia a week.

Sandals of Hermes 200
Hermes winged sandals allow him to run through the air like a bird. Now you to may take flight while wearing a copy of his legendary shoes. While wearing these the air itself seems to form a solid and flat surface to walk on. They also increase the length of your strides three fold allowing you to walk at running speeds and run even faster. Furthermore they are a snug comfy fit and golden.
Completely silent and leave no footprints in case you need to engage in the less scrupulous domains of the thieves God.

Golden Apple 400
The apple of discord that spreads conflict wherever it lands. Whoever sees this apple after it has been thrown, apart from you and your companions, will be compelled by a powerful magic to claim it as their own. They will fight and even kill to be the one who has it so they might claim it as their own.
Do not throw this lightly for wars that destroyed heroes have been sparked by one.

Great Artist

The Muses 100

A statue of nine women with various instruments and tools in their hands. It is small enough to be set on a workbench without interfering. Any work you do near this statue is more likely to have innovations. Carving a statue you may think of a new pose or find a trick to carving you didn't know, making a sword you might think to use a new technique while making it, or while practicing you might think of a new trick for your skills. If you were to always work with this you might be considered revolutionary for how new or innovative your techniques are in a few years. It seems that the muses think you worthy of their whispers.

This does not give you any ideas you could not have made on your own, merely makes the tricks and possible improvements more obvious to you.

Trading Boat 200

A large boat which can safely sail the seas. It's hold is large enough to easily hold a large cargo. While it cannot sail on it's own the tides shall always favor it, the winds always fill it sails, and the seas remain calm as it moves. Only the most dangerous of seas and monsters could possibly pose a danger if the crew of this ship were even slightly able. With this a man could spread his goods and works to every corner of Greece.

By sacrificing to the gods before a voyage the seas before voyaging upon this it will guarantee you do not meet trouble like pirates or monsters on the open seas, as well there is no punishment for not sacrificing before any voyage you take.

Library of Daedalus 400

A grand library titanic in scale such that it could rival a large temple. It either connects to your warehouse or appears in the world. Within the library lie details on the works of all great craftsmen and artists of Greece detailing their masterpieces and works. A person could spend years reading the scrolls contained here without reading all of them. These scrolls are for masters so only those who have already become a master of the contained craft would be able to truly make use of the techniques and skills within them. Only the works of the gods themselves surpass the scope of this library.

Hero

Hoplite's Equipment 100

A full set of Hoplite's armor and weapons crafted by a master craftsman. This includes a shield, spear, helmet, greaves, and various other pieces of armor. As for weapons it includes a spear and short sword.

All of this equipment is of high enough quality it could be wielded by a strong demigod and take hits from the same for an extended battle.

If you were to enter a war with this equipment you would be considered a well equipped soldier.

Divine Chariot 200

A masterfully crafted chariot made by the forge God Hephaestus. It is hitched behind two immortal horses each one supernaturally swift and enduring. It is perfectly made for you and can be controlled with even the lightest of touches.

The true boon of this chariot however is that it can be hitched to almost any creature and pulled by them at their top speed.

A Lion’s Pelt 400

The pelt of a great lion which turned aside all blows turned into. This pelt cannot be pierced by all but the mightiest of gods and even they would need to put in great effort. Large enough to cover a large man if it were to be worn as a cloak. Although it is almost impossible to pierce this cloak will do little to stop the actual force behind a blow so you can still be beaten to death by a sufficiently powerful enemy.

Monster

Raidable Farm 100

A large farm run by completely normal mortals. It is filled with fine olives and great sheep. The land seems to take care of itself only needing seeds to be scattered on the ground to give a bountiful and healthy harvest. The men living here never seem to care or fight back against you if you steal, raid, or otherwise take the food from this land so long as you let them live. You could spread rumors of your prowess and how you terrorize this farm by hurting the farmers or you could just take what you need and leave. The choice is yours.

Isolated Island 200

Hidden behind swirling mists, cruel rocks, and rushin currents lies your domain. This island lies off the coast of Greece and is untouched by man. Only you and the gods know of the secret paths that must be taken to reach this place from the land. Those who sail the seas fear this island and without a touch of the supernatural only great or terrible fortune could let a man wash upon its shores rather the being beaten along the rocks.

Only those who are destined to reach this place or those who have power surpassing ordinary men could come hear of their own will.

Labyrinth 400

Much like the mighty minotaur you have your own highly complex lair. The structure is maze like and so cleverly constructed even a genius like Daedalus would have trouble escaping it. You of course are an exception and have a perfect mental map of the Labyrinth and can tell where you are within it at all times and detect the location of others within it. Furthermore the labyrinth has been designed to emphasize your natural traits and abilities. Monsters relying on ambush would find it dimly lit and full of places they could spring from, those more suited to direct combat would have large arenas leaving little space for a hero to sneak around in. Any man lost within this maze would take days to find their way out barring outside help but very few could survive that long with a monster hunting them through it.

COMPANIONS

Jumper's Argonauts 100

Using this option you may import a companion. Each companion imported this way gains a free background along with all appropriate freebies and 700 CP to spend.

Four purchases of Jumper's Argonauts will allow you to import eight companions as if they has been brought through it.

For 200 CP per companion you may make them a demigod with all that entails.

Traveler Without a Home 200 (Discounted Drop-In)

Ever since their childhood this young one has moved from place to place as if they were a grain blown by the winds. They have nowhere to truly call home always pulled away from the places they rest by some thing or another. The one and only constant of their life is that it is filled with adventure and fine friends. They have learned many skills over their years of travelling, ranging from combat and hunting to burglary to singing, but never truly mastered any. While their deeds to date have not been so great as to be sung of in legends they have a mind sharp enough to cut through any steel and loyalty to their friends which even the gods could not break. Perhaps following you gives them purpose or a tether even their wanderlust will not break or perhaps they simply wish to follow you to new worlds entirely. Whatever the case they will follow you wherever you are going.

They begin with Xenia, Trojan Equine Knowledge, and Blessing of Hygieia as well as all the skill and strength you could expect from someone who has been on a few adventures grand enough to receive minor gifts from the gods. They also have a Cornucopia and a perfect copy of Hermes Sandals.

For 200 CP you may make them a child of Boreas, God of the North Wind and Bringer of Winter. From this they will gain all the abilities of a demigod and Walker of Worlds. They will also have a golden apple gained during one of their adventures. While Boreas does not know they are his child he still favors them as he knew their mother was one of his lovers keeping the chilling bite of winter from them and their friends while blowing harsh cold winds on their enemies.

Hero for Glory 200 (Discounted Hero)

A young man who has yet to prove himself in battle. He is well liked in his home city and seen as the strongest of the young men there. As a child he was sent to Chiron to receive tutoring in the ways of the Greeks and the art of war. Now seeking glory he has gone forth from his teacher to find adventure. He feels a strong attraction to you and will follow your journey seeking glory from it. This young man will stop for nothing short of death or the songs sung of his strength.

He begins with From Zero to Hero, A True Labor, and Quest of the Gods as well as all the abilities natural to the Hero background. He also has Hoplite's Equipment and a Divine Chariot.

For 200 CP you may upgrade this Hero into a son of Zeus granting him all appropriate abilities along with Strength of Heracles and give him a Lion's Pelt. His father the King of the God's will surely smile on both him and his friends so long as they do not act shamefully granting favorable weather and striking their enemies with harsh storms.

Artist Seeking Perfection 200 (Discounted Great Artist)
An old man who has spent many years mastering his craft with an almost obsessive drive. He has run against a wall not of skill or difficulty but of vision. He has never found something to make his heart sing and inspire his art with one final push. His works are famed throughout Greece as masterpieces and he is known to travel often searching for the thing that will inspire him. Now he follows you perhaps to see whatever legend you will carve, perhaps to see what works you yourself will create, or perhaps simply to pass down his craft so someone else can perfect it.

He begins with a single purchase of Genius of the Art for anyone art or craft, Bronze Flows Downhill, Automaton, and all the benefits of the Great Artists background and years of experience. He also has the Muses and a Trading Boat.

For 200 CP you may make this artist a son Apollo, God of Prophecy, Medicine, the Sun, and Arts, granting him the ability to create Microcosms and access to the Library of Daedalus. From his father he has received the power of prophecy and can divine the broad strokes of the near future.

Monster of Legends 200 (Discounted Monster)
This titanic boar has no true story to it. It is a simple beast that acts on it's instincts and a bestial cunning. It does not fear men and will fight against them aggressively, proved by the thousand scars across its hide. The beast stands the height of a tree at the shoulder and has tusks as long and sharp as spears. It's hide is thick enough to bury a

spear tip without piercing the flesh beneath and as tough as any leather and the muscles beneath could crush through stone. Somehow the beast has been tamed by you and will follow you wherever you go and obey your commands. It is smart enough to understand your orders like a trained dog and with time will only grow more responsive to you.

He begins with Terrifying Visage, Den of Serpents, and Beast Beyond Nature as well as all the abilities granted by the monster background. He also knows the location of a raidable farm and isolated island.

For 200 CP you may upgrade this Monster into a son of Gaia granting him all appropriate abilities along with Myth of the Monster and give him a Labyrinth. His mother the Primordial Goddess of the Earth embraces it ensuring that it’s feet will never leave the earth so long as it does not wish them to. Only someone with the strength to up a mountain could move its feet against its will.

DRAWBACKS +800 Maximum

Legendary +0
Whatever great accomplishments or interesting adventures you have in this world will be inserted into the Greek mythos as it exists in any future worlds you visit. This won't actually affect individuals merely the stories told about them, if you give Hercules armor the Hercules of other worlds will not have that armor they will simply have stories about how they were given armor. You also receive a book that compiles these myths and legends as you travel between worlds.

Echo +100
Someone always repeats everything you say. They are never louder than a whisper in your ear but every sound you make, every word you say plays back a moment later. And it never fails to annoy you. Be prepared to stay silent as long as possible in silence as you try to avoid the infuriating sound of your self.

Achilles Heel +200
You have a single part of your body which, if struck, will result in a great injury. It will at the least be crippling with even a glancing blow bringing you to your knees. Furthermore this is a well known weakness and will be targeted by any enemies who would do such a thing.

Jason and the Jumper +200
The gods of this world are more than willing to play with the hearts of mortals and you are an unfortunate victim of this. You will constantly be made to fall deeply in love with those who do not love you in turn. You would be willing to do almost anything for these people and can expect them to use and betray your trust. After this betrayal you will be snapped out of the love you once had for them however you can only expect that to last long enough for another tragic romance to be started.

Fucking Heracles +200
Every Time you do a great deed or perform a grand act it is only to find Heracles already did it and did it better. Moved a mountain? Heracles moved a range of them last

week. Foguth an epic battle that should shake world? Heracles had one this morning and it makes yours look small.
No matter what you do Heracles does it better and overshadows you so completely that you'll barely be a footnote.
Furthermore he's so annoying with those perfect teeth, that handsome smile, and those manly pecs. Oh you can't bear the sight of him! He makes you utterly furious with every action only compounded by the fact you can't beat him at anything. This rage must never be allowed to overcome you though or Heracles may very will kill for wronging him. Imagine going against a mary sue written to be as strong as possible for a thousand years that has been specifically tuned to.

Ten Labors +300
Each year you will be given a task that would challenge even the strongest of demi-gods. They are designed to be things no man could complete although still theoretically possible. These can be anything from stealing from the gods to bringing someone back from Hades to slaying an incredible monster. Whatever they are you will be exposed to great dangers while doing them and it would take a hero of incredible strength, wit, and skill to survive even one. Failing to complete a labor means another one will be given to you. Knowledge of these tasks is public and each one you complete will bring you incredible glory.
Furthermore if you are assisted in any way while completing the task it will not be counted and you will be given another one. Even something as minor as being handed a weapon while you kill the monster will invalidate its completion. These must be completed on your own.
Failing to complete at least ten tasks will cause you to fail this jump.

Notes
Demigod improves all 600 CP perks
Walker of Worlds gains the ability to lead others between places just as Hermes carries the souls of the dead to the underworld. So long as you are leading a group in their travels they shall be able to follow you wherever you are going enjoying the same benefits you do. As well they gain the abilities to find things. While the normal Walker of Worlds can bring you somewhere given enough time and walking it cannot bring you to someone or something. Now however both people and objects can be moved to.

Microcosm gains the ability to change. Whatever was imbued into the art will change for the better with time as it is exposed to new situations. A sword imbued with lightning will soon grow to contain fire as well if you expose it to fire. While it will still have limits as to what can be imbued into the object determined by both scale and complexity this will allow an object to draw in new concepts and things over time. The time it takes for something to be drawn into it changes depending on scale, complexity, and how far from the original thing imbued into the object something is. It could easily take over a decade if something particularly large, complex, or far from the original needed to be placed within your art.

Strength of Heracles has the scope of its boost increased. No longer will your strength greatly outstrip all other aspects of your body. Now it is in proportion to both your speed and durability as well. You will be only a hare slower than Achilles himself able to kill as fast as Fate can end men and cross battlefields in between heartbeats, even quick Atalanta would be outpaced by this speed, your body hardens and becomes all but invincible to anything less than your own strength with a similar increase in vitality and endurance.

Myth of the Monster causes those who have it to grow. They will begin to grow as if they were in childhood multiplying in size month after month. This growth can continue for years until the monster has reached truly titanic sizes rivaling mountains in their size

and capable of crushing all mortal works beneath them. At will the user may induce, stop, or reverse this growth.

The upgrade of companions into demigods is NOT discounted by origin.

While demigod does multiply physical stats it does not compare to anything offered by Heracles strength. That perk outclasses every other physical boost in this jump.

You are not bound to Fate during this jump. This would be very interesting to some very strong and important people.

The gods are generally willing to live and let live so long as you do not offend or disrespect them. Offer sacrifice to Olympus on a regular basis, thank the gods when they give you help or have great luck related to their domain, and if you have previously offended them. In general circumstances that is enough for them.

The physics of this jump run off Ancient Greek physics and understanding of the world. Feel free to fanwank the details on which cosmology you're using though.

Strength of Heracles does not literally make you as strong as Heracles. It puts you in the same general weight class as him but you would be the silver medal compared to his gold. You can lift the sky for a moment, he could do it all day. It also improves your physical stats to be just below the best heroes when upgraded if for some reason that was unclear and you assumed it multiplied all stats like it does strength. You'll be slightly slower than Achilles, slightly weaker than Herc and so on.

This jump probably still has spelling and grammar issues because Herculanon is basically an illiterate barbarian. Point them out if you see them.

Made by Herculanon with thanks to the IRC and to the toasty friends in bread for helping make this jump.