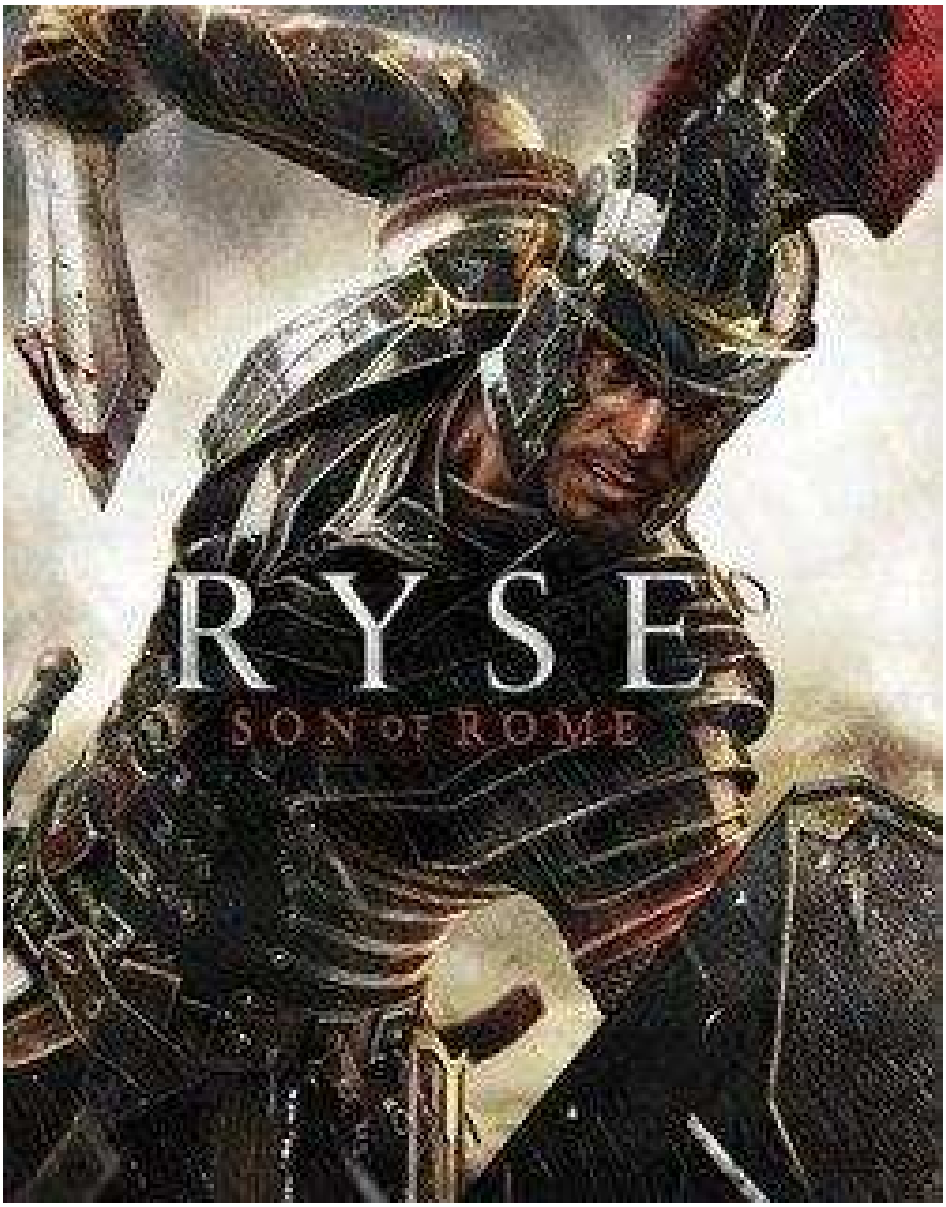


Welcome to an alternative version of Rome. Marius Titus will follow the path the gods have set for him unless you interfere. If you do nothing, his family will be murdered by Roman soldiers disguised as barbarians, acting under Emperor Nero's orders and influenced by an unknown god.

You begin one day before the murder of Marius's family, which places you ten years before Boudica's rebellion and the attack on Rome. You will remain in this world for those ten years before departing.

Locations (Free to Choose)

Rome: The capital city of the Roman Empire. Marius's family will die in one day near the Senate building if you don't interfere.

York: The provincial capital of Roman Britannia, located at the confluence of the River Ouse. King Oswald will be killed by Commodus years later, restarting the rebellion on an even larger scale. King Oswald and his daughter Boudica live in a nearby cave, but it is heavily trapped and well-guarded. If you are a Roman soldier, this is probably not the best starting location.

Britannia Shores: The site where the 14th Roman Legion will be ambushed by the Celts, who use the Romans' own chain tower against them during the planned shoreline invasion.

Caledonia: Swamplands ruled by Grott and inhabited by barbarians. The Celts here are cruel, but these ones are complete savages who do not speak—only grunt and snarl. If you choose this location as a Roman soldier, you are likely to be burned alive if discovered. If you are a barbarian, you may still be burned alive if you say anything intelligent.

Origins

Roman Soldier: You are a Roman soldier of the 14th Legion, and you will fight for civilization—at least, I hope you do.

Barbarian: You are one of the Celts, and your people are currently at war with the Romans. You lived your previous life in a civilized society, so you should be able to enter Rome as long as you dress the part.

Politician: Perhaps you don’t want to fight. Perhaps you want real power—the power of the people.

God: You are the newest addition to the game. Nemesis and that white-haired god will be very interested in your ideals. Will you support civilization, destroy it, or ignore both sides and pursue your own plans?

General Perks

Game protagonist (Free): You gain a look boost as if you were sculpted by professional game developers to be the protagonist. This makes you a 10/10 in looks since good game developers wouldn't make an ugly protagonist unless it was a part of the plot. You get to redesign your looks and can do so again after each new jump or 10 years later.

All Speak (Free): Just like in the game, everyone sounds like they are speaking English. Post-jump, you can toggle the same effect where everyone sounds like they are speaking English to you, while to others it sounds like you are speaking the language most familiar to them. It automatically deactivates in case someone is using attacks that involve languages, such as magical languages.

Don't Love As We Do (Free): You seem to have been blessed by Venus, goddess of love, for you are supernaturally good in bed far beyond a normal mortal. This works by giving you skill in bed equal to the best mortal and gives you the supernatural ability to increase the pleasure others feel. Thankfully, this comes with protection against dialing someone's pleasure to insanity-inducing levels. Additional benefits include the sexual stamina to satisfy a dozen women or men.

You have transformed killing into an art form, I however express myself in different ways (Free): You become a master sculptor and artist equal to Basillius. Your sculpting is honestly better than your painting, as your painting is unique…

No Little Shits (Free): This perk makes it so your children won't end up like Commodus and Basillius if you have any, and will instead grow up the way you want them. Your fertility can be toggled in case you don't want children.

We're not so different you and I… fate has made us enemies… but in another life (200cp) (Discount Roman Soldier and Barbarian): Once you have beaten your enemy, you have the choice of sparing them and making them your ally. Keep in mind this doesn't change who they are, so if you spare a psychopath they will keep doing their horrible acts, but they will at least consider stopping. But like I said, this depends on the person and whether they actually will.

Roman Soldier Origin perks

Courage (100cp) (Free Roman Soldier): You may not be Marius but you are just like the rest of the 14th legion, you have balls of steel. Like them you can charge a fortress with catapult fire around you, like them you can still fight despite seeing your fellow soldiers burned alive, like them you can handle pain.

Centurion (200cp) (Discounted To Roman Soldier): You gain the skill of Marius Titus. This gives masterful use in the sword and shield, able to perform legendary executions in quick succession, allowing you to cut down dozens of men per battle and deflect arrows back at archers. Like Marius you are a leader and can raise morale by just appearing on the battlefield. You also gain a form of plot armor so you don't get squashed by flying rubble.

Slow motion attacks (400cp) (Discounted To Roman Soldier): Similar to the game, attacks come at you in slow motion. In a straight fight, unless the enemy is vastly stronger than you, making you unable to move fast enough, or they use a wide-area attack, you are almost guaranteed to win since you can use this outside of executions unlike the game.

Damocles (600cp) (Discounted To Roman Soldier): You won't die until you get your revenge; this makes you immortal until you complete your goals. Like Marius when he became Damocles, you can survive multiple killing blows such as surviving poison or getting stabbed in vital points. Marius was never shown to survive decapitation, so that is the only way to put you down; everything else will just regenerate. Additional benefits are that you will survive techniques that normally result in your death, such as opening the 8th inner gate from Naruto or soul attacks, so long as the head isn't destroyed in the attack.

Barbarian Origin perks

Cruelty (100cp) (Free for Barbarian): Although the Celts tried to justify their cruelty as them just doing the same thing the Romans did to them, it doesn't make anything they did any less cruel. Now you too can kill and torture innocent people without feeling guilty or disgusted.

Damn Traps (200cp) (Discounted to Barbarian): You can make traps that have an effect where often the only way to spot them is to react fast enough to destroy it. In other words, someone needs to react fast enough to survive them damn traps as they are hard to spot.

Berserker (400cp) (Discounted to Barbarian): You are hard as hell to put down, you can ignore pain and are tanky as hell with sword strikes requiring multiple solid strikes to put you down. To be exact, you aren't immortal, but if an attack doesn't kill you instantly then you could still fight.

Wickerman (600cp) (Discounted to Barbarian): The most memorable moment of the game was the Wickerman, a giant wooden structure made to sacrifice people by burning them alive. In the game this was a pointless action that was just cruel, but for you that is the opposite. You gain the full abilities of the people you sacrifice, but it only works on the full moon and requires a different sacrifice method if you want to do several times. For example, the Wickerman can sacrifice several people, but to sacrifice more people on the same night it needs different sacrifice rituals. These rituals are not limited to humans or cultures, so sacrificing an animal would result in you gaining the animal's strengths and special abilities if it had any.

Politician Origin perks

Mask (100cp) (Free to Politician): The Roman Empire was a den of snakes, and to not only survive but thrive it required to be one yourself. This allows you to hide your expressions behind a mask of politeness. Someone may even be convinced you like them before they get stabbed 27 times.

Charisma (200cp) (Discounted To Politician): In order to compete with these snakes you need to be charismatic or at the very least fake it. Now you are a master of all aspects of social skills, manipulation, and leadership. Getting apart of the Senate is significantly easier with this.

Son of The Emperor (400cp) (Discounted To Politician): Turns out you are related to the emperor, this grants you great power and the right to rule so long as your family dies (this works well for Umu Emperor Nero scenario). Post jump this allows you to insert as the family of anyone in jump and gain the basic abilities of your family if it is possible for them to be inherited through bloodline.

Ruthless Is Mercy Upon Ourselves (600cp) (Discounted To Politician): Sometimes charisma isn't enough and requires you to slit a few throats. This grants you protection from suspicion to an extent; for example, you can send your elite guard dressed up as barbarians, with them revealing insider information such as knowing someone is the son of a general despite being, well, barbarians, and get away with it unless your idiot son reveals the truth.

God Origin perks

Trust (100cp) (Free to God): Nemesis was somehow not questioned by Marius as soon as she appeared despite an attack going on and her being suspicious as hell. Now, unless you betray them in front of them, you will be trusted.

You Mortals Play Your Games Us Gods Play Ours! (200cp) (Discounted to God): You gain the intelligence and manipulation abilities of the white haired god. To put it simply, you can orchestrate the fall of the Roman Empire and can manipulate the minds of people you touch.

Power of A God (400cp) (Discounted to God): The two gods in the game were shown to share several common abilities. First, they can choose who is able to see them. Second, they can become intangible, as demonstrated when Nemesis allowed several people to pass through her. For balance, the gods can only be harmed by individuals with supernatural abilities. Third, they can teleport to any location they desire. Fourth, they "know" when events that interest them occur, which is why they always appeared at crucial moments in the war. Fifth, they can use one element—such as wind or, optionally, light. If you choose light, it manifests as a bright flash rather than a laser beam, and any element you select has only enough power to crack a marble statue.

The weakness of the gods is that they cannot directly interfere in mortal affairs. However, because you are paying CP, you are immune to this limitation.

Legends Say Damocles Was A Great Warrior, A Revered Leader In A Vast Army (600cp) (Discounted to God): You gain the power of Nemesis, to be exact her abilities to revive the dead and make them immortal so long as they have a goal. Those you revive gain the powers of Damocles perk. The time of death doesn't matter but requires them to have had a goal before their death.

General Items

Little Caesars Pizza (Free): This is a box of Little Caesars Pizza with infinite slices that can be refilled or changed to a different type of pizza by opening it while thinking of the pizza you want such as pepperoni.

Caesars Salad (Free): You can summon a bowl of Caesars Salad with a thought.

A Roman Empire Mechanics for dummies (100cp): You gain a thick book that explains the mechanics the Roman Empire uses in their machines such as their coliseum and buildings. It explains it in the perfect way to the reader so even a idiot could learn it.

Roman Bathhouse (100cp): The famous Roman Bathhouses were public Bathhouses that were multifunctional, consisting of a cold water room, a warm water room, a hot water room, and a steam room. Besides the baths they had an exercise yard, library, massage room, toilets, changing room, an open air swimming pool, outdoor gardens, and a lecture hall.

All good things except historically, the water was muddy and full of sweat and required someone to throw wood inside a furnace all day for it to function.

Thankfully this one is made by Jumpchan so unlike normal Roman Bathhouses the water is crystal clear and functions without the need of people throwing wood inside to make the water hot.

The library is bigger on the inside with all the literature of the Roman Empire which updates in new jumps with books from that setting. The size of the library inside is increased without it affecting the outside each jump to fit in the new books.

The massage room is staffed by skilled masseurs that are immortal and are basically NPC’s besides being good at massages.

The exercise yard increases gains by two times and increases your willingness to exercise when in the yard.

The swimming pool is cleaned daily and increases your enjoyment when inside which makes for a great pool party.

The outdoor garden can add new plants to it if you bring the plant inside the garden with the intention of adding it. The layout of the garden can be updated by you at will but the size can’t be increased unless manually modified.

The lecture hall has an effect where it encourages people to participate and people tend to have enlightening debates.

Finally, people who you invite to the Roman Bathhouse don’t care about its hedonistic nature despite most modern people would reject going to one of these normally.

This Roman Bathhouse is all yours and is off limits to others if you say so, even Emperor Nero and his two sons would accept this despite being tyrants.

Roman Soldier Origin Items

Roman Soldier Essentials (100cp) (Free to Roman Soldier): You receive the Roman Soldier Essentials: Roman armor, a pera (leather bag), a gladius, and a scutum.

The Roman armor has the durability of regular iron armor, but it regenerates by the time a normal human would make their next strike.

The gladius is indestructible and will never blunt.

The scutum is also indestructible.

The pera contains regenerating supplies, including:

- A wax tablet

- A multi-tool (a combination of a knife, spoon, fork, stylus for writing, a flat erasing surface, a threading hook, and a toothpick)

- A knife

- Rations of dried meat, cheese, bread, olives, and nuts that regenerate every morning, noon, and night

- Flint, steel, and tinder for warmth

- An awl (a pointed tool used to punch holes in leather straps, sandals (caligae), belts, and scabbards)

- A needle

- Thread

- Leather patches

- Small metal fittings for armor or sandals

- Bandages, salves, and simple herbal remedies

- A small waterskin

- Salt and seasonings

Family Villa (200cp) (Discounted to Roman Soldier): Perhaps your father was a general in the Roman Empire, as you have inherited a luxurious family villa equal to the one owned by Marius Titus. If you purchase this, your villa is tax-free, along with all other expenses related to it.

Promotion (400cp) (Discounted to Roman Soldier): At the start of the jump, you may choose your position within an organization, with the only exception being the leader's role. If you choose a high enough position, you are trusted by the organization's leader—even if they are normally paranoid or reclusive.

Infinite Pilums (600cp) (Discounted to Roman Soldier): You can summon up to 8 pilums at a time, with an infinite supply available to call into your hand. Their high cost comes from the fact that they ignore all defenses, tearing through them effortlessly. Armor is useless, cover is useless, and any special abilities are useless—all defenses are treated as if they or the object simply aren't there.

You don't need to worry about accidentally throwing one through the planet's core; the pilums only pierce what you intend them to. If you wanted to destroy the planet, you could throw them at the ground—but if you only want to pierce an enemy, they will only pierce the enemy.

Barbarian Origin Items

Furs and Arms (100cp) (Discounted to Barbarian): You gain fur clothes that repair themselves quickly enough to be fully restored by the time a normal human would make their next strike. They also have the added benefit of being able to absorb other furs to increase their durability.

You also gain armaments of your choice that are indestructible, with the limitations that they must fit in your hands, you can only receive two of them, and they must be appropriate to the time period of the Roman Empire. Examples include a handheld axe and a hide shield, or a massive club and a dagger.

Infinite Wood (200cp) (Discounted to Barbarian): You gain infinite wood, but it is not ordinary wood. It is as strong as stone and can withstand several catapult shots without collapsing when used in construction. The wood can also lock into place, meaning that if a Wickerman is built, the Romans would have to destroy it outright instead of simply knocking it over or cutting the ropes.

War Elephants (400cp) (Discounted to Barbarian): You gain the ability to summon a war elephant as long as no one is watching when you do so. These war elephants can ignore defenses, shredding reinforced buildings like wet paper, but they are just as killable as normal elephants.

Sacred Land (600cp) (Discounted to Barbarian): You gain a massive cave hidden in the wilderness, large enough to house an entire army. It also provides the added benefit of doubling the strength of rituals performed within it. The interior temperature can be controlled through your willpower, and the cave includes an indoor waterfall and river.

Politician origin Items

High Quality Toga and Sandals (100cp) (Discounted to Politician): You gain a dozen high-quality togas and calcei (Roman sandals for civilians). These are completely comfortable, self-cleaning, and indestructible. They give others the impression that you know what you are talking about. People can still call you out if you are completely wrong, but their first impression will be that you sound knowledgeable until they realize otherwise. This also comes with an indestructible dagger.

Wealth (200cp) (Discounted to Politician): You gain the yearly wealth of the Roman Empire—about 12 billion sestertii, equivalent to roughly 300 billion USD. At the start of each jump, you may choose the currency you want; if you change it, you receive 300 billion in that chosen currency. You receive the same amount every year.

Coliseum (400cp) (Discounted to Politician): The Coliseum was incredible in the game, and now you can take it with you. You receive the Roman Coliseum as shown in the game, able to shift into various landscapes and structures at will, allowing you to host different types of games beyond simple bloodshed. These landscapes can include trees, water, rocks, and even massive buildings.

This Coliseum is completely legal, with killing permitted as long as it occurs inside the arena. If you issue a challenge to someone, they will accept it, allowing you to kill or humiliate them without consequences—anything that happens in the arena stays in the arena.

Roman Palace (600cp) (Discounted to Politician): You gain a copy of the Roman Palace that Emperor Nero lives in. Beyond its peak luxury, it contains a secret chamber hidden behind the throne that is indestructible and completely undetectable. Even if the palace is razed to the ground, anyone searching will assume you died.

This palace also comes with the Roman Bathhouse item included and is filled with paintings and statues of you and your companions

Gods Origin Items

Divine Clothes (100cp) (Discounted to Gods): You gain robes of your choice that have normal durability but repair themselves by the time a normal human would make their next strike. They also have a special effect that makes you appear as though you are made from an element or material of your choosing, without gaining that material's durability. For example, you could appear to be made of light when wearing the robes, or seem like cold wind without actually being cold wind.

Black Book (200cp) (Discounted to Gods): If you want to gain control of the empire—whether to save it or destroy it—you need leverage over those in power. This black book reveals any possible blackmail material on someone simply by thinking of them and turning its pages.

Oracle Paint (400cp) (Discounted to Gods): You gain body paint that you can summon at will. When applied to someone's body, it grants them the ability to see into the future at will. The next ten years are clear, while visions beyond that become increasingly vague.

Object of Power (600cp) (Discounted to Gods): You gain an item of your choice—such as a golden crown or a ring. As long as it is wearable, it gains the following effects: it increases your power and abilities by x10 and is indestructible.

Companions

Import Companions (100cp): you can import 8 companions with them getting 1,000cp + discounts for the origin they take.

Companions (Free): if you can convince someone you can take them with you for free.

Drawbacks

Supplement: You may bring your purchases into another jump if you choose, carrying all of them with you, but you cannot escape the drawbacks.

Taste of Blood (+100cp): You constantly have the taste of blood in your mouth. It mixes with whatever food you eat, making every meal a horrible experience.

Ugh, This Time Period Sucks! (+100cp): Any tolerance you may have developed for a fantasy world or similar time period is gone, and you absolutely hate it.

Nightmares (+200cp): Every time you dream, you fall into the underworld with the Damocles story playing out as Nemesis screams in your face. This happens once every night, and while you can get used to it, the experience is memorable to say the least.

Sand (+200cp): Every step you take feels as though you are stepping on sand. It may not seem difficult at first, but you will tire more easily.

Damn Traps! (+400cp): If you trigger a trap, you can only dodge it, as it is completely indestructible—at least when it comes to you. Others can destroy it for you.

Main Protagonist (+400cp): Sounds good, right? Wrong. Enemies will completely ignore your allies and focus solely on you, while your allies stand around doing nothing.

Threat to Gods' Game (+600cp): Thought you could become a Roman hero or a historic conqueror? Too bad. Nemesis and the white-haired god have teamed up, and their restrictions on interfering in mortal affairs are gone. With their combined power, the white-haired god has mind-controlled the entire Roman Empire and the Celts, while Nemesis has temporarily granted everyone Damocles powers.

You and your companions are immune to the mind control, but the gods hide behind their army of controlled soldiers. The only way to stop this is to kill both Nemesis and the white-haired god. Thankfully, neither of them are fighters, and their individual power is far weaker than when they combine it.

Legendary Difficulty (+600cp): The world now functions like the game—and worse, you are on Legendary Difficulty. Enemies take multiple hits to kill even when you slash them with a sword and they are unarmored. Keep in mind they are still regular humans. If you

plan on killing the gods, the fight becomes a hard boss battle requiring dozens of hits to bring down even one of them.

Meanwhile, you have the durability of a regular human.

Scenarios

Umu Emperor Nero Scenario: Fate-series Nero appears right beside you the moment the jump begins. She immediately understands that she is in an alternative Roman Empire and wants the throne of this world's Emperor Nero. Unfortunately, she is nerfed to the level of an ordinary human girl, with everything—her luck, her charisma, and her abilities—reduced to peak human levels.

Your goal is to kill this world's Emperor Nero and his two sons, then install Fate Nero as the new emperor. This will be difficult, as Fate Nero is a woman and has no blood relation to this world's Nero. You must also protect her from assassins and from men attempting to take advantage of her, as her beauty has not been reduced at all.

If you succeed, you gain:

-The capital city of Rome, without its inhabitants, with an effect that causes anyone living in it at the end of the jump—who is not a companion—to become a follower.

-Fate Nero may accompany you on your chain, gaining the same CP and discounts you receive. She also regains her Servant powers while remaining human.

If you fail:

You do not gain Rome, and Fate Nero—if she is still alive—may come with you by choice, but she is otherwise a normal companion and does not regain her Servant powers.

Kill the Two Gods Scenario: Those manipulative gods deserve death, and for this scenario you are required to kill both of them to succeed. They are unbound from their restrictions as gods and will do anything to kill you—teleporting in to slit your throat while you sleep, or convincing Emperor Nero to declare you a wanted criminal. Thankfully, they can be killed by beings with supernatural abilities, and perks count. Once you catch a god, they are forced to fight you with no escape. They also can't combine their power so don't worry about them recreating the drawback.

If you succeed, you gain the following rewards:

-The arms and armor of Damocles. The entire set is indestructible, and the gladius can kill anything as long as the strike would have been fatal to a normal mortal. This means

no DETERMINATION can reset time, and no form of immortality or regeneration can stop the target from dying if you can cut off their head. You and your companions are immune to this absolute killing effect, so no one can copy the weapon and permanently kill you. The scutum can reflect any attack that directly lands on it with 2× the power.

-Additionally, you receive the Damocles perk for free. If you already have it, it is refunded, and you may purchase new perks and items from this document.

If you fail:

-If you took any drawbacks, they become chain drawbacks. If you took none, then you gain all the drawbacks as chain drawbacks. Nemesis and the white-haired god will appear in every jump, mind-controlling every human and making them immortal in order to kill you.

Ending

Go Home: has this jump made you miss the comforts of modern life and your family? I don't blame you but it is a shame. Anyways you take everything you gained through jumpchain back home with time being unfrozen.

Stay here: I guess you became fond of this jump and want to stay. Rome is pretty awesome huh, anyways you gain 1,000cp to spend in this jump and Back home you are considered dead with you having died of a heart attack in your sleep.

Go on: thank you for continuing your chain jumper! Choose your next jump and continue on!