Saint Seiya: Episode G

By Valeria

Introduction

Welcome back to the world of Saints, where the heroes of Greek myth live on in the hearts of the modern day men and women who continue to fight against the forces of darkness. A world where many myths and legends are real, though hidden from the eyes of normal people.

This particular world takes place in the late 20th century, seven years before the story of the Bronze Saints of legend would happen. It has been five years since Sagittarius Aiolos was killed, having been hunted down as a traitor for kidnapping the infant form of Athena's mortal host. It is unfortunate for the Saints that this was not the truth, just a manipulation by dark forces to serve their purposes.

The Titans of legend are planning to return to this world. Eleven mighty Gods that were sealed away in a battle against the Gods of Olympus. Led by the God of Time Chronus and assisted by the Primordial God of Water Pontos, the plan to release the Titans is well underway. For now only Pontos is free but he has already ensnared the Pope of the Sanctuary with his influence and readied the ritual to release the first of the Titans.

The Titans are immensely powerful, even when released with several seals still active they would be a terrifying opponent for even a Saint of Gold. But even the Titans are not without flaws. Pontos does not honestly desire to help the eleven, instead wishing to use them for an all-together different purpose.

But for now, this world's story focuses on a bitter young man named Leo Aiolia. The brother of Aiolos and still full of rage at his death, he currently wanders the world on missions from the sanctuary. It is one year from the day that Aiolia would travel to America to stop the explosion of a massive nuclear power station and the time of the release of most of the Titans.

You have 1000 Choice Points (CP) to spend on advantages for yourself here, where you will spend the next ten years.

Locations

Saints begin in Athena's Sanctuary. Titan's begin in the Empty Wilds. Either may instead choose The World as their starting location for free.

Athena's Sanctuary

The home to all of Athena's Saints. Found somewhere within Greece, it is here that the many loyal servants of Athena and protectors of humanity live, train and ready themselves for combat. The many houses of the Gold Saints can also be found leading in a procession towards the central structure. As a Saint, you will begin either within your own home here or on the outskirts of this sanctuary.

Empty Wilds

You awaken in a seemingly deserted lot. A cloaked man is standing before you, calling himself Pontos. It appears that this location is where he has been trying to summon the Titans back into the world and that he has finally begun to succeed, much earlier than he first thought. There is little civilisation even for dozens of miles around, though that is little problem for you, and it seems that Pontos is too busy focusing on undoing the rest of the seal to pay attention to where you go next.

The World

The mortal world of Earth is at once both a breathtakingly large vista and also a miniscule spot of dust in a vast cosmos. If you decline to begin in your factions' starting area, you may instead choose to awaken in this world in any public location on Earth.

Origins

Either origin may instead be treated as a drop in origin. You will have no history in this world and no memories, so it may be best to stay away from the rest of your faction.

Gold Saint

You are one of Athena's holy warriors, the Saints. Sworn to protect your Goddess, the world and all of its peoples. Indeed, few are so widely known for your duties as you are, being that you are no ordinary Saint. You count yourself among the exalted ranks of the Gold Saints, most elite of the Saint order. As either a secondary to an existing Gold Saint or an entirely new one, you are every bit as powerful and skilled as a Saint of your level should be, though you are far from the strongest that the order has ever seen or is even present at the moment. You are relatively well liked by your brethren for now with the exception of an angry young man named Aiolia, the Leo of the Saints at the moment.

Titan- 200

The Titans were the Gods of old, those beings that Zeus and his kind fought against and eventually sealed away. Lead by the primordial titan Chronus and accompanied by ten other Titan gods, it seems that they have found a twelfth member to join their ranks. You are one of the Titans, the extremely powerful Gods that were sealed away at the end of the Titanomachy. You have all the age and memories of your peers, though you are still under multiple seals that reduce your power to that of a strong Gold Saint at best. You somehow managed to get out of the seal a year earlier than your brothers and sisters, giving you the chance to either side with them and speed up the plan or to abandon them to their fate.

As a Saint, your age will be 16+2d8. As a Titan, your age will use the same roll but be multiplied by a thousand times at least. Your gender remains as it was previously. Both these things may be changed for 50CP a piece.

Perks

100CP perks are free for their origin in question and each origin may choose 5 perks from each tier of perks under their origin to gain discounted, allowing them to take discounts on five 200CP perks, five 400CP perks and five 600CP perks.

Cosmo/Dunamis- Free

The incredible energy found deep within all life. Cosmo sleeps in humans, animals and Gods alike, waiting to be ignited and turned into amazing and miraculous power. Those who unlock access to their Cosmo can learn to ignite and burn it, setting that energy alight within themselves to achieve superhuman feats and utilise supernatural powers.

Cosmo can enhance the physical body to incredible heights or manifest a vast variety of supernatural abilities, depending on the skill, knowledge and race of the user in question. There are many degrees and levels of mastery and power with the use of Cosmo but for the purposes of your time here, you will be quite incredible amongst Cosmo Users. As a Saint, you will have the average level of power and skill with Cosmo that a Gold Saint has, meaning that you have long since unlocked the Seventh Sense. You have the power to destroy massive stellar objects and to move far faster than the speed of light. As a Titan, you will instead access the holy power of Dunamis, a divine equivalent to Cosmo. Darker and denser than Cosmo, it can be difficult to take hold off but you have largely mastered your use of it. You are equal to most of your Titan brethren in the use and power of it, putting you at a level that allows you to destroy entire galaxies and outmatch the Gold Saints with ease…right up until they do the impossible.

While a Titan may have more power, a Saint has a natural tendency to do the impossible and perform miracles that allow them to reach far beyond the power that they normally have access to. The battle between a Saint and Titan may at first look to be blatantly one sided but for a Gold Saint with the will to win, they can triumph even when they should be crushed without mercy.

Saint

False Camaraderie- 100
The Saints, despite the unified front they may put up towards enemies, have rarely been such a thing in truth. From mere personal clashes due to mutual dislike to hatred that stems from years old blood feuds, it's a mess of tangled friendships, rivalries and enemies. But even with all that, you're still Saints. When the enemy comes to the door, you'll be by each other's sides. You're able to put aside any differences you have with someone and work together with them like they were a friend if you wish. If they have a reason to work with you too, you can extend this effect to them to assist you both in being efficient. Who knows? Maybe you'll be able to work things out between the two of you as you fight together.

Egalitarianism- 100
The stain of your family's sins can mark you for life, no matter how unfair that fact might be. The crimes that those associated with you will no longer affect the way that people perceive you. Even if your entire family line has been known for treason, cowardice and a lack of any good qualities, you will be judged entirely apart from them with not even an ounce of guilt assumed before you prove it to be so. Even if you look like someone, rather than just being associated with them through family or friend ties, you won't be wrongfully blamed.

Man of the World- 100
Just because you're serving a Greek Goddess, there's no reason to not seek out a properly varied education, especially when you'll be regularly sent around the planet on your duties or even beyond. You're able to speak dozens of different languages from around the world, can flawlessly act as the member of just as many varied cultures and can survive and live in most countries on earth with ease, whether that be in civilised society or in the wilds.

Up On The Podium- 100
You'll never need cue cards against, for you've got a fantastic, long winded speech ready for almost any situation, the sort of stuff that genuinely inspires courage and wards away fear and worry. You've got a fantastic, clear voice for those speeches too, able to carry across even the din of battle between Saints and their foes.

From The UN- 100
A calm heart and soothing words can often solve the problems that all the power in the world cannot. You're an expert negotiator, with long years of experiencing dealing with talking down all sorts of religious fanatics, would be world conquerors and other mad men. You're also amazing at showing the good in people, in both those you're talking to and showing the good that exists in others to those you're talking to, and getting them to open up to you. Coming to understand these people and getting them to understand other people is what you excel at and managing to reach that understanding can solve conflicts before they even begin.

A Loving Heart- 200
This world can be a harsh place at times but it is only through the efforts of those with love in their hearts that it remains as peaceful as it normally is. No matter what you go through or how you end up, you'll find you always have a vast wellspring of positive emotions waiting inside your heart that you can reach into to suffuse your mind and body with. It makes you far more resistant to attempts

to break your hope or cause you to despair, as well as allows you to easily bypass any protections that require one to feel love or happiness in great amounts.

Forged In Fire- 200
Putting aside your differences is the first thing but you'll only become a true team when you become true companions, even outside of the fight. It's something you find quite easy to do as you naturally befriend any people you work alongside with over time. The less friendly the person you're working alongside, the longer this will take but even a rather churlish young man shouldn't take more than a few weeks of daily cooperation to start to come around to you. The more dangerous the work you share, the faster this will happen too. The average work of a Saint can get pretty darn dangerous too.

Saint of Holidays- 200
Sure, being a Saint is an important job and shirking your duties like this does technically make you a deserter but…people seem to find you valuable enough to excuse your absences, so long as you don't make them suspect you were doing it to sabotage them or help the enemy. Whenever you shirk some duty or responsibility assigned to you, people will just accept that you couldn't come and not place any blame onto you for your absence. If you've agreed to do something or go somewhere at a set time, this won't help, but so long as it's just your general expectations, you can get out of even events that hold the fate of millions of people in the balance.

The Place of Humanity- 200
There's a temptation sometimes, to believe in the words of those so much more powerful and knowledgeable than you. When the literal creators of your world and your race are telling you that you are a vile parasite…it's easy to give into despair and believe it. You know the truth however. You always know when someone is telling you a lie and what the truth actually is, so long as that person knows it, as well as when and how someone is being influenced by their own biases. You're even aware of when someone doesn't really know what they're talking about and the relative amount of knowledge someone has on a particular subject.

Come Back In A Few Years- 200
Everyone loves a good fight. Or at least they really should, especially if they're up to fighting someone on your level. It seems that, so long as you're not at some climactic battle, you'll find your fighting counterparts to be surprisingly merciful towards you. If you've given your foe a good fight or even just entertained them for a while, you'll usually be allowed to run off unpursued by them personally and sometimes even not pursued even by the other enemy forces. Do it too many times and they'll probably decide to put you down for good but the hope of another fun fight gets you out of trouble a fair few times. If you came close to killing them, they're probably just going to end you though. They'd like a fun fight but they're not stupid. Not unless they already were.

Blind Shortcut- 200
Maybe not the most immediately intuitive of ways to train but depriving yourself of one or more of your senses seems to be quite effective. You're able to seal off one or more of your five main senses at will, preventing them from working at all until released, and in exchange you are able to speed up the overall growth of your power. Each sense sealed is a fair boost to the growth speed but they will not make a world of different, being around a fifth of your normal growth speed as a boost to each sealed sense. You are able to unseal any of your sealed senses with a few seconds of concentration for each one.

Soul of the Blade- 400
Fighting alongside you is an action not only unique to your allies. You may not realise it or even be able to sense it but the weapons you wield and armour that protects you can feel for you every bit as much as a friend could. The gear you've used for a while starts to gain a certain level of intelligence and autonomy, never enough to really become able of sapient thought but enough that it can act in order to help you independent of your own body. Weapons adjust themselves to hit perfectly when they might have missed, armour strengthens itself at the points you are hurt and magical staffs strain to channel more magical power. When in great need, they may even animate entirely separate from you to fight for you, swords swinging themselves through the air or armour animating and brawling with your foes, though such a thing can only be maintained for a short time.

Purifying Punch- 400
No more will you need to lament that you cannot solve every problem with your fists because now you are able to solve slightly more problems than normal with your fists! While your attacks might normally be limited to harming the physical, you've gained the ability to strike directly at the bad things that are inside people. You can punch out possessing spirits, roundhouse kick away bad feelings and even karate chop all kinds of sicknesses or diseases that hide in the bodies of your friends, hoping to avoid the unstoppable force of your mighty blows. So long as you intend to strike at the bad things within someone, your blows won't do them any harm either.

The Doorstep of Victory- 400
That moment when you arrive at the doorstep of death, just a hair away from defeat and thus destruction, that's the point where your power really comes out to the fore. What your foes might think is the beginning of the end is just one last chance for you to turn the tide. Whenever you've been brought to the edge of defeat, you receive a large boost in overall power and skill to multiply what you had before by two or even three times. If you are instead about to die, rather than just mere defeat, this might be closer to ten times the normal boost. Be very careful when you utilise this, as while the increase in power will not endanger you, using it to continue a fight could result in your death as it will not heal you. If you manage to survive or even win, that increased power and skill will fade away until it is needed once more.

Big Bro- 400
Strong as you are, you won't be winning against the Titans on your own. The Saints are a powerful group but it is only when they are just that, a group, that they truly show their colours. You're able to bring out the very best in those around you, your words of encouragement making people become able to break their limits and draw out an incredible amount of both power and emotion. Normally, these bursts of power are only temporary but if you keep at it with someone, you'll find that they retain more and more of the potential you encourage them to reach just by giving them some inspiring words. And summoning up all that emotion out of someone can be pretty darn good for getting them over some internal issues too.

Pretty As A Rose- 400
Few to none can hope to match the magnificence of your features. Even the Goddesses themselves feel jealousy when they look upon your features. You are one of the most beautiful beings in the world and as you grow in power, that power will only enhance your beauty all the more. Perhaps your cosmo infuses into your features to make yourself more gorgeous or perhaps just having that

much more makes you all the more alluring. Whatever the case, you are almost incomprehensibly gorgeous already and will only become more so over time.

Ran Raw, Running Red- 400
Muscles torn, bones splintered, eyes going hazy and yet your burning will has only gotten brighter. No matter how grievously you've been injured or even if you've had parts taken out entirely, you're still able to fight at your very best until you drop unconscious entirely. Injuries and fatigue no longer detract from your performance quality, in a fight or outside of it, though you will still take that damage and exhaustion. If it becomes too much, you may just fall into a coma or die on the spot, though even then your body won't fall onto the ground if it was still standing. You'll still be aware of how tired and hurt you are, you just won't be held back by it.

Our Fight Is Here- 400
When the enemy tries to force you onto their home ground, you're able to turn around and tell them to fuck right off. When an enemy attempts to force you into a different dimension or pocket realm in space, you're able to cut that stuff out in a moment. If the dimension is something created by the opponent at that moment, it'll be destroyed outright. If it was something that already existed, you and your opponent will instead be immediately returned to where you previously were, where you can prevent your opponent from even being able to summon it once again against you.

Golden Route- 400
The gods may have a few preconceived notions about the destiny of mankind but really, it's all bullshit. You're a human and you've never given a crap about what fate or destiny or any of that had to say. Maybe that human nature is exactly what makes you so proof against such things. It looks like any attempts to control or even just read what your destiny, fate or future is going to be fails long before any hold can be gained. Your actions have always been your own and no matter how strong the god that disagrees with your philosophy, they're not going to be able to change that.

Saintly Duty- 600
A Saint's duty is to protect all of mankind and they do so even beyond their normal limits. When you find yourself directly protecting another person, your power will begin to increase and increase. The more vulnerable the person or people you are protecting at that moment, the greater the increase in power you'll receive. A wounded comrade still able to fight would provide a noticeable leap in power whilst a defenceless child being behind your back could let you leave gaping wounds in people you couldn't even scratch before. Those who have no need of protection will not increase your power and once you have finished directly defending them, this increase will dissipate. Protecting numerous people will give much less of an increase compared to the 'quality' of the one in need. An entire orphanage would give only a small increase compared to what you would gain from a single child.

This Is Absurd- 600
Gods are all too used to being the top dogs. It seems like a lot of them have no idea of just how strong a Saint can be, much less how strong you are. Any foe you have has a ludicrous level of underestimation for you. No opponent considers you a serious foe, unless you desire for this perk to not work, and even being confronted with direct evidence, to the point of having multiple allies that you have easily defeated explain how strong you are and why to them, will not make them give you a serious estimate. Even a foe that has already fought you once before will look at you and think

they just made a mistake last time. More than two confrontations and they'll start to take you seriously but before then, there's nothing that will make them think you're more than a joke.

Jamirian Blood- 600
A special property flows through your veins, granting your blood the magical ability to repair mystical artefacts on its' own. Just by letting out your blood to drip over the magical item in question, you can see it begin to mend itself. The more powerful the item, the more blood it will take you but even something as great as one of the Gold Cloths would only take 2 pints of your own blood, easy to handle for a Saint. The process will take an entire night, though you can speed it up by offering even more of your own blood. If you also had specialised tools, you would be able to work at far faster speed in repairing these items.

Every Day Miracles- 600
All Saints have the potential to accomplish the impossible, Gold Saints most of all. But where the miracles achieved by your peers are things to be marvelled at, you find it even easier to do. Not only are you capable of achieving things normally considered impossible to happen, you also find it significantly easier to do those things. When you are taking advantage of your Saintly nature to achieve things that should be impossible, you'll find those tasks are much easier for you than for anyone else, even if that person also had the ability to do impossible things. These tasks will likely still be extremely difficult but far easier for you to accomplish.

Sealed Master- 600
Most Saints have a few favourite techniques that they hone to perfection, rather than ranging broadly with their cosmos they choose to focus it. The epitome of this ideal is the Sealed Technique. An overwhelmingly powerful attack or technique that often comes with too much power to properly control or with a danger to the user or their allies. You're able to progress techniques or attack moves that you know into this state. You may have one Sealed Technique at once, picking a particular technique or move you know and massively empowering that technique, at least to the upper level of what a Gold Saint can do if not higher if you are already beyond that level of power. In return, that technique will take on drawbacks such as being near impossible to control, harming you severely when activated or taking so much energy that it leaves you exhausted. With many long hours of practicing with the technique, you can learn to train off these flaws. Once the technique has had its flaws entirely removed or mastered, you may pick a new technique to make Sealed.

Gemini Genes- 600
Not all men are born equal and the Saints are no different. Even among Gold Saints, most of them do not go beyond the power to destroy a star or even solar system at their greatest, at least not in this time. There is one strong enough to call out power enough to obliterate entire galaxies however and now that number includes you as well. Whether you are a Saint or a Titan, your raw strength with that power is mind bogglingly great. You've got the raw power to destroy entire galaxies in single attacks and your special techniques can extend to cover multiple galaxies at once. If you are a Titan, you are noticeably stronger than even that.

Martial Making- 600
No technique is perfect when first created. Like any art form, it can always be improved with time and experience. Coming back years later to your old techniques, the flaws and ways to improve it become obvious, especially now that you have the means. You are able to reforge techniques to become far stronger and even get rid of innate weaknesses or flaws by constantly using them in life

or death battles. Even when they should not become that much stronger, such as becoming better without you putting in more energy, or when the flaws should not be things that you can train off, such as a sacrificial attack needing you to sacrifice your own life, you can work through the suffering and pain to reforge them into something much more powerful.

The Power of Light- 600
The power of light springs forth from the core of your heart and those of the heroes around you, pouring into your body and attacks to assist you against the darkness. You are able to turn the positive emotions of yourself and those near to you into light energy that can be used for immensely powerful attacks on its' own or to greatly empower existing attacks and abilities, infusing it with that light power attribute. Such infused things become far sturdier and more powerful against the forces of darkness, piercing through evil with ease. Even if you were empty of energy, you could still call out more energy so long as your heart is not drained of hope.

The Holy Breakthrough- 600
Immortal? They've not met you yet. Unbreakable? Only till your fists of fury land the first blow. Unstoppable? Maybe so far but you'll have a try. Those things that are supposedly undying, without peer or absolute are only such because they've not yet met someone with enough raw power to tear through, someone like you. When you encounter such things, you are able to substitute raw power for any sort of workaround. You can kill immortal beings just by hitting them hard enough, break through unbreakable defences by striking with enough force or stop an unstoppable move with enough power. To do this, you must outmatch the raw power of the target many times over, thus exchanging the usual battle of conceptual abilities for a much more straightforward and reasonable one of raw might.

Titan

Giant's Will- 100
Much like the giants of old, you have a connection beyond the norm with an aspect of nature. Perhaps lightning, perhaps lava or perhaps the dirt or stone. Your chosen aspect is something that you are able to create and control through your cosmo, as well as to feed on that aspect in order to replenish your own energy, particularly given this manipulation of nature has no cost to you. Your powers over it will grow as your cosmo does and you may buy this multiple times to receive more than one such aspect. Taking this also gives you an intimate connection with nature around you, such that you are always far more aware than any human could possibly be of the natural life around you.

Looking Down Upon You- 100
Tis only rightful that a mortal bows to the greater Gods of this world. All you're doing is making it obvious that they should do such. You are capable of making known your true power, or just a portion of it, to any who look upon you or come near to you. The physical effects or costs of releasing your true power are not required, thus allowing you to impress exactly how superior you are to any around you at your full power without needing to shame yourself with the release of your true form to a mere mortal.

Taking On The Guise- 100
It may not be terribly fitting for your status as a divine being but there are times when putting up a pretence can work to your advantage. You've got quite the skill with disguising yourself and your abilities, as just anyone other than yourself or as specific people. Obviously this will be helped along with props and costumes but you've got almost any kind of voice or motion imitation down pat, so long as you can hear or observe the person you're trying to make yourself sound or look like.

My Pride Will Do The Talking- 100
The Gods should rule above all, why would you ever doubt that? More importantly, why ever bother even listening to the arguments of others as to why it should not be? No matter what they use, you are unable to be swayed from any opinion or belief that you hold. This is not protection against being mind-controlled, just against any effect or charm or raw persuasion that might seek to change what you think about specific things. You also happen to be just fantastic about giving any kind of monologue or self-aggrandising speech. Just come up with them on the spot.

Taking You Up- 100
Difficult as it may be to admit, the mortals do have power of sorts within them at times. Enjoyable as indulging your ego is, it's far better in the long run to treat things seriously. You never have an issue keeping a clear mind or seriously considering any opponent you might have. No matter your bias or ego, you'll never find yourself accidentally underestimating an opponent save for just lacking the needed information. You won't make mistakes in combat because of your pride nor do stupid things like letting your opponent have an advantage because of your arrogance. Your ego just won't get ahead of you.

It's Only Natural- 200
The Dunamis was within you from the moment you were born. It was not something that needed to be awakened for you like Cosmo but instead as innate to you as it is to blink or breathe. Being a natural part of you, you find yourself easily mastering its' use and the use of things in a similar vein.

Whenever you are dealing with some kind of power or energy that is a natural part of your being, you'll find yourself mastering the use of it and control of it much faster than anyone else in your situation. You'd be on the level of the adults with ease, even before aging beyond the level of a child.

Genro Maoken- 200
You learnt this secret technique of the mind from a cloaked man, who forced the information into you and then left without a word. It is a mind control technique, one done by pitting the force of your cosmo against the power and mental will of your target. If you can succeed, you'll be able to control their mind and alter it as you see fit. You see, the Genro Maoken is special. If you can manage to entirely defeat the opposition of your foe, the mind control will become permanent and irresistible. Regardless of their powers, if they fail once at entirely blocking it, they'll never be able to throw it off and will become an eternal thrall. Even a small amount of resistance remaining would allow this to be…well, resisted.

Next Gorgon- 200
There's a fair bit of monster blood within you, specifically that of one of the Gorgon Sisters. Your eyes now gain the same magical properties that those snake women possessed, able to turn to stone any living thing that looks at your eyes. Those with great Cosmo, at least as strong as your own, can potentially resist but even then they'll find that bits and pieces of their body to turn to stone with each look into your eyes. Anyone more than a little weaker than you will be petrified with a single glance, much like the mythical battles of old would have it. You are however able to deactivate this effect, if you wish to protect your allies from it.

The Lion is a Fool- 200
An enemy is only an obstacle until you turn them into an advantage. Much as they might like to think they're opposing you, that's only true until you work them into a benefit for yourself. You're astonishingly good at not only anticipating the actions that your enemies will take but also at managing to fit your plans to either avoid your enemies or even take advantage of the actions they'll take, turning your foes into unwitting allies. It comes with the added benefit of really screwing with their morale once they realised they've been playing into your hands all along.

Weight of the World- 200
It's a very satisfying thing, to be able to make the sinners feel the true weight of their transgressions. You are able to turn the weight of sin upon any living being that you can see into pure gravity force that crushes down on them. The more sin, the greater the weight they suffer from and the greater your cosmo, the greater the effect of this ability. Even should he have deeply violated your moral beliefs, you are unlikely to make a Saint bow unless you are as strong as they are. But for those beneath you already, you could crush the life out of them en masse. This ability takes no energy from you to use.

Born From Dust- 200
As a God, it is no wonder that the world looks upon you as a natural part of it, particularly given that you are not of the traitorous brethren that turned against Gaia. Your very being is a part of the natural world, in a way no other human and very few gods can claim. You always count as being just a part of the natural world around you for any purposes that might benefit you. A defence against any kind of hostility would fail to work against you, as your blows are see the same as a hurricane's gust or an earthquake's shuddering. Just a part of the natural world.

Huge Will- 400
You've gained an impressive, some might even say large, willpower beyond what most can imagine. There is little to no form of stress, pressure or control that can break you or force you to act in a way you disagree with. Even when they are about to die, a true god would never bend the knee to any he did not genuinely wish to declare loyalty to. Even if one of the primordial gods descended before you and tried to take over your mind, your sheer, gigantic will would rebuff his attempts.

Monstrous Menagerie- 400
You're not the only thing to come back from the past of this world, not when you enter a fight. You're able to expend your energy to open portals that bring forth all kinds of monsters from mythology. Greek mythology is the base for the monsters you can draw from but with a bit of practice, doubtless you will be able to bring forth many other kinds of monsters that once or may have existed in this world or another. The monsters summoned will be close to your own power and if you begin to expend your own energy, you may find that they are equal or even stronger than you, though you can only have a few summoned beasts active at a time.

The Fight Box- 400
You may not think very much of the Earth and its inhabitants but it's often necessary to not just outright destroy it just as collateral. Thus you learnt how to take your battles into a special place, one where you can fight as you please. You are able to bring everything within a few hundred feet of you to a pocket universe that your power created for your use. This dimensions is, at the moment, merely the size of a galaxy and a bit and is largely empty of anything save for the odd star or lifeless rock floating about. As your power grows, so will the size of this dimension and the size of the space you can drag over to it. It is exceedingly difficult to escape from this dimension and any power used within will not leak out, leaving you free to fight at your best even when using attacks stronger than the size of this plane.

Holy Punishment- 400
Sinners shall be punished in accordance to their crimes, so says the divine will. That your will is that divine will makes little difference to your opponents, who now find that their sins against you and your beliefs empower your blows against them. The worse a man has sinned against your personal moral code, the more you find your attacks against them to become stronger and stronger. While some foes that are already stronger than you may not see much difference, you yourself will find that against great enough sinners, your attacks are several times stronger than they would normally be.

Like Water Through a Grate- 400
There are few defences that can stand up to your attacks, given most of your offence just ignores most defences entirely. You are able to fire your attacks straight past any kind of physical defences, directly piercing into the thing behind that defence. This allows you to strike a Saint's body through their armour or to hit at a man's soul within his physical form. You could even use this to strike at the Cosmo of someone with just physical blows.

Heroes Never Die- 400
When a God calls for aid, the dead have no choice but to bow to their whims, to a certain extent at least. You are able to revive the dead bodies of legendary heroes and villains from the past, animating or even creating a corpse or golem for their spirit to house that brings along all they had in life. The greater the target, the more energy it will take for you to recall them to the world of the

living and to keep them present in this world, given you must devote that energy to them continuously. At the very least, they cannot disobey your will once you have brought them back, save for if a being greater than you interfered on their behalf.

Dimensional Gift- 400
Now space itself will tremble before you. You've gained a unique ability to manipulate dimensions, directed by the energy of your cosmo. There are few limits on what you can do with your manipulation of dimensions, so long as you have the necessary power. You could create portals anywhere within sight or attack through one portal and have the attack exit from another. You could drag yourself and others to other worlds, even transporting entire planets, or just use your dimension travelling powers to cut through most defences and take away entire chunks or slices of people. You cannot create dimensions nor destroy them with this however.

Anti Magical Armour- 400
The only reason the humans have any hope at all is those blasted Cloths. Pale imitations of your Soma to be sure but not without power of their own. When faced with your hands however, they seem rather less durable. Your attacks are particularly good at destroying objects and artefacts of supernatural power or importance. Even things meant to be indestructible or at least far tougher than anything you should be able to scratch can be cracked and torn apart under your hands. Tougher things will still take repeated blows for you to smash apart but even the mightiest artefact won't stand up for too long against you.

Raw Power- 600
The shame and humiliation you felt when you were locked away by Zeus still burns in your heart. The agony as you were tortured in the dark for millennia without ceasing has strengthened you, far beyond any expectations. Your power grows over time as long as you are experiencing great pain, be it physical pain or emotional. The greater the pain you feel, the more power you will gain. Your cosmo will burn brighter, your body strengthen and solidify and even psychic powers grow mightier, as the growth you receive stays with you even once you have dealt with the source of your agony.

Heretic Defence- 600
To point your sword at a heavenly being is a sin and to outright attack one? There can be no way for someone to think they will escape punishment for such a sacrilegious act. The act of attacking you reflects a certain amount of harm back on those who try to do you harm. While this provides no protection against their attacks, it does ensure that they receive a certain amount of damage from you instantly because of it. The stronger you are compared to your attacker, the worse the damage they automatically receive is. Those equal to you may just receive the equivalent of a strong punch from yourself but those lesser might take on a dozen blows or a hundred or a thousand of your strength all at once.

Preying on Prey- 600
The philosophy of the strong eating the weak is something you take into every serious battle you enter. You take everything from those you kill or at least enough that most can't tell the difference. When you kill someone, you are able to take their raw power for your own and also include the memories and skills along with that. While you do not get individual special abilities or traits of being, you add just about everything else to your being and come out all the stronger for it. A massed battle against you would only see you come out much stronger than before instead of tiring you at all.

Without Love, You Will Fail- 600
Your body has had a very special enchantment placed upon it, protecting your physical body from any and all kinds of harm…provided the attacker has no love in their hearts. For those without love inside of them, it is entirely impossible to damage your body and even your soul becomes far more resistant to any damage they seek to do to it, great wounds becoming mere scratches upon it. But those with a loving heart will never even know this protection exists upon you. At least for your sake, it is not enough to just feel a few scraps of love, a person must have genuine love for something or someone inside them to get past your defence.

God of War- 600
All those years of war aren't for nothing. Even in the modern day, mankind still tells legends of your prowess in combat and the gods you once fought against bear the scars of your battles together. In terms of pure skill, you are the equal of the greatest fighters that have ever walked the Earth or any of the many realms within this universe. You can effortlessly measure the power of your foes and compare it to your own, notice every strength and flaw and opening in any ally or enemy you observe in combat for just a few moments as well as how to take advantage of those openings to lethal effect. You make no mistakes in combat, always acting to a measured and frighteningly efficient degree, as if you had perfectly planned out every step and swing years in advance. Your raw skill applies to any form of combat you are able to do at this moment and will allow you to easily and quickly master any new forms you attempt to pick up later.

Great Destroyer- 600
It's almost too much fun to watch a mortal lose all that hope they are so fond of gathering before facing you. The realisation on their faces that they never had a chance? It's worth all the effort it takes to show them. Not that you need much effort. In fact, the more hopeful and filled with determination that your foes are, the more powerful you yourself become. You are an embodiment of the Great Destroyer, born to shatter their hopes and dreams. Against a single man with a flicker of hope, you might not see any boost at all. But against a hundred warriors with hearts set aflame with their eternal wills to never give up? You could take on small armies of people who would normally just give you a hard fight on their own.

Protection of the Gods- 600
Even as a God, you have your own superiors. The primordial gods that lead you and created you. Unlike the traitorous Gods that rule the world of today, you still have the favour of your divine creators, manifesting in a shield against any harm. Any foe you have that does not greatly surpass your own power will be unable to harm you, so long as they do not receive the support of any divine being or are not themselves a divine being of some kind. Even if they equal you or slightly surpass your power, their blows will be like the stinging of a mosquito against your divinely armoured flesh. Useless and at worst a mere annoyance.

The Power of Darkness- 600
You're able to put the limitless rage and hatred within you and your allies to a much better use now. You've learnt to use the power of Darkness at your will, draining away the negative emotions within yourself and others and using it to empower yourself to greater heights. Using this negative energy, you can significantly enhance any of your attacks or abilities, also infusing them with the traits of that dark energy. Infused attacks are much better at piercing through defences and leave wounds that are very difficult and slow to heal. Against those who side with good, the darkness becomes even more effective than normal.

Crash The Gates- 600

Never again will you allow yourself or your family to be sealed, not after what you have only just gotten yourself released from. Whenever you come into physical contact with a seal or an object or being that has been sealed in some way, even partially, you are able to undo that seal in an instant. There is no cost from you to do this, just a simple exertion of will and the seal before you will crack and shatter before fading away harmlessly. Even those seals wrought by Zeus himself would not hold up against you, though you are not protected from any defences the seal might have or what might be behind that seal.

Items

100CP items are free for their origin whilst all other connected items are discounted to their origins.

Armour- Free

It'd be too strange if you didn't pick up the very mark of your being. The magical armour used by the most powerful factions of these worlds, be they the Cloths of the Saints or the Soma gifted to the Titans. Whichever you are, you have received one of these as a birthright or as a mark of your progress.

These armours act as multipliers for the power of the one wearing it and whilst the higher powered armours require a certain amount of base power to use, they will never lose their use even if you have ascended far beyond their normal level of wielder. They often even have unique abilities to them, though you may need to discover these for yourself with practice.

As a Saint, especially one of the Gold class, you have received a Gold Cloth. This may be one of your own specifications or a replica of an existing Gold Cloth. You may summon the armour, in full or in its accompanying storage box, to you at any time. If it is broken, unlike normal, it will slowly repair itself over time until it is back to being good as new.

If you are a Titan, you instead receive one of the Soma. Taking the form, at first, of a variety of pitch black weapons, the Soma are in fact shape shifting artefacts that can change between weapon and armour form, as well as significantly alter their shape in either state naturally too. A Soma is just as strong as a Gold Cloth and even tougher to break than one too. As with the Gold Cloth, you may take a replica of an existing Soma or design your own.

You may import an existing armour into this option if you desire for no added cost.

Servants- 50

Be you a Saint or a Titan, you're unlikely to be the type to want to waste your time doing chores like cleaning and cooking your own home. Why expend training time or preparation time when you can just have a serving boy or girl do it for you? Each purchase of this option nets you a pair of servants whose bodies and personalities may be designed as you wish. They lack any kind of supernatural power, being purely mundane humans but they are both very skilled at a range of household tasks and servant duties, enabling them to take care of your every need for you.

Saint

Helm of Obscurity- 100
While most of the Saints do not cover their faces in or out of combat, you've taken to be an exception to this. This special helm entirely obscures your face and even identity when you wear it, even when your face should actually be visible or when outside of the helmet, you are still very recognisable as your normal self. The design of the helmet is up to you, even if you have it open over your face it will still work as intended. You may import a helm into this option.

Strand of Ariadne- 200
A magical reel of woven string, woven by Ariadne herself. Enchanted so that anyone holding it will be led out of any maze without fail along the shortest and safest route. The string will get past even powerful magical obstructions against finding your way out of any maze or maze like area and even the strangest of geometry or layouts or outright spatial warping will not prevent the Strand from guiding you out of the maze.

Personal Land- 400
Hidden from the eyes of even the Gods themselves, this is your personal Sanctuary. Impossible to find or get to for any you do not yourself purposefully lead to the place, it is a peaceful land of bountiful nature and ever-lasting calm. Being here is enough to calm even the most turbulent spirits and placate the most rageful souls, as well as to greatly aid any attempts to heal the wounded or sick. It is a safe place and quite large, measuring at least a dozen miles in each direction from the centre and surrounded by thick natural barriers beyond that distance on all sides, such as dense forest or mountain ranges. The hide-away also includes a number of constructed buildings with simple supplies and furnishings. It might not be luxurious but it is certainly liveable and the nature around you should be luxury enough. The small area will retain any changes you make, in case you want to start a garden of your own or improve the homes here. In future, you may have this place either within the world in a similar location or attached to your warehouse.

Golden Dagger- 600
Stolen from the coffers of Chronus himself, the golden knife you hold now is capable of harming and even killing anything it can touch. Be they mortals, Saints or the King of Gods himself, the Golden Dagger is able to slice and stab through any defence short of missing the blade. It can harm those who exist in a purely spiritual form and even deal genuine damage to the projections or avatars of greater beings that transfers back to the original being, though only in part. Still, slaying the avatar of a God will severely harm that God at least. Owning such a vicious weapon would not be looked kindly on by many in this world, particularly in its' role in recent years. You may import a blade into this option.

Titan

Sea of Gold- 100
There is a room attached to a property that you own now that holds the bounty of the gods. By this, I refer to the vast wealth that the Gods collected over time. This room holds a small sea of gold and treasure, enough to make you the richest being in the mortal world a hundred times over. While no magical items are contained within the room, there is almost no limit to the variety of gorgeous treasures and accessories that can be found within. Also, no one can see inside the room to see if you've decided to have a swim through your literal hills and valleys of gold.

Titanic Chariot- 200
The humans, despite their inferiority, have made some rather enjoyable modes of transportation since you were sealed. But there's nothing that really matches the majesty of a divine chariot like the one you own. You have a nigh unbreakable chariot pulled by 4 divine animals of your choice, so long as you don't get too crazy and ask for something like a quad of dragons. The divine beasts are able to pull your chariot through the air or on the ground at the speed of light with ease. A relatively slow pace for an awakened god but still enough to get you to most places in comfort. You may import a chariot into this option.

Minotaur Mask- 400
The curse of the Minotaur lives on in this foul creation. This decorative bull mask is designed to transform those who wear it into a mighty minotaur, turning them into a berserker that can only be controlled by the master of the mask, that being you. Those who wear the mask find their bodies twisted into that of a hulking half man, half bull monster and that their power in this state is multiplied several times over. The mask can only be removed by you or by cutting off the head of the one it is placed onto.

Holy Houses- 600
An immense flying castle has appeared in the sky, a gigantic sanctuary akin to the ones used by all the Titans themselves. Formed of a gigantic castle connected to eleven smaller houses, each of which must be gone through in order before one can approach the castle itself. Covered in powerful magical protections and filled to the brim with weapons of all different kinds, it's a flying fortress like no other. Sadly, it has none of the powerful artefacts that the original Titan Fortress held but it is automatically run and maintained according to your own will, requiring no extra power to work. It is also able to output a massive wave that drives all humans for many hundreds of miles around it to become fight loving berserkers that tear each other apart.

Companions

Import- 50CP per

A Saint often is forced to duel his foes alone. When they get a chance to combine their strength with another, they become more powerful than their foes can ever imagine. For each purchase of this option, you are able to create a new companion of your specifications or import an existing one into this world. They gain 600CP through which to buy an origin and anything else they desire in this jump, though they will also gain any freebies or discounts that they should by entering the jump.

Canon- 50CP per

The shining lights to be found here are awfully attractive to some eyes. For each purchase of this option, you'll get the chance to convince one character that stars in Saint Seiya: Episode G to come along with you as a companion. You must convince them to do so willingly but you will be ensured of at least a few meetings that start with you being painted in a favourable light. You may only choose characters that appear in Episode G, though those characters appearing in other Saint Seiya properties as well does not bar them from being taken.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Team Asshole- +100
Amongst your allies, you seem to be well known for some dubious actions and connections. They don't like you much and you don't seem to get along well with them either. Whenever you're working with someone else, you're sure to get into constant arguments with them and maybe even come to blows a few times, though it won't get to the point of lethal intent. Teamwork's going to be pretty much shot for your time here but at least you can still find friends outside of work or battle.

Heart of a Brat- +100
People are going to have to give you a little leeway when you charge head on into battle all the time. You're still young, you don't know what you're doing yet. You've got all the recklessness of youth and the short sightedness too. You almost never think ahead, especially not in combat, and a lot of your very experienced opponents are going to be able to notice that and take advantage. It's a good thing you're just bursting with energy because you're going to need it after the first dozen times you get punched in the face.

The Golden Mouse- +100
It's strange that a supposedly epic figure would be as weak willed as you. You're definitely not the sort that stands up for yourself that well, even to the point that you shy away from battle. You're a coward and even when backed up against a wall, you'll feel fear run through your heart and make you hesitate. It's not that you're unable to fight, just that you've got a real weak will and mousy disposition.

Not This Time Saint- +200
Moments before you landed that final blow, your foe was whisked away by his ally back to base to heal up. It's a common trend in your battles. Unless you've already beaten someone for the second or even third time, they'll always be saved just at the last moment and live to come back and fight you again on another day, all healed back to being at least as good as they were when you entered the fight against them. It seems this effect has also infected any allies you take on too.

Arm-less- +200
Instead of starting off with a shiny new Cloth or Soma, you'll enter this world to discover that it and all your other items and gear have been severely damaged. Not to the point of destruction but enough to greatly impact their use and to risk being outright broken if they are strained in any way. It may be possible to fix your items but the more powerful the item, the harder it will be to get it fixed. Any item that would normally respawn when destroyed or repair itself will not do so until the jump has ended.

Keep Your Wits About You- +200
Even with the testimony of your allies, even having witnessed their power yourself, maybe even having fought them once before, you still tend to greatly underestimate anyone that you compete again. In your eyes, people just seem far worse than they really are, even when you know they should be stronger. You'll constantly underestimate anyone you fight and it'll take at least one, if not two or three, battles before you learn to stop underestimating that specific opponent.

Race Traitor- +300
You are viewed as a criminal as vile as Sagittarius Aiolos to your faction of origin. Whatever crime you committed was enough to turn all your former allies and friends against you, to such an extent that they will actively seek to hunt you down. If you are a Saint, then the Gold Saints and all the others will be on the lookout for you and will seek to kill you at any cost. If you have become a Titan then both your siblings and your creators will try and hunt you down to exterminate you for good. It seems like it is impossible to convince them of your innocence, though you may be able to sort out a brief truce against a worse foe.

Baby Steps- +300
The heights of power that you had previously gained for free by coming here and no longer available to you. By taking this option, you give up both the incredible Cosmo and the Cloth/Soma you would normally receive. As a Saint, you will only have a Bronze Cloth and the beginnings of Cosmo training. As a Titan, you will now instead be little more than a baby Gigant, lacking both Soma and anything other than the merest shreds of Dunamis. You will not gain the normal purchases after the jump ends as taking this drawback gives both up for good in this world.

Twin Issues- +300
There's another you inside your own mind. A darker, power hungry version of yourself that wishes to take over your body and take the true path towards glory. They care nothing for what you do and seek only more power for themselves, gladly taking the chance to expel you if they can. At first, their influence will not be much but it will grow over time into something greater and greater, making them ever harder to resist. If they manage to take over your mind, it is not the end just yet. If you can wrestle back control before your ten years are up, you will be able to continue but fail and death will await you.

Ending

Ten years have passed and your fate has come knocking once more. Time to make your choice.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* and live on in the world of Saints?
Do you want to *Continue On* to a new world?

Notes

Special thanks to my adorable little bumble bee for all the help and encouragement he gave.