Divinity Saga (Theogony)
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Many are familiar with the Ghost of Sparta and his many battles against mighty pantheons. This story however, is one that takes long after these events. The age of the gods has passed and now Kratos's only desire is to protect his young child Taylor. Kratos however, is not the protagonist of this story, instead we follow Taylor on her family's quest against the Destroyer Scion.

Later on she would then explore other universes seeking to reform herself once more as Telos the Goddess of Hope. Perhaps you wish to assist her on this journey or you might be a villain wishing to stop the rise of such a hero. Regardless, take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



Table of Contents

Table of Contents
Location
Time
Age and Gender
Origins
Races
Skills and Perks
    General Perks
    Divine
    Hero
    Villain
    Alien
Special Techniques/Powers
Items
    General Items
    Divine
    Hero
    Villain
    Alien
Companions
Drawbacks
Scenarios
Ending
Notes

Location

You can either choose one of the locations below or roll D9 and receive +100 CP to let the whims of fate decide your path.

1.) Brockton Bay

Nestled along the eastern seaboard, Brockton Bay is a city marked by the remnants of its industrial glory and the shadows cast by the rising towers of the downtown district. Known for its capes and the turbulent balance of power between hero and villain, the cityscape is a mosaic of urban decay and the glimmers of hope in the form of masked protectors. This is also the home of our protagonist Taylor and her father Kratos. Should you be related to someone who lives here you may start in their respective home.



2.) Newfoundland

A windswept landscape surrounded by the vast Atlantic, Newfoundland is a city whose existence has been reshaped by the cataclysmic powers utilized during Leviathan's assault. This is the home of the hero Dragon and the location of the remnants of Freya's domain. Nothing however, remains aside from the secured realm left by Freya. Though only Kratos or Taylor are capable of accessing it. You may start on one of the nearby islands or a fishing boat in the area.

3.) Ireland

The lush landscapes of Ireland paint a tapestry of rolling green hills, ancient castles, and charming villages steeped in history. This country is one of the few true havens for the divine remaining within this world. This location is also home to Freya's ally Brigid. By default you will start somewhere within Tír na nÓg.

4.) Muspelheim
Muspelheim, the realm of eternal fire, is a harsh and unforgiving expanse dominated by rivers of molten lava and towering obsidian mountains. The air crackles with fiery energy, and the landscape is both majestic and perilous. You may optionally arrive at the realm of Muspelheim from either Wormverse or the MCU. Though the variant within the Wormverse is currently abandoned. The only living inhabitant is Surtr's wife Sinmara.

5.) Ahl-Agulla
Ahl-Agulla is a world brought under siege by Thanos. Here we are introduced to Black Swan, Daughter of Thanos and Taylor's reincarnation. This is a world filled with an advanced war like civilization though it will soon be destroyed. Unwilling to surrender, the civilization will be exterminated by the Chitauri. You will arrive somewhere in this world. Though you may have some time to prepare depending on choices you may later in the jump.

6.) Houston
Due to Taylor's intervention Loki was forced to alter his plans. As a result the fabled Battle of New York ended up taking place in Houston instead. The echoes of that fateful confrontation will resonate through the urban sprawl, creating a unique tapestry of a city marked by both extraordinary conflict and extraordinary heroism.

7.) Asgard
Asgard, the golden realm of the Æsir, is a celestial realm connected to the World Tree itself. Majestic spires rise above the Bifrost, overlooking landscapes that blend advanced technology with timeless magic. Asgard serves as the heart of cosmic order, ruled by Odin and safeguarded by the legendary warriors. The grandeur of the Golden City and the mystique of the Hall of Heroes stand as testaments to the immortal legacy of Asgard.



8.) Knowhere
Once the head of a fallen Celestial, Knowhere has been repurposed into a bustling mining station that floats amidst the debris of cosmic giants. Its hollowed interior houses a teeming hub of alien life, from mercenaries and traders to those seeking refuge from the chaos of the universe. The severed head, scarred by the ravages of time and war, becomes a surreal intersection of commerce, danger, and intrigue.

9.) Free Choice
In the vast expanse of possibilities, the choice is yours. Pick any of the locations mentioned above, or forge your destiny in a realm not listed. Whether you find yourself in the tumultuous world of Worm or the cosmic tapestry of the MCU, the multiverse unfolds before you, offering an array of landscapes, challenges, and adventures to explore. Choose wisely, for your journey begins in the realm of your own choosing.

Time

You will be starting out a few days before the main plot of the story Theogony or whichever main universe you arrive in. For example, starting in Marvel would have you start shortly before the beginning of Titanomachy. Though this could vary depending on some options chosen in the jump.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, though you freely change it instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Divinity - Free

While the multitude of gods may prefer the shadows, you stand as one of the divine beings who either remained concealed or emerged into this world. Whether an ancient deity with eons of worship, a nature spirit deeply entwined with the earth's essence, or a nascent demigod discovering newfound powers, your existence resonates with the sacred realms. Traverse the mortal domain with a divine purpose, wielding powers that defy mortal understanding, and inscribe your mark on the intricate weave of both the divine and the mundane.

Hero - Free

Hero is a term with different meanings. The first is simply someone who stands on the side of the law acting to deal with crimes. Normally these are powered individuals who wish to put their abilities into practice like the PRT. The second is someone who pursues justice, kindness, and hope in order to make the world a better place. These individuals unfortunately are much rarer albeit for understandable reasons. As a Hero you likely fall under one of these two definitions. Where exactly you fall will depend on your specific preferences.



Villain - Free

Within the spectrum of shadows, the term "villain" weaves a nuanced tapestry. Some defy laws with powers untamed but not inherently malevolent, while others embody true darkness, leaving a legacy of suffering. As a villain, you may toe the line between lawbreaker and malevolent force, or you might revel in chaos as a genuine purveyor of villainy. Your actions shape the world's perception, and the choices you make will determine whether you are a mere outlaw or a true harbinger of malevolence.

Alien - Free

Lastly, the interesting option, you don’t belong to any of the other categories. You are something foreign to this world. Your very existence is likely an affront to the natural order of the world. Alternatively you could be a more innocent being and simply be from a distant star. Navigate this foreign terrain with the curiosity of an explorer or the innocence of a celestial visitor, bringing an otherworldly touch to this realm.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Humans - Free
Humans are a diverse and adaptable species found throughout the universe. While lacking inherent superhuman abilities, humans possess remarkable potential and possess a wide range of skills, intellect, and capabilities. They excel in various fields, from combat and espionage to scientific research and leadership.

With their resilience, determination, and capacity for growth, humans often prove themselves as formidable warriors, capable of making a significant impact in the face of extraordinary challenges. Lastly, you may choose which variant of human you become given the multiple worlds in which this story takes place. Although there aren't many differences between an average human from Worm, the MCU, Game of Thrones, or Warhammer 40K.

Kryloians - Free
Krylorians are a race of pink skinned humanoids native to the Marvel Universe. They are extremely similar to humans though they tend to be slightly stronger on average. Additionally they have defined crests on their heads. Though this is primarily a cosmetic appearance and doesn't impact their physical capabilities. Lastly, if you choose this species option you may freely start on a location outside of Earth due to the Krylorians spread throughout the galaxy.



Kree - 100 CP
The Kree are a highly advanced extraterrestrial species known for their distinctive blue skin, robust physiology, and technological prowess. Hailing from the planet Hala, the Kree are organized into a rigid, stratified society with a strong emphasis on military and scientific disciplines. The entire Kree species has undergone genetic modification and been carefully managed to continuously grow stronger. By purchasing this option

you may join their illustrious empire. Kree are naturally stronger and much more physically capable than humans. Although not to the extent of being superhuman, the average Kree is comparable to a high level human athlete.

Skrull - 100 CP
The Skrulls are shape-shifting aliens capable of assuming the appearance of any living being, allowing them to infiltrate and deceive others. Skrulls possess a natural ability to alter their physical form, mimicking the appearance, voice, and even the memories of their chosen targets. This makes them masters of disguise and espionage. Skrulls are known for their adaptability and cunning, making them formidable opponents. Their shape-shifting abilities provide them with a strategic advantage in various situations, enabling them to navigate complex scenarios and carry out covert operations with ease.

Kronan - 200 CP
The Kronans are a resilient and formidable species characterized by their large, rock-like forms, known for their incredible strength and durability. Originating from the planet Ria, the Kronans are a proud and warlike race. One of the most famous Kronian's is the freedom fighter Korg. Kronans are incredibly strong and much more durable than the average species. Most Kronans are warlike and crave battle, though some have been known to be peaceful like Korg.

Titans - 300 CP
The only known member of the species to still exist is the infamous Thanos. They were rendered nearly extinct in a civil war that destroyed their home planet. Titans possess a high level of durability that allows them to endure extreme conditions such as the vacuum of space and withstand powerful cosmic energies. If you wish you may be related to Thanos in some way as the only other living Titan. They are around eight to nine feet tall and weigh approximately one thousand pounds. Keep in mind you will not possess all of Thanos's power or skills just by purchasing this species option.

Asgardians - 200/500 CP
The Asgardians are a noble and powerful race of ancient beings hailing from the realm of Asgard. Known for their extraordinary physical attributes, they possess incredible strength, endurance, and longevity. Asgardians are highly skilled warriors and proficient in various forms of combat, wielding weapons such as swords, hammers, and spears with exceptional expertise. Aside from their physical abilities many Asgardians also have a high degree of talent for magic.

For 500 CP instead you may become one of the more god-like members of the Asgardians. This bolsters your abilities significantly and grants you control over a

domain. This could be an element, a concept, or something else that qualifies. For example, Thor was the God of Thunder and Hela was the Goddess of Death. Physically you will be almost as strong as the Hulk though this.

Divine Being - Varies
Divine beings are those who have been infused with the conceptual power of the universe. At least this is the theory that Kratos and Freya developed over the thousands of years they lived. By taking this option you may become one of the many divine beings who still exist in this world. By default you will become one of the minor nature spirits or weaker divine races such as a Mermaid.

- **Demigod - 100 CP:** Demigods are the mortal children born from the union of a divine being and a mortal. They wield the powers of their parent deities on a lesser scale and are gifted with immense potential. Narwhal, Moord Nag, and Glaistig Uaine are some examples of the various demigods running around Earth right now. Demigods are far stronger than normal humans and comparable to mid level parahumans. When a demigod possesses a parahuman power it typically is strengthened as well. You may freely choose any deity to be your parent even if they have already been slain.
- **Minor God - 300 CP:** Minor gods are the most common type of deity. These beings typically possess specific domains. This could be something like a specific location or a weaker version of a major domain. By purchasing this option you may choose three domains. The more specific they are the more you will be able to manipulate them. Excluding special instances or powers related to their domains most Minor Gods are comparable to upper tier parahumans in strength. Though below the level of individuals such as the Triumvirate.
- **Major God - 600 CP:** Major Gods represent the powerhouses of the divine world. This the level that Kratos, Freya, the Olympians, and other famous gods are at. By purchasing this option you may choose seven domains. In addition, your power will be at a higher level compared to a Minor God with the same domain. These gods are capable of wielding immense power and shifting the landscape around them with ease. The few remaining Major Gods are on par with the stronger S-Class parahumans and even the Endbringers. Granted only the strongest Major Gods are capable of being ranked in the latter category.



Shard - Varies
The Shards are the physical representations of powers from the Entities. Each of them however, is said to possess a limited consciousness to run their assigned role. By taking this option you may become a sentient shard living within a host. This option is **Free** due to the various pros and cons of this option. To prevent you from being controlled you will be separated from Scion and Eden's network. You may either design your own power or instead choose one of the canon powers available. Keep in mind that you will be stuck inside someone else for the duration of your stay with this option. Though you will be given the ability to freely communicate with them or to share your powers with them.

- **Endbringer - 400 CP:** The Endbringers are the main weapons used by the Entities to stimulate conflict throughout the world and to hunt deities. Endbringers come in a variety of forms, allowing you to freely design your body. The Endbringers each possess a single power that is supercharged far beyond that of a normal parahuman. As an Endbringer you will possess extreme durability which grows denser deeper inside your body. The only weakness that an Endbringer possesses is that somewhere in your body you will possess a core. If the core is shattered you will die instantly.
- **Nascent Entity - 500 CP:** A Nascent Entity refers to the much younger entities. These beings feasted on the energy of dying stars before they learned of faith. Virtually all of them however, have been killed either by older Entities or gods they challenged. Taking this you will be the only entity aside from Scion and Eden who is still alive. You will start out with a few hundred shards of varying powers. This is enough for you to be a powerful being, but even a single powerful god like Kratos could potentially kill you at this level.
- **Archetype - 1200 CP:** Archetype is a term used to refer to the last of the entities. After the destruction of their species the Thinker and the Warrior were the only two entities who remained having devoured the rest of their kind. This option allows you to directly rise to the peak of what the entities are capable of. You will become a being on par with Scion and Eden. You will contain trillions of shards, and be capable of combating a dozen pantheons of gods single handedly. This however, will likely make you a target for any remaining gods and perhaps Scion himself as well.

Cosmic Being - 300/1400 CP
There are two main cosmic beings that appear within this world. The first is the Eternals and the second is the Celestials. The Eternals are an ancient and powerful cosmic species, created by the Celestials to serve as protectors of Earth and the Celestial within it. They are distinguished by their immortality, advanced technology, and a deep

connection to cosmic energies. Eternals are functionally immortal and do not age in the same manner as mortal beings. They have the potential to live for thousands of years, if not indefinitely. Lastly, each of the Eternals possesses their own unique powers such as super speed, atomic manipulation, and highly tuned senses. You may optionally design one power that will be unique to you. The upper limits of this power will be what has been shown in Worm and the MCU.

- **Celestials - 1400 CP:** Celestials are enigmatic cosmic beings of immense power, tasked with shaping the evolution of species across the universe. They are known for their planet sized bodies, seemingly god-like abilities, and their role in conducting experiments on other species. This option allows you to become one of these godlike beings. Though you will be an average Celestial with this option. Granted this could be modified depending on the perks you possess.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Major God x Archetype hybrid would cost 2,000 CP (600 + 1200 + (100*2) = 2,000). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Everything Gets Worse - Free
While this is a slighter nicer version of the world due to the additional heroes and gods this setting is still Worm at its core. So as a small mercy this perk will ensure that you are in excellent physical and mental condition. Physically you will be on par with a high level athlete or someone like a fit PRT trooper. So not superhuman, but nearly a peak human condition. Second, your mind will be fortified so that you can deal with the stress of living in a grimdark world without issue. Again this won't make you immune to torture, but you won't breakdown after watching people be torn apart in front of you. Hopefully this helps you survive and make it through this world.

He's Destroying Everything - Free/100 CP
When the fight between Scion and the various warriors begins Scion's opening move is to destroy every earth except Earth Bet. His follow up attacks each destroyed half of a continent on average. So it's understandably quite hard to survive this especially if you're a normal person. Luckily for you this perk is designed to protect against incidents like those. This perk makes it so that you will never be killed by wide-scale disasters, attacks, or a universal deletion.

Using the earlier example one of Scion's blasts might avoid the town you were in or stop a short distance from you. This protection, however, only stops broad non-targeted strikes. So you could handle Scion's broad beam strikes, but an attack aimed specifically for you could still kill you. This perk is Free for the duration of this jump. If you wish to keep it you need to pay 100 CP.

Divine Aura - 100 CP
Each of the Gods such as Kratos and Sunny give off powerful auras. Even when restrained their aura is capable of affecting those around them. For example, Kratos naturally intimidates others as the God of War. Sunny on the other hand is naturally comforting. You may gain an aura of your own with this perk. You may optionally choose your aura or instead amplify your own natural presence. The effects of this aura can be greatly increased by actively channeling it or unsealing your power. Using Kratos as an

example, at higher levels his foes would freeze in place and be unable to exert their full strength.

- **Free to Divine Being**

Noctis Cape - 100 CP
Noctis Cape is a broad term which refers to any parahuman who doesn't require sleep. Miss Militia is the most well known of these individuals. By purchasing this perk you may become a Noctis Cape or the equivalent of one. This will eliminate your need for sleep, though you can still suffer from mental fatigue by not resting. The main benefit of this power is the ability to operate at all times without issue. For example, Miss Militia was capable of doing reports and managing the PRT while everyone else was asleep.

Man of Few Words - 100 CP
Kratos is certainly not the most expressive of beings. It however, cannot be denied that is extremely effective at getting the point across when he needs to. Like the ancient god you may not be the best at expressing yourself, but everyone is capable of understanding your intent perfectly. Essentially you can communicate with virtually anyone and channel vast amounts of information with a single word. A grunt from you may very well contain more information than an entire speech from another individual.

Dad of War - 100 CP
Kratos wandered the globe for many years after the passing of Faye and Atreus. As a result he ended up marrying many women, often widows and acting as a father for a large number of children. This allowed him to gain a vast amount of experience and understood how to properly raise a child in any environment. Like Kratos you are highly skilled in caring for and raising children. You can ensure that any child will be healthy and grow without issues, both mental and physical. Lastly, this also makes you an ideal partner for any individual who desires a child or already has one.

Targeted Effect - 100 CP
A bizarre, but useful power that Kratos demonstrates is the ability to target specific areas. For example, when digging into Triton's realm Kratos infused his power into the ground allowing him to lift a dozen meter deep piece of dirt and flip it out of the ground as though it was a single solid object. You can perform a similar feat allowing you to target specific areas and wider zones. This makes it much easier for you to direct your abilities. Infusing an area with your power will cause it to glow, but you may disable this effect if you wish.

Allspeak - 100 CP
Allspeak is a special ability that all deities possess. This power allows them to freely speak any language. It works by automatically translating your thoughts and understanding into a format that others can comprehend. This method translates your words and anything that is spoken to you. Additionally this also allows you to communicate with beings that would be impossible to communicate with normally. Any being that is intelligent can reason with using Allspeak. Though it may occasionally be impossible to translate unique concepts should they be foreign enough.

- **This Perk is Free to any Divine Being**

Clashing Titans - 100 CP
When superheroes clash it is normal for the surrounding area to be completely destroyed. To deal with this you have acquired a borderline toon force ability. Whenever you are fighting someone you can ensure that no damage is done to the surrounding area or bring your enemies to a less important area. This allows you to prevent casualties from occurring, say if you fought in the middle of a city.

Greater Divinity - 200 CP (Restricted to Divine Beings & Asgardian Gods)
A Major God has 7 Domains that they control. But that isn't enough for you, is it? No, you want more. You want to become ***Greater***. Very well you may buy more Domains for yourself for 200 CP per Domain.

Centerpiece of Time - 200 CP
When Telos arrived in the MCU her presence acted as a focal point for the timeline. The changes she wrought became the new Sacred Timeline. As a result of this, despite being an anomaly, the TVA were unable to affect her. Like Taylor you are a focal point of reality. You cannot be erased if the timeline is manipulated, space is distorted, or any other reality bending effect occurs. This also protects you from smaller scale attacks such as TVA's erasure weapons.

Decapitation Strikes - 200 CP
Whenever Thanos targets a world he ensures that the planet will fall in three days or less. Like the Titan you are capable of developing strategies to quickly bring down entire worlds and vast empires. Should a force be too powerful for you then you can easily develop strategies to destabilize your foes. Your analytical skills can help you find critical targets that will allow you to instantly pacify a population. While it may take some time you can bring down any force or weaken it to the point that will collapse in on itself.

Only Perfection Is Permitted - 200 CP
The Kree are a species who seek constant improvement on the route to perfection. They go to extreme lengths to improve themselves and kill those among them who do not reach the standards required. Thankfully this is not an issue as you can be considered a perfect specimen of your species. You are a peak example of your kind in intelligence, looks, strength, and every other aspect related to your species.

- **This perk is Free for Kree**

We Are Unseen - 200 CP
One of the most interesting applications of magic shown is the ability to conceal locations. You have learned to replicate this feat and conceal territory. You can hide structures, and territory making them impossible to be located. This magic makes it impossible for anyone to locate you, see the territory, or find it using any form of technology. Only you and designated allies can find the hidden structures. The cost of placing these barriers depends on the size of the territory. For example, hiding a single cabin wouldn't be difficult. Hiding an entire city however, would likely strain a god like Freya or require ample preparations.

Lastly, while the primary aspect of this power is based around concealment this power does utilize some sub-aspects as well. One of the main sub-aspects used for concealment is the intent wards. These wards allow you to selectively block off access to those who wish you harm. For example, while in Taylor's domain Miss Militia's equipment functioned perfectly, but Armsmaster's failed due to his subconscious resentment towards her. These functions will be built into your concealment abilities, but you may also utilize them separately as well.

Power Sharing - 200 CP
The main purpose of the Shards is to act as a power for their host. They gain access to the Shards abilities and can identify ways for them to improve their overall functions. You are likely a Shard yourself or a similar being as you're capable of this action as well. You have the ability to share your powers with others. You can limit what abilities they receive or give them access to your full arsenal of powers. This process is done by merging or possessing a host. Should you lack the ability then you will also gain the power to freely merge with others. This fusion however, will only give you the ability to share your powers. No other benefits will be conferred to your chosen host or item.

- **Free to Shards**

Dense Musculature - 200 CP
When Taylor or Black Swan as she would become known as was cast into the Marvel universe she retained her immense physical prowess. Her muscles and bones were

strong enough to resist blows that would have cleaved the other Children of Thanos apart with ease. Like Black Swan your body has been enhanced to an immense degree far surpassing others of a comparable level. This primarily manifests through your incredible durability and immense strength. For example, Taylor's body allowed her to surpass Cull Obsidian in strength and match Thanos despite her being far smaller than both warriors.

Power of the Realms - 300 CP
While within their domains gods are vastly stronger than normal. For example, Zeus would only have his normal power in China. Similarly Thor would only be as strong as a Major God rather than the defender of his pantheon. Somehow you have developed this ability for your own use. Perhaps you are a god tied to a territory or possess a unique power. Regardless, while within any territory that is considered yours or allied with you, you will find your power multiplied. For example, if you were a Minor God then in your territory you would be as strong as a Major God from another Pantheon. This boost will grow as your realm increases in size and prosperity. Meaning that a flourishing civilization will provide a greater boost than the forgotten remnants of a fallen empire.

Eir's Touch - 300 CP
Eir is a renowned healer and master of genetics even amongst the Asgardians. For example, she can easily manipulate someone's DNA to remove any genetic flaws or diseases they possess. You share Eir's mastery over medicine and genetics. You can play with DNA with the same ease a child does with a set of legos. If a problem is related to DNA or a genome then it is within your capabilities to fix. Though crafting a treatment that doesn't require your direct assistance could be more difficult. Lastly, while the most direct use of these skills is medical, you can also freely alter traits within your target such as hair color.

Of Our Blood - 300 CP
Unlike normal deities the gods of this world can share their powers through their bloodlines. For example, while Taylor wasn't a child of Poseidon she unlocked some of his powers when she awakened her divinity. This perk grants you a similar ability. You gain access to any bloodline related powers that are possessed by anyone in your family. Additionally any powers that are based in blood can be awakened and integrated into you seamlessly. For example, if you were a god similar to Kratos or Talyor you would gain powers from all of the elder Olympians. Lastly, these powers will be awakened at their full potential on par with a pureblood user or the equivalent of that level.

Power of Belief - 300 CP
The gods were at the peak of their power in ancient times. This was due to two main factors. The first was that humanity lacked an understanding of many concepts allowing for the birth of new gods. The second, was that as they walked the earth they received energy from worship. This perk allows you to mimic the second aspect of the divine. You will be strengthened as others come to believe in you and support you. This boost will grow as your believers do. For example, a dozen individuals might provide a minor boost. A million however, would give you an incredible boost in power. Additionally the degree of faith is important as well. To compare, a thousand zealots will provide more faith than a hundred thousand casual worshipers.

- **Free to Divine Being**

Idun's Caress - 300 CP
Idun was the Vanir goddess of youth and vigor. As a result she possessed unrivaled healing capabilities. Her most notable method was to grow her golden apples. By taking this perk you will gain two similar capabilities. The first method allows you to directly heal someone with your energy. Though this process is relatively inefficient compared to the second method. The second method allows you to imbue your energy into symbolic objects. For example, filling an apple with energy would make it possess incredible healing properties. A single apple would be enough to restore almost anyone to perfect condition. Alternatively you could imbue it in something like a Red Cross emblem to grant a lesser healing aura.

Master Immunity - 300 CP
Mind control abilities are disturbingly common in this world. At least there are enough of them to create an entire classification of power based around their general ability. Some of these aren't that bad like Glory Girl's aura. Others, however like Valefor or Heartbreaker, are horrifying. You however, seem to possess an innate immunity to all forms of mind control, mental manipulation, and any other Master-class ability. Even something like the Simurgh's scream wouldn't affect you. Granted others still might not trust you unless they can verify your state.

Absorbing Knowledge - 400 CP
As Taylor can see beyond others she can also learn at an accelerated rate. For example, she was able to completely comprehend and memorize all of her textbooks on her first day. She then proceeded to learn every class in Arcadia available in a few days and even this was while being restricted. You possess an equally impressive rate of learning. You could learn quite literally everything a college or similar institution had to offer in a few days. You are honestly limited more by the knowledge available to you rather than your own learning capabilities.

Divinity

Power of Sacrifice - 100 CP
When Freya cast her empowered protections on Taylor she lacked the strength to complete them. As a result she instead chose to sacrifice her divinity temporarily to empower the spell. By choosing to seal away your powers you can perform similar feats. This is primarily meant to empower single Grand actions rather than create a continuous boost. The greater the sacrifice you make the greater the boost you shall receive. Using Freya's example, sealing away her divinity allowed her to perform a feat that would normally have been impossible for any deity regardless of strength. Something smaller on the other hand like removing one of your senses for a few days might give you a minor boost.

A Father's Love - 100 CP
Kratos prefers not to be openly affectionate due to his stoic demeanor. He however, still cares about his family greatly. In his own words he would rather see the world burn than have something happen to his family. Like Kratos you have an unbreakable bond with your family. Anyone who is related to you, be it by blood or some other connection, will share an unshakable degree of loyalty to you. This includes distant families as well as created beings as well. This doesn't mean that you won't argue with them, but you will never betray one another.

The Bargain Has Been Struck - 100 CP
Whenever you make a deal with a god you must be careful. This is due to the binding nature of the contract which is enforced by the world. For example, when the unknown god made a deal with Cauldron to save Taylor, they had to honor their side and they couldn't break the deal. Even someone who actively desires to manipulate or break the spirit of the deal will be unable to affect it in any way. This perk creates a similar effect on any deal, contract, or agreement. The most interesting aspect of this ability is that groups and organizations can be bound as long as an affiliate agrees. Using the earlier example all of Cauldron was bound to it once Contessa accepted the deal.

Blessings of the Earth - 200 CP
The various beings aligned with nature and life are enhanced when in contact with the earth. For example, when Taylor walked barefoot on the ground her injuries would rapidly heal. Additionally she wouldn't be harmed or hampered by the terrain. When walking on sharp rocks they naturally smoothed out letting her easily walk over them. By

taking this perk you will gain the blessing of the earth. You will gain all of the abilities possessed by these beings and a natural affinity related to nature.

No Is No - 200 CP
One of Kratos most amusing traits is his blunt and simple words. For example, he often calls Taylor child and simply says no when disagreeing. This perk possesses a special trait based on the concept of No. You have learned to engrave this point on others, making them understand when they can't do something. Essentially when you tell someone no they will truly give up on whatever they were pursuing. For example, if they were trying to follow a foolish path then they would give up on that pursuit. Though it wouldn't prevent them from coming up with another stupid plan if you weren't clear. This effect will work on anyone though you do need some leverage. This could be a relationship, a position, or simply your own personal power. An example would be that a bunch of bandits would only listen if they knew you were stronger or you were their leader. This is much easier on lower ranked workers or other allies.

Vanir Magic - 400 CP
The magic of the Aesir is a versatile system of power. It is capable of numerous feats such as healing, warding, offensive magic, and other unique spells. By purchasing this perk you will gain the ability to use Vanir magic on par with Freya. Most forms of Vanir magic however tend to rely on being imbued rather than acting directly. For example, it is difficult for Taylor to heal others directly, but she can imbue healing energy into apples. These apples mimic Idun's fabled apples and can heal anyone who consumes them. With time you may replicate Freya's greatest feats and even surpass her.

- **This perk is Free to any Vanir Deities**

Hope Never Dies - 400 CP
There are many beings who are fated to live as long as their purpose remains. For example, Surtr is unable to truly die as long as Asgard remains due to his nature as its destroyer. By purchasing this perk you may gain access to a similar ability. There is some greater purpose or concept which is intertwined with you. Surtr's was the destruction of Asgard, Telos was the existence of hope, and now you shall possess one as well. As long as your chosen concept exists you shall be incapable of truly dying though it will often take time for you to return. Should the jump end while you are recovering it will count as a chain-fail, the same as though you died normally.

The God of War - 600 CP
When you think of the God of War you likely imagine overwhelming power and skill. Well that is a completely accurate description. Kratos has proven time and time again to have mastered all aspects of war embodying his domain. Like Kratos you are the

perfect representation of war. First, you possess incredible power allowing you to match Endbringers or Major Gods. Second, you are skilled in wielding any form of weapon be it a sword, bow, or gun. You could easily defeat experienced fighters such as Armsmaster or other combatants using their own weapons.

Third, you also possess the tactical skill and knowledge to match the greatest military commanders to ever live. You could rapidly unite a rag time force into a true army in mere days. You could prevail even if facing off against a larger and more advanced force. Lastly, like Kratos you find your strength growing in the midst of battle. The echoes of war and the thundering of soldiers around you imbues you with strength. The greater the conflict the greater the boost you receive. You may not be a God of War, but it certainly would be easy for others to mistake you for one.

Might of the Pantheons - 600 CP
When Taylor was born Freya infused her with the powers of every god and divine being she could gather. As a result she possessed the abilities of every being from the Norse and Greek pantheons. Alongside this was an array of various other powers from other pantheons that Freya could acquire. You similarly are born from the essence of multiple pantheons inheriting their powers. This has granted you a number of boons.

Firstly, you have gained access to an immense reserve of divinity. Should you already be a god then this will propel you to new heights. For example, Taylor would normally have been born a major god, but with this she was a being on par with Scion and known as the Queen of the Gods. Granted like Taylor you will need time to develop your powers and hone them to battle ready states. Second, as a new Sovereign of the gods you will be recognized as a grand figure by any divine being.

Your innate being will command respect and admiration from your fellows. Even Creator beings and pantheon leaders will fall under your sway. Third, as Telos was created from the essence of the gods you can absorb the divine essence of others. This can allow you to absorb their powers and domains. This is most effective when you kill a deity. Lastly, due to your authority over other gods you can either weaken or empower any divine beings under your jurisdiction.

Hero

Master Stranger Protocol - 100 CP
Masters are some of the most feared individuals within Worm, particularly human Masters. In fact it is common enough that there is a protocol known as the Master Stranger Protocol. This protocol developed to protect others from the effects of Masters. You have studied this protocol thoroughly and even improved it. As a result you have developed the ability to sense when others are mind controlled, knowledge of how to free them, and perhaps most importantly how to identify who targeted them.

Princely Charisma - 100 CP
Prince T'Challa is considered to be one of the most eligible bachelors in the world. His innate charisma, good looks, and suave demeanor can leave virtually any woman a blushing mess. You share these traits with the prince. With characteristics reminiscent of the prince himself, you possess the ability to captivate and leave virtually anyone, regardless of gender, in awe of your presence. This allows you to easily give off a positive impression to others and earn the romantic interest of others. You simply are just that good.

It's Just A Bike - 100 CP
Driving a new vehicle can be surprisingly difficult. For example, when Taylor and Kratos attempt to use motorcycles for the first time they both nearly crash repeatedly. To deal with this issue you have studied all types of vehicles. As a result you have gained an instinctual understanding of any vehicle. Upon driving or flying any vehicle you will be able to match an experienced user. Granted this is more along the lines of not making mistakes rather than pulling off expert maneuvers. At the very least though you can get in literally any vehicle and pilot it effectively and operate all of its standard functions.

Educating Society - 200 CP
When Stark was putting measures in place to advance Earth he focused on education. Due to the methods other species used to teach their children they were far more advanced than most humans. For example, the average Krylorian ten year olds were more advanced than most human PhDs.

You have extensively studied the various methods of education used by thousands of species. This has allowed you to devise methods perfectly suited to teaching virtually anyone. You can implement these ideas throughout your entire society to accelerate

your people's learning rates. These methods however can become even more effective with your personal input as you specialize the curriculum for your students.

Master of PR - 200 CP
Glenn Chambers is an incredibly irritating individual for parahumans to work with. Despite this he is single handedly responsible for keeping the Wards funded nationwide and maintaining the PRT's positive image. You are one of if not the only individuals in this world capable of manipulating the public like Glenn. These skills allow you to control the image of nearly anyone. For example, you could help a villain rebrand or give someone a tailored image for the public. Additionally, you excel at finding opportunities to make money and merchandising. If there's a way to make money involving someone's image.

Goddess of Hope - 400 CP
When Taylor was born she was destined to rise as the goddess who would shield earth from the destroyer. To aid her in this task Pandora empowered Talyor allowing her to become the Goddess of Hope. This perk mimics this and grants you two powers. The first power is that you will be given the power of hope as well. This will grant you a heroic aura making you a beacon of justice. Additionally should you be a deity you will receive a domain over hope. The second power is that you will be recognized as a hero meant to fight off the apocalypse. Whenever you encounter an apocalyptic threat the world itself will aid you. You will be both directly empowered and given opportunities to grow in strength. The greater the threat posed, the more the world shall aid you.

Asgardian Magic - 400 CP
Asgardian magic is both a mystical art and an advanced form of science. Asgardian magic is very diverse allowing great feats including illusions, elemental manipulation, conjuration, and trans dimensional perception. By taking this perk you will become a master of Asgardian magic on par with Frigga and Loki. Additionally you will be given the potential to master the other more exotic forms of Asgardian magics. For example, eventually you may be able to fully develop the abilities shown off by Hela, Heimdall, or Lorelei.

The Hero's Trial - 600 CP
Fate is often a grand balancing act. Before a hero can receive their power they first must suffer. By surviving they prove themselves worthy of the legend they will become. This perk is the embodiment of that concept. By suffering any form of hardship or difficulty you will find yourself rewarded at the end. The greater the hardship the greater the bounty bestowed upon you. For example, being brought to the brink of death and nearly dying repeatedly over a year could grant you immense power. This suffering

forced by destiny allowed Taylor to rise from an ordinary girl into a powerful goddess with the power of two pantheons. The effects may vary, but now any suffering you endure will grant you worthy compensation.

A Mother's Love - 600/800 CP
The Curse of Baldur is a powerful protective magic that Freya cast on her son Baldur. It rendered him immune to harm from physical attacks and nearly any magic. Even being slain would only incapacitate him temporarily. The only thing capable of breaking this protection was the mistletoe. This caused the protective runes to shatter. For 600 CP you claim the curse for yourself without suffering the inability to feel like Baldur. You however, must select a single substance that is capable of piercing your defenses. This may be a rare substance however, such as an exotic metal.

Also should your protection be breached it will reappear a few minutes later rather than disappearing permanently. For an additional 200 CP you can upgrade this perk further into the **Protection of the World**. When Freya cast her spell on Taylor she modified the curse to be stronger and retain the user's ability to feel. The protection of the world made Taylor immune to any being native to her universe. Only a being such as Scion who was foreign to her multiverse would be capable of piercing her impenetrable skin.

Villain

Moles Within Moles - 100 CP
Thomas Calvert otherwise known as Coil individually is not that dangerous. Despite this his power and intellect make him an incredibly manipulative being. He grew in power by carefully remaining in the shadows and developing an extensive network of spies within the PRT, the various villain groups, and every other faction he deemed important. This perk grants you the skills and knowledge to be just as dangerous as Coil even if you lack his power. There is no group that you cannot infiltrate with time. More importantly no one will realize that they have been infiltrated until your claws are dug in deep. So make sure to keep an eye on your close allies after all they're now the ones who can deal the most damage to you.

Father Would Have Forgiven You - 100 CP
After Telos threw off the mantle of Black Swan, the Black Order gave her a chance to return. Thanos would have happily welcomed Taylor back into his fold despite her rebellion. You shall be given a similar chance with any groups you have been a part of. No matter how grave an offense you commit you shall always be given a chance to return. As long as you desire to return you may enter the fold once more. Though you will only be given a single chance to do this with each group.

You Will Tell Me Everything - 100 CP
Ebony Maw is a master of many skills, but he particularly excels in a few fields. One of the most notable is torture and information gathering. For example, after capturing Loki he was able to retrieve nearly everything Loki knew within a few hours. Like Ebony Maw you are a master of the psyche and breaking others. Only the most strong willed of individuals will be capable of resisting you. Even then they will only be capable of doing so for a time.

I've Handled Worse - 200 CP
Much like the renowned lawyer Quinn Calle, you've earned a reputation as a maestro in the legal arena, particularly in regards to parahuman court cases. Quinn is renowned for getting nearly any individual he represents off scott-free. Like Quinn, you possess an innate understanding of every facet of the legal system, enabling you to secure favorable resolutions and, if need be, extract minor sentences for even the most severe offenses.

Tempered Soul - 200 CP
One of Talyor's most interesting abilities is that she can directly see souls and the essence of others. She uses this to interact with them directly. Doing so allows the user to heal deep trauma, unresolved guilt, or other issues that would normally be impossible to treat. Like Taylor you possess this ability. There is no trauma, mental issue, or condition that you cannot resolve. This is particularly effective on those who have suffered allowing them to process and move past issues. You can also bring out repressed trauma and hidden issues. This is meant to help others by allowing them to move past it like the other healing methods you possess. Lastly, this also allows you to see how others are feeling, recognize them in any disguise, and it effectively makes you a master of psychology.

Prime Conduit - 400 CP
When Taylor was examined by the Asgardians they learned a special aspect of Taylor's constitution. Her unique body made her a perfect conduit to channel cosmic forces such as the Odin Force, the Phoenix Force, or the raw power of an Infinity Stone. This aspect makes the user highly desirable and well suited to becoming the host of these powers. Lastly, this will also allow you to safely receive these powers and balance them within you. For example, you could channel the primal powers of darkness and light together without issue. They will become balanced within you due to your unique body.

Realm-Bound Negotiator - 400 CP
In the face of the fiery and formidable, you've honed the art of negotiation amidst realms ablaze. Your persuasive prowess is not just diplomatic; it delves into the mystical and transcendent. You are skilled at navigating negotiations with otherworldly beings and entities, even those harboring ancient grievances. For example, if Taylor had possessed this perk, perhaps she would have been able to convince Sinmara to aid her. Your words possess a potent force, capable of bridging the gap between realms and forging alliances with beings of immense power. Whether it be convincing fire giants or cosmic entities, your innate charisma and understanding of their needs make you a diplomatic force to be reckoned with. Your words are capable of reaching the hearts and minds of others.

The Last Divine Smith - 600 CP
After the slaughter of the pantheons Brigid was the only remaining being capable of forging divine tools. Well this perk, that is no longer the case. Like Brigid you are either a god of forging or at one someone with the skills of one. You are a master of forging, creation, and other forms of artifact creation. You are capable of forging powerful divine treasures, modifying equipment, and repairing artifacts. For example, you could easily reforge a shattered weapon like Haevatein or forge a new equally powerful weapon.

Your creations will always be of excellent quality, with even a minimal amount of effort forging high quality treasures. Though forging true wonders will require equally legendary materials.

The Eternal Flame - 600 CP
In his desperation to save Hela, Odin bound her lifeforce to the Eternal Flame. This made it quite literally impossible for her to die as long as Asgard remained intact. She was only able to be killed after Surtr destroyed Asgard. Like Hela you have had your spirit bound to your territories. This makes it impossible for you to be slain as long as your home is intact. Additionally should your home be destroyed this will not kill you. You will merely lose the protective power that you possess. Though this doesn't stop you from being sealed away or imprisoned. So keep that in mind or you might end up just like Hela.

Alien

It's Not Worth It - 100 CP
There are a number of individuals within Earth Bet who were left alone due to how dangerous they were. For example, Nilbog was merely contained rather than eradicated due to the concern over his virus failsafes. You now are treated the same as these other beings. Should you be strong enough then others will disregard you completely. The only way to be viewed as a necessary threat in this scenario is to make the benefits of fighting you more than the cost. For example, a country might ignore you if you're traveling, but do something if you're slaughtering cities.

I Was Supposed To Die - 100 CP
The threads of fate are deeply intertwined within the world. These threads ensure that certain actions both good and bad will come to happen. You however, are capable of snipping these threads, breaking the destined nature of fate. Deaths, disasters, and other grave events can be avoided through your guiding hand. Just remember that sometimes your actions may bring about greater consequences. So for better or worse you shall walk a path of your own choosing.

Titan's Leverage - 100 CP
Whether in the midst of colossal battles or facing hordes of formidable foes, you possess a titanic presence that allows you to control the tide of conflict. Much like mighty Thanos can effortlessly shoulder tanks and wield a greatsword with raw might, you are a force of nature on the battlefield. This perk bestows upon you the innate ability to intricately manipulate leverage in any physical confrontation, granting you a formidable advantage in size, strength, and strategic positioning. Equally effective against armored vehicles, towering adversaries, or nimble rogues, you seamlessly command the battlefield with the finesse of a true titan. Your enemies, in awe of both your physical prowess and strategic acumen, will find themselves unwittingly dancing to the rhythm of your dominance on the battleground.

Strength of Ages - 200 CP
As Asgardians grow older they become stronger. For example, an Asgardian a century old may be resistant to modern rifle bullets. A thousand year old Asgardian however, might be immune to artillery fire from modern weapons. Like the Asgardians you grow stronger as you live throughout the ages. You will find every aspect of your being growing stronger with each year. This growth however, will slow for the most part. Using

the earlier examples you would need to live at least two thousand years to naturally match Thor, Hela, or Odin as a normal Asgardian.

- **This perk is Free to Asgardians**

Absolute Control - 200 CP
The Kree instill absolute control over their people through the control of information. Their sheer control allows them to exclusively feed information that portrays the story they wished to be passed down. For example, according to the Kree people the Xandarians are monsters who have gleefully started every conflict with them. You share this level of skill when it comes to controlling information. Your only restriction is where you can seize control. So obviously, you cannot manipulate your enemies, but you could wield absolute control over your own people.

Your Soul is Mine - 400 CP
As Freya was the Queen of the Valkyries she had a claim to half of the souls brought to Asgard. This indirectly gave her dominion over Death despite being a goddess of Life. Taylor inherited this ability and could claim the souls of others. This manifested in a few different ways. The first is that of the willing souls who pledge themselves to the user willingly.

The second method is to receive the souls of the faithful and those who are allied with you. The last, is to tear the souls of your enemies from their bodies unwillingly. By purchasing this perk you can use these powers as well. As you gather more souls they will enter an afterlife domain that you control. As more souls enter your domain it will grow and expand. The final and most interesting thing is that you can summon the souls as ethereal warriors in battle. They will answer your call as an immortal army.

The Great Devourer - 400 CP
When Scion arrived at Earth he knew that the gods were the greatest threat against him. In order to weaken them he attached himself to Yggdrasil poisoning the domains of all gods tied to Earth. This weakened the gods to the point that even after nearly all of the pantheons united together, they were still unable to best him. You possess a similar power to Scion allowing you to strip others of their enhanced strength. Any powers or boost that are not directly a part of your opponent will be stripped. This includes equipment, techniques, the powers of others, or anything else that would increase your opponents strength. Only innate powers such as say the Super Saiyan transformation would bypass this effect. The Super Saiyan God ritual however, would be fair game since it involves the power of others.

Three Aspects - 600 CP
When Telos was shattered by Scion death cries she split into three separate forms. The first was her Olympian body and mind. The second contained her Aesir soul and her magical power. The third fragment was her mortal spirit and her limitless potential. You have figured out how to replicate this process safely. You may wonder why you could possibly want to split your power. Well by doing so, you will be able to concentrate your segmented powers and talent. Each separated body will be capable of developing and unleashing greater power than normal due to this. Once you merge your forms once more your main being will gain access to all of this concentrated power.

Elder of the Universe - 600 CP
The Elders of the Universe are amongst the oldest, most influential, and knowledgeable beings in existence. You are one of these remarkable beings and trillions of years old. You could be one of the orphaned Elders like the Collector or you may be native to this universe. As a result you have amassed an unmatched amount of knowledge, experience, and honed your skills to a level most gods can only dream of. Most importantly post-jump you can acquire a similar age and status in future jumps. Granted this may vary depending on the length of the setting in question.

For example, a setting that's only a few thousand years old might make you a thousand years old. However, arriving in a cultivation setting could make you quadrillions of years old. Lastly, due to the risk of your personality being overloaded this will come with a safeguard. Your mind and self/personality will be safeguarded ensuring that you remain yourself. You may choose how much of your new memories you wish to directly incorporate. Otherwise they will remain as knowledge that you can call upon as needed. Similarly your mind will be enhanced so that you possess a perfect memory and recall. This way you can ensure that you never forget any useful information over your now very long life.

Special Techniques/Powers

You will receive a **400 PP** stipend to spend on powers below. You receive three discounts that can be used on any of the options below. You can convert CP to PP at a 1:2 ratio. Meaning that 50 CP gives you 100 PP. Also for any Shard-based powers you don't need to be concerned about them running out of energy or fighting you. You may allow the Shard to remain sentient if you wish, but they will be loyal to you. Otherwise all powers will be incorporated into you naturally and grow with use.

Secondary Powers - Free
Many powers have a number of smaller sub-powers and hidden mechanisms. For example, many individuals with super strength also possess tactile telekinesis allowing them to safely pick up large objects without damaging them. Another example of this would be Taylor's canon power Queen Administrator. While it primarily allows her to control bugs, it also enhanced her mind so that she could process information from millions of bugs. This option acts as a grab bag set for all unlisted or sub-powers within any of the options offered below.

A World of Possibilities - Varies
There are a large number of powers that are not listed here. If you wish to purchase an unlisted power or instead create your own, you may use this option. There are no limits of what powers you can design. Feel free to use the other listed powers as benchmarks to determine the appropriate price for your new power. You may also lower the cost of stronger powers by implementing weaknesses into them. Alternatively you may increase the price of weaker powers by removing their limitations.

Miniature Hybrids - 200 CP
Armsmaster is a surprisingly powerful Tinker when you consider his specializations. He has three separate specializations including miniaturization, efficiency, and hybridization. These three specializations allow him to make incredibly efficient technology with numerous capabilities such as his halberd. These abilities can be used on any technology regardless of size. For example, you could build a mini engine for a phone or install a condensed cannon for a battleship.

Mobile Armory - 200 CP
Miss Militia possesses the ability to create any weapon imaginable. She can make everything from small knives all the way to full scale nuclear warheads. These constructs typically take the form of light green hard-light constructs. Additionally her power also grants her innate knowledge and skill regarding the weapon when they are

summoned. For example, Hannah claims that she is capable of making shots beyond her normal skill level when using her summoned firearms.

Rune - 200 PP
Rune is a parahuman with the ability to telekinetically manipulate objects. Though this process requires the user to touch an object to manipulate them. The upper limit appears to be a few tons or objects the size of large trucks. The user can control up to four objects at once. These objects can be used offensively and to transport others. Lastly, these limits can be improved with training.

Shadow State - 200 PP
Shadow Stalker's powers allow her to turn into an intangible shadow. She can phase through objects and apply this effect to her weapons as well. The only restriction is that electricity can disrupt her breaker form, forcing her back to her normal state. Unlike Sophia however, your personality will be unaffected. So you can do whatever you wish with these powers.

Gallant - 200 PP
Gallant's powers make him an empath and give him the ability to fire emotional blasts. These blasts can range in strength. They can either be broad blasts that can dent metal or thin beams to precisely strike targets. These blasts can be imbued with specific emotions such as happiness, despair, or fear. Though these are often less effective on non-human individuals. Lastly, you can also passively sense the emotions of others. Though this is their general emotions. Keep in mind it is possible to misunderstand the context of the emotions.

Canary Cry - 200 PP
Paige McAbee also known as Canary is a famous Rogue. Her power makes her a supernaturally skilled singer and allows her to implant suggestions in anyone who listens to her song. Normally Canary would be unable to tell when she is controlling someone and others could make orders in her place. By paying for this with CP however, both of these issues will be dealt with. You will be actively aware of who is under your influence and only those you allow can order them. Additionally, when making an order your target will follow the intent of the command rather than the blunt meaning. Lastly, recordings and technology transmitted songs can work as well although to a lesser degree.

Super Soldier Serum - 200 PP
The first Avenger is always iconic whenever they are. A super soldier created using serum pushing them beyond humanities limits. This option puts you on par with Captain

America and Black Panther. You will be strong enough to hold a helicopter on the ground and capable of fighting thirty skilled agents at once in hand to hand. Though your durability will only be sufficient to block small arms fire.

Shatterbird - 300 PP
Shatterbird is a member of the infamous Slaughterhouse Nine. Her power is silica manipulation which allows the user to control glass, sand, and other similar substances. The user can freely manipulate any of these substances in a large radius around their body. Additionally this aura can grow as the effect travels through other substances. This is the effect that allows Shatterbird to damage entire cities at once.

Glory Girl - 300 CP
Glory Girl has a wide array of powers due to her nature as a grab-bag. The first and most noticeable power is the standard Alexandria package. This includes flight, enhanced durability, and super strength. The second main aspect of her power is an emotional aura. This aura can affect those around her typically causing admiration or fear depending on the user's desires. The final aspect of her powers is her forcefields. The forcefield normally acts as a barrier which extends a millimeter over the user's skin and clothes. After receiving a sufficient amount of damage the forcefield will recharge after one second. Lastly, with further training you can learn to fold the shield and extend it further from your body.

Knights of the Round - 300 PP
Knight of the Round is a thinker power possessed by a parahuman called Lord Nelson. This Thinker power allows him to synergize capes into teams greatly enhancing their abilities. He can ensure that any individual under his command is functioning in their most effective state and being sent against their most countered opponent.

Galavante - 300 PP
Galvanate is a powerful parahuman villain who was imprisoned within the Birdcage. His power grants him the ability to manipulate electricity and a mid-level brute rating. The most useful part of this power is that it makes the user a Trump allowing them to give others copies of their power temporarily. These powers can be given to entire squads at once. The physical enhancement is enough for your targets to qualify as brute due to durability and strength. The electrical power the targets receive is strong enough for them to effectively fire off low range lightning bolts that can kill someone with a single touch.

Black Kaze - 300 PP
Black Kaze is a rather sad hero who was seemingly driven insane after Leviathan destroyed her home Kyushu. She however was Birdcaged due to her slaughtering over 20,000 people. She did so by using her teleportation power. Black Kaze allows the user to teleport by using her weapons movements, predominately a sword. The more strength behind the slash the further she can jump. While teleporting innumerable copies will appear in the area allowing her to instantly land or strike anything within a fraction of a second. Additionally the user is greatly enhanced physically and becomes incredibly skilled in most forms of combat. When striking within the user's range they have near absolute control. For example, Black Kaze was capable of unleashing a thousand cuts at once when teleporting past her foes.

Clock-Blocker - 400 PP
Clock-Blocker is a PRT Ward who has the ability to stop time with a touch. By purchasing this power you can acquire this power. You have the ability to stop time when you touch a target. While time locked the being is indestructible and unmovable. The amount of time a target is locked is random. It could be anywhere from ten seconds all the way to an hour. Though since you are paying for this power with CP, this aspect will be under your control. So you can decide how long you wish to lock a target in place. Even Endbringers can be affected by this power, though keep in mind you cannot damage the target while locked.

Energy Absorption - 400 PP
Lustrum is a famous inmate held within the Birdcage. Her power allows her to absorb ambient energy to generate a hard light body. This power allows the user to absorb any form of energy though they're limited by the amount they can absorb at once. For example, Scion's energy beams were able to overload Lustrum after he focused on her. Over time however, you can increase this limit with training. Lastly, this allows you to temporarily cripple the powers of others by draining the energy used by their powers.

Kaiser - 400 PP
This power allows the user to manipulate metal objects. This includes blades, beams, bludgeons, needles, and other structures. The user can summon these objects from any surface, though summoning them from a metal surface requires less energy. Similarly summoning smaller amounts of metal is easier than summoning waves of metal. The only restriction is that you cannot summon inside or on top of another living being.

Strider - 400 PP
Strider's power allows him to teleport himself, large groups, or objects. This power allows the user to teleport across massive distances. The largest known distance

Strider jumped was over three thousand miles transporting dozens of capes to an Endbringer attack. The upper limit on how much you can transport is unknown. This limit however, can be increased through training.

Inference Engine - 400 PP
Inference Engine is the proper name of Tattletales shard. This shard allows the user to rapidly piece together information. This may seem simple, but it can be used to gain a massive amount of information. For example, observing someone's body language can effectively allow you to identify their thoughts actively. Lastly, this version of the shard will not compel you to actively irritate people. Though how much of that was due to Lisa herself is unknown. Additionally you may turn this power on and off at will if you wish.

Sphere - 400 PP
Sphere is a Tinker who specializes in drones and habitable structures. Fitting his namesake these mainly take the form of large bubbles which can protect the inhabitants from nearly any hazard. There doesn't appear to be an upper limit on the size of the bubbles outside of their resource cost. Meaning that the user can hold entire cities and potentially even larger structures. This power also grants the user knowledge of manufacturing, automation, and how to work with a wide variety of materials.

Siphon - 400 PP
Siphon is a young cape belonging to the New York Protectore Branch. She has the ability to steal the powers of any cape she physically touches temporarily. Any being the user touches will be unable to utilize their powers while Siphon contains them. The exact duration in which you can hold someone's powers are unclear, but it can be extended with training.

Lord of Kinesis - 400 PP
Ebony Maw is a one of the Children of Thanos and a very powerful telekinetic. He is able to manipulate objects on an extremely precise scale. Maw demonstrated his ability to perform microsurgery with nothing, but his telekinetic manipulation. He however, is also able to lift heavy objects and combat extremely strong fighters such as Thor. Purchasing this makes you a telekinetic on par with Ebony Maw. You will also receive his skills and techniques. This level should be sufficient for you to combat most mid and high level combatants in this world.

Nightcrawler - 400 PP
Kurt Wagner also known as Nightcrawler is a Mutant with the ability to teleport. He is capable of disappearing in a puff of black smoke before appearing at his chosen destination. The exact distance that Nightcrawler can teleport is unclear, but he has

been shown to teleport over a mile away. Aside from this you may optionally gain a demonic body like Kurt. This form possesses dark blue skin, sharp claws, and a nimble tail. Alternatively you can selectively apply these traits to your body such as only receiving the sharpened claws for climbing.

Spider Totem - 400 PP
With the Spider Totem perk, you have been imbued with the extraordinary powers of Spider-Man, courtesy of a fateful encounter with a radioactive spider. You now possess the incredible abilities that make Spider-Man a legendary hero. First and foremost, you gain the proportional strength, speed, and agility of a spider. Your physical prowess surpasses that of ordinary humans, allowing you to perform incredible acrobatic feats, leap great distances, and move with lightning-fast reflexes.

In addition, you possess the extraordinary ability to cling to walls and surfaces, enabling you to effortlessly scale buildings and traverse vertical landscapes. This wall-crawling ability grants you unparalleled freedom of movement and the advantage of stealthy approaches. Furthermore, the Spider Totem empowers you with the famous Spider-Sense, an enhanced instinct that alerts you to imminent danger and allows you to react with uncanny precision. This heightened awareness enables you to evade attacks, detect hidden threats, and navigate complex environments with ease. Aside from these powers you will also gain all of the other miscellaneous abilities possessed by the various spider heroes.

Chevilar - 500 PP
Chevalier is the second in command of the PRT after Legend. His power allows him to combine the properties of several items into one. For example, he could combine the molecular edge of a sword, the weight of a pebble, and the durability of titanium into a simple steel sword making it a legendary weapon. You can actively switch the properties on the fly to assist in whatever situation you find yourself in. As long as it is considered a property of the item then you can utilize it.

Ash Beast - 500 PP
Ash Beast is a famous S-class threat and an individual cursed by his powers. His power effectively generates a constant explosion and massive amount of heat around his body. The exact temperature is unclear, but many equate him to a walking nuclear detonation. Aside from his sheer destructive capabilities he also possesses a powerful regeneration factor. This regeneration combined with his abilities made it so that only an Endbringer or equally dangerous threat stood a chance of killing him. Lastly, since you're paying for this ability with CP you will gain the ability to turn this power on and off at will.

Excalibur's Sheath - 500 PP
Gavel is a powerful parahuman vigilante who was imprisoned within the Birdcage. His power grants him nearly unmatched defenses by actively limiting how much damage he can receive at once. For example, if you shot him with a gatling-gun then only the first shot would actually do any damage. The defenses granted to the user are strong enough to let them survive multiple full power attacks from Scion. Additionally the power also grants the user super strength and the ability to transfer their defenses to others. This can be their target, their equipment, or allies though this does require physical contact.

Accord - 500 PP
Accord is a powerful Thinker who specializes in creating plans. By gathering a sufficient amount of data he can come up with a step by step guide to deal with virtually any issue. For example, he became a villain after the PRT refused to listen to his plan to solve world hunger. The only issue regarding his plans is that they must be followed to work. Though many of these plans often have numerous back-ups and contingencies built in within them. Just keep in mind the length of these plans often grows in steps and length as the goal becomes more grand.

The Crystal Hero - 600 CP
Narwhal is a powerful demigod parahuman with the ability to generate crystalline force fields. These force fields are capable of flying at high velocities and cutting through nearly any material including Endbringer flesh. This is one of the few parahuman powers that is capable of bypassing the Manton Effect and harming living beings directly. The user can use their crystals to generate armor around their body, attack others, and shield others. The user can control their crystals within a fifty foot radius tall. Though you can grow this radius over time by training.

Vista - 600 PP
Vista is one of the youngest and most powerful members of the Protectorate. Her power allows her to manipulate space. The user can freely compress, expand, and bend space. She can shrink objects and bend space to prevent others from approaching her. For example, she can endlessly expand space preventing someone from getting close. The longer the user spends in an area the more they manipulate it. Additionally, the user receives a mental map of the area showing what they can affect. Aside from large scale effects you can also target small scale spaces. For example, you could shrink the blade preventing them from striking your allies.

Endless Adaption - 600 PP
Crawler is an infamous criminal whose powers allow him to adapt to anything that damages him. As the user regenerates they will gain an adaptation continuously. The only restriction is that all of the adaptations must be natural or organic. If you wish you may shed your adaptations or compress them. For example, Crawler was so large due to his numerous enhancements to his muscles. You could instead compress them in order to retain your normal size. The final weakness is that the user must suffer damage to adapt. This means that overwhelmingly powerful and ineffective attacks will not allow you to mutate.

Dauntless - 600 PP
Dauntless's power allows him to imbue objects with power. This power permanently enhances them and can be done without limit. The user will generate energy which fills over a period of twenty or so hours. Once the user's capacity is reached they can direct the excess energy into their chosen objects. If you wish you may direct how the object will be upgraded. Though it will naturally drift towards combat applications. Normally after twenty charges the objects will develop their own powers. It was believed that if Dauntless survived for long enough he would have surpassed all three members of the Triumvirate in might.

Jack Slash - 600 PP
Jack Slash was the leader of the Slaughterhouse Nine and considered an incredibly dangerous individual. Though this wasn't directly to his power. The power he possessed granted him main abilities. The first of which allowed him to extend the cutting edge or tip of a blade infinitely. This meant that he could attack at extreme range, though this didn't amplify the user's strength. The second ability allowed him to communicate with powers. This granted him extraordinary charisma against any powered individual. Additionally the nature of the power made it nearly impossible for a powered individual such as another parahuman to kill him. Although this effect isn't unstoppable and normally only works while within a short distance of the user.

The Greatest Tinker - 600 CP
Dragon has the ability to instinctively understand any form of technology she encounters. This power allows her to perfectly replicate the technology. This includes bizarre and unique technology such as Tinkertech. As a result of this power she is known as the world's greatest Tinker and one of the only individuals who can reliably recreate Tinkertech. By purchasing this power you can gain access to this power as well. This version however, will be capable of allowing you to understand and replicate ANY form of technology. Though you will need to analyze it before you can recreate it.

The Dragon of Kyushu - 600 PP
This perk has two options that you may choose from. The first is to become a Dragon King like Ryujin also known as Lung. This will grant you the form of a massive eastern dragon, the ability to control an element of your choice, and a variety of other powers. The second option is to acquire Lung's canonical parahuman shard. Rather than acquiring a draconic form you will be able to ramp up over time in combat. There is no upper limit to how large you can grow as long as you are actively in combat or a threatening situation. Though this version will stop working and return you to your default state once the threat ends. Lastly, you may purchase this power twice to acquire both variants.

Aesdier - 600 PP
Aesdier is the manifestation of Moord Nag's parahuman power. It takes the form of a massive shadowy serpent. This creature gains strength from death by devouring the lifeforce of others. There is no upper limit to how strong this creature can grow. For example, when it fought Kratos it was nearly one hundred meters long. It had gained this might by devouring over eighty million people in Africa. This power is grand, but one that can easily lead the user to becoming a monster. Only those with great wills or hearts of darkness should take up this power if they intend to use it.

String Theory - 600 PP
String Theory is a powerful Tinker who lacks a true specialization. Instead the only restrictions are that the equipment will fail after a certain period of time, typically a few weeks. This aspect means that nearly all of her equipment is restricted to a single use. Despite this she is considered to be one of the most dangerous Tinkers to ever live. For example, she was able to build a mass drive capable of destroying the moon in less than an hour. Perhaps you could get around the time restriction with some other perks.

Legend - 600 PP
Legend is considered to be the most powerful Blaster and the epitome of 'flying artillery' capes. These blasts typically are blue-white, but can come in other colors. These beams can turn corners, fork into multiple lasers, pass through walls, and cause a wide variety of other effects. Some of these effects include disintegration, elemental blasts, and invisible blasts. These blasts can be combined as well though few threats require multiple beam types at once.

The second power the user receives is extremely fast flight. Legends power doesn't appear to have an upper limit on the user's max speed. The user can safely travel at this speed as they will be protected by shifting into an energy form. Lastly, this also

allows the user to transform into pure energy. While in this state the user can absorb energy to heal and amplify their other powers.

The Alexandria Package - 600 PP
Alexandria is one of the members of the Triumvirate and considered the world's strongest brute. Her powers work by effectively creating a temporal lock around her body. This allows her to effectively ignore any damage she receives though certain powers such as the Siberians are capable of bypassing this. This field makes her virtually invincible as previously mentioned, allows her to fly at high speeds, grants the user super strength, and indirectly makes her a high level Thinker.

Her Thinker rating is due to her perfect memory, accelerated processing, and learning capabilities. Additionally this aspect also makes her immune to mental and psychic pressure from beings such as the Simurgh. Lastly, since you are paying for this with CP you will still be capable of being healed or receiving positive effects of other powers.

Doormaker - 600 PP
Doormaker is a parahuman working for the group known as Cauldron. He has the ability to open portals to any location he can think of. The user can open a nearly unlimited amount of portals. You can also freely alter their shape and sizes. The portals will remain open as long as the user wants them to, though they can be dismissed with a thought. The user can open portals to alternate worlds and cross dimensional boundaries as well. Though you will be restricted to your local multiverse until you gain access to your Spark.

Absolute Projection - 600 PP
The Siberian is believed to be the most dangerous member of the Slaughterhouse Nine. In reality she is merely the projection of William Manton. She is both an unstoppable force and an immovable object. As an unstoppable force she can pierce nearly any defense including more esoteric means such as Alexandria's body. As an immovable object she can ignore virtually all forces and attacks. You can grant this invulnerability to others temporarily with physical contact. As this power takes the form of a projection you can freely shape it and summon it to you at will. Though you may give it an actual personality if you desire.

The Divided Paths - 600 PP
Coil possesses a simple, but terrifyingly effective power. His power allows him to create two separate timelines. You may perform different actions in each of these timelines before choosing which one you wish to keep as your primary timeline. Time however, does move forward in both timelines meaning that you can be forced to commit to a

timeline depending on certain factors. Additionally, if you are killed in one timeline then you will be forced into the second timeline automatically.

Goblin King - 600 PP
Nilbog, also known as the Goblin King, was a feared S-class threat. His power allows him to create intelligent minions that can potentially possess their own powers. This power also grants the user the ability to generate their own biomass meaning they don't require outside matter. Though external matter can allow for more rapid production and the creation of larger minions.

Iron Man - 600 PP
Tony Stark is one of the most famous and powerful heroes within the Marvel universe. He achieved this status due to his sheer intelligence and developmental skills. By purchasing this perk you can now claim to be one of the very few people who can match him and potentially surpass him. With this perk alone you possess the equivalent mental capabilities of an individual with an IQ of 300. For reference, someone is considered a true genius at 160. Lastly, aside from your sheer intelligence, you may also pick three aspects of science to gain a virtually unmatched degree of talent in. For example, the MCU Tony could be considered to have engineering, weaponry, and programming as his chosen sciences. You can also purchase this perk multiple times at a discount to gain further specializations.

Binary - 800 PP
Carol Danvers received her powers due to experiments using the energy of the Tesseract. As a result she was infused with immense amounts of cosmic energy. This granted her a wide array of abilities. First, her body gained the ability to produce a limitless amount of cosmic energy. Second, being filled with this energy gave her a superhuman physique on par with Thanos and Telos in power. Third, she gained extreme longevity and potentially ageless immortality.

Her final power is her Binary form. This power allows the user to ignore inertia and utilize complete control over their acceleration. This grants the user nigh unmatched movement capabilities. Aside from movement this energy can be used to fire energy blasts, fly at immense speeds, and allows the user to become an anti-fleet weapon. Purchasing this will grant you power on par with Captain Marvel at her strongest point.

Shaper - 800 PP
Panacea is renowned as the greatest healer in the world. Though in reality she is an unmatched biokinetic. By purchasing this you may gain access to her shard at full power. You will become a master of biology unlocking the ability to control and

manipulate any organic matter. Essentially if Panacea or Bonesaw could do it then you can as well. Though this does require physical contact unless you possess a means to extend yourself. You can freely shift the biomass in others and within yourself since you are paying for this with CP.

Chaos Magic - 800 PP
Chaos magic is the main ability that the Scarlet Witch also known as Wanda Maximoff possesses. This option will give you power equivalent to her at her best. Her main power is her Psionics which often takes the form of a luminous red mist. Her psionics include various abilities such as energy blast, telekinesis, mental manipulation, and incredible magical talent.

The most terrifying ability that the Scarlet Witch possesses however is undoubtedly her ability to manipulate reality. She is capable of targeting both the environment and other beings. Some other simpler examples of her Chaos Magic are conjuration, transmutation, and dreamwalking. Granted, truly mastering the full scope of her powers will likely take you some time.

Mother of Monsters - 800 PP
Noelle Meinhardt also known as Echidna is a rather sad individual. She is a parahuman who became an S-class threat due to her size and powers. Echidna possesses the ability to consume tissue and evolve body parts using this tissue. Some examples include animal heads, large appendages, and other organic traits. This body is strong enough to match an Endbringer in strength, though not durability. You will receive the ability to call upon and disperse this body at will.

The most dangerous part however, that she possesses is the ability to clone individuals she comes into contact with. These clones possess the powers and knowledge of their template. Though they are also stronger and have altered personalities. You may design the personalities if you wish. Additionally all of the clones will be loyal to you and possess a hivemind connecting them to you. Lastly, you will possess the ability to effectively “smell” powers. This means that you can easily track any enhanced individual.

Sting - 800 PP
Sting is the name of Flechette’s shard. Sting works by unfolding energy across all realities. This severs it from the laws of reality. As a result any weapons, objects, or blasts the user fires can pierce through anything. This is one of the few attacks that is capable of killing an Endbringer or Scion if aimed properly. Aside from the overwhelming

offensive power the user also gains an intuitive understanding of angles, trajectories, and timing. This can be used to aim and aid in defending yourself.

The High Priest - 800 PP
Eidolon is considered to be the single most powerful Parahuman alive. Eidolon effectively receives access to four slots which can be filled with any power he requires. By calling upon a specific desire he will randomly receive an ability corresponding to his needs.

For example, if he was fighting an enemy who could control fire he might receive immunity to heat, water manipulation, and a cold generating field. These powers are often at the level of a high-ranking parahuman. This also grants the user the skills to use them efficiently. The main weakness this power has is that you will need more time to call upon stronger powers.

The Fairy Queen - 800 PP
Glastig Udaine, also known as the Fairy Queen is one of the most dangerous parahumans to ever live. Particularly due to her ability to continuously grow stronger. She does this by claiming the souls of fallen parahuman or powered individuals. She can summon up to five of these specters at once. The specters are capable of using their powers and knowledge from when they were alive. As you are paying for this power with CP, you will be capable of claiming the souls of any powered being.

Prometheus - 800 PP
Ignis who would later be known as Prometheus was a young parahuman who Taylor healed. He was a Tinker whose speciality was energy. He was considered to be the most powerful Tinker to ever live, even surpassing Hero and Dragon. Granted that would only occur after he grew up. As his specialization is energy he is capable of creating incredible technology from within any field. He can effectively be considered to Tinkers what Legend is to Blasters.

Hulk Smash - 800 PP
Hulk is one of the famous heroes within the Marvel universe. The Hulk himself is normally a separate personality of Bruce Banner who takes over his body whenever he becomes angry. Though since you're paying with CP you will have full control over your body. You will be able to transform at will and may optionally decide if you want to have a second personality for your transformation.

The biggest boon that your gamma form possesses is overwhelming strength. Even when compared to gods and other super powered individuals you are one of the

strongest in the world. Additionally this strength is capable of growing as you become angrier and absorb radiation. Lastly, you will receive an enhanced healing factor even when outside of your gamma form.

Sorcerer Supreme - 800 PP
With this perk, you attain the powers of the Sorcerer Supreme, just like Doctor Strange. You gain access to an extensive array of mystical abilities and spells, allowing you to manipulate the fundamental forces of the universe. You can conjure magical shields for protection, project energy blasts, manipulate matter and energy, and even bend reality to your will.

Your mastery over the mystic arts grants you the ability to traverse dimensions, communicate with otherworldly beings, and tap into ancient sources of magical energy. Your knowledge of spells and enchantments allows you to heal injuries, ward off supernatural threats, and manipulate time and space. With the powers of the Sorcerer Supreme, you become a formidable sorcerer, capable of wielding the very fabric of reality to defend the world from mystical threats.

Path to Victory - 1000 PP
This power allows you to see the steps you need to take to succeed at nearly any given task and execute them perfectly. Its applications include combat, communication, social situations and long-term plans. If there is any conceivable way to achieve something and it’s not impossible then this power can show you the steps needed to do it.

One with Infinity - 600/1200/1800/2400/3000/3600 PP
You have been infused with the essence of one the infinity Gems. This power can take many forms from strong psychic powers to multiversal teleportation and local small reality warping. You can take this six times max each for one of the Gems to acquire the full power of the infinity gauntlet without the normal limitation to its power: The ability to only affect its home universe.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Theogony Series - Free/100
This is a copy of the fanfic Theogony and the rest of the series. It contains the events that occurred throughout the movie and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Lorg Anfaid - 200 CP
Lord Anfaid is the mace wielded by the king of the Celtic gods Dagda. It is a powerful weapon capable of bypassing any defense and wounding the target. Even Taylor's protective enchants were bypassed by it despite the conceptual barriers. The weapon is forged from mithril by Mimir's kin. Though it's true power is only capable of being displayed in the hands of a powerful god.

Lance of Triton - 200/400 CP
The Lance of Triton is the divine weapon wielded by Triton before his death. It allows the wielder to freely breathe underwater, traverse the seas like a child of Poseidon, and control water to a limited degree. This makes it incredibly useful for navigating the seas and any other underwater environments. If you are not satisfied with the lance then you may pay an additional 200 CP.

This will allow you to acquire Poseidon's Trident. The trident is one of the most powerful divine relics wielded by the gods. It grants all of the powers that the lance does to a higher degree. For example, the trident grants the user the ability to control all sea life and manipulate entire oceans at once. Poseidon's Trident takes the form of a long golden trident and the weapon is nearly unbreakable. This divine armament will be

effective on other worlds though it may encounter some resistance if the seas belong to a god already.

Buri's Staff - 300 CP
Buri's Staff is a legendary treasure forged from the bones of the Celestial Ymir. It was meant to be gifted to the heroic god Baldur before Hela killed him. This staff is virtually unbreakable and capable of piercing any defense. Additionally, it grants the user the ability to summon the Bifrost. You can transport yourself and others with it. This method however, also allows the user to channel the Bifrost as a weapon. For example, Taylor used the staff to destroy a Chitauri Hiveship with a single blast. Like Mjnolnir the staff is enchanted so that only you can wield it. Lastly, when not in use the staff can collapse into a much smaller form.

Gifts of Lugh - 300 CP
When Kratos prepared for the battle against Scion he gifted Ciara with two relics belonging to her parents. The first is the Spear of Lugh. This spear was wielded by the mightiest of the Tuatha. It is empowered by the souls of its victims and anyone else that the wielder has slain. Additionally the spear can guide the user allowing them to hit difficult targets and enhance their strikes. The second relic is an armor forged for the valkyries. It was forged by the dwarves of Svartalfheim and said to only be surpassed byTaylor's wings in durability. Should either relic be damaged they will be restored to prime condition within a day or two.

The Bifrost - 400 CP
The Bifrost is a rainbow bridge connecting each of the realms together. Asgard uses this bridge to traverse the realms sending armies, individuals, and supplies as needed. Anything transported through the bifrost can be sent nearly instantly. Traveling across the entire universe can be done in mere seconds. This variation of the Bifrost will connect to any property and territory you possess. Though it can also send you to locations outside of your territory. Also while not its primary purpose the Bifrost can also be used as a planet destroying weapon. Lastly, should the Bifrost be destroyed somehow it will be repaired completely in three days.

- **This item is discounted if you purchased Buri's Staff or the 600 CP of New Asgard**

Divinity

Concealing Talismans - 100 CP
These talismans are treasures created by the Inuit goddess Sunny. They resemble necklaces made from animal bones and other natural materials. They are meant to protect the wearer and conceal them. They are capable of hiding any trace of your powers or divinity making you appear no different from an ordinary person. This also has the effect of making you invisible to the Endbringers and other god-slayers. Though the talisman will become less effective if it is damaged or you are in close proximity to someone actively trying to sense you.

Cottage in the Woods - 100 CP
When Kratos and Freya wished to retreat from civilization they traveled to her cottage. This wooden house was placed under enchantments which made it impossible to locate. The magics on this building make it impossible to be found using any type of technology or be seen with a naked eye. This is a similar house which you may customize. While inside it is impossible for you to be tracked through the last signal you gave off before entering can be located. By default this house will be secluded in the woods, but you may choose its location if you wish.

Eyes of Mimir - 200 CP
The Eyes of Mimir are a set of two massive Bifrost crystals. These crystals grant the user the ability to see the truth and depths of all. Additionally they grant the user the power to pierce the walls between realms by creating a local version of the Bifrost. You will be able to freely traverse the realms or cross dimensional barriers. Purchasing this item allows you to acquire these eyes for yourself. If you wish you may instead absorb the properties of the items rather than literally tearing out your own eyes.

Brisingamen - 200 CP
Brisingamen is a relic used by Freya. It takes the form of an omega-shaped golden torc which can be worn around the user's neck. It contains all of Freya's knowledge and was meant as a gift for any future children she had. By purchasing this you may acquire a copy of Brisingamen. Additionally if you wish you may select a different deity for it to belong to. Perhaps you would rather receive the knowledge of Athena or Brigid. Most importantly, whenever you arrive in a new setting it will gain the knowledge of its corresponding deity should they live in your setting. Lastly, possessing it will signify you as either the child or champion of your chosen deity.

Symbol of Power - 400 CP
A god's symbol of power is a perfect conduit for their abilities. Zeus has his lightning bolt, Poseidon has his Trident, Odin has his staff, and many other examples exist. This is a weapon of equal might that has been crafted specifically for your use. Like the other divine weapons they can channel your power perfectly, amplifying it, and possibly even granting you access to new abilities. You may freely design your symbol appearance. It will be unbreakable and grow in power as you do. This will ensure that this weapon is always a trustworthy companion for you in battle. If you already have a favored weapon then you might combine them with this symbol.

Weapons of War - 400 CP
Throughout his life Kratos gathered a vast array of powerful weapons, armors, and other useful tools. By purchasing this option you may acquire all of these tools. Some of the items you will obtain are listed in the following descriptions. Though this will also include the other miscellaneous artifacts that Kratos possesses:

- **Dragonhide Pauldrons:** The dragonhide pauldrons are a set of armor gifted to Kratos forged from the remains of Fafnir and the other dragons Kratos slew. They are incredibly resilient and grant the user protection from most forms of damage. Though dragon slaying gear may be more effective against them due to their origin.
- **Boots of Hermes:** The Boots of Hermes are a divine relic originally belonging to the greek-god Hermes. Kratos took them after slaying the god in Carthage.
- **Leviathan Axe:** The Leviathan Axe was a weapon forged by the dwarves of the Norse pantheon. It was made using the same material that created Thor's hammer Mjolnir. It is imbued with the power of ice and can be recalled to the user's hand at will.
- **Blades of Chaos:** The Blades of Chaos are two jagged blades created by Ares in the depths of the Underworld. They contain the unmatched fury of Kratos and are imbued with fire. Both blades are connected to chains that are wrapped around the user's wrist.

New Asgard - 400/600 CP
After Asgard was destroyed the remaining Asgardians found refuge on Earth. This is a large island approximately three hundred miles wide. This island is populated by around one hundred thousands Asgardians and considered a sovereign nation. If you are not satisfied then you may pay an additional 200 CP to acquire a copy of the original realm of Asgard.

This version however, will not be fated to die in Ragnarok. This is a realm of unmatched beauty. The realm of Asgard is a veritable planet unto itself. It has more than enough

room to house the Asgardians and a growing population. Lastly, this will also include the unique features of Asgard such as the palace, the vaults, and Buri's retreat (the Bifrost has to be purchased separately).

Godly Realm - 600 CP
Each of the gods possessed their own unique divine realms. The size, population, and qualities of these realms tended to vary greatly. Though this was mainly due to the power and domains possessed by their owner. For example, Triton's realm was a massive undersea cavern filled with various lakes. Though its population and majesty had decayed after Triton's death. By purchasing this you can gain access to your own realm. As mentioned previously the exact size and aspects of the realm will depend on your powers.

For example, if you have a massive amount of fire based powers then this realm may take the form of a volcanic wasteland populated by fire elemental beings. This realm will grow as your power increases. Additionally you can absorb the aspects of other domains by devouring them. This will add the devoured territory, inhabitants, and unique powers to your own territory. Though attempting this when the owner is alive is dangerous and can damage your realm. Lastly, you can manipulate the flow of time within your realm. Normally the time within a divine realm is slower than the real world, but can inverse this if you wish. For example, when Kratos and Taylor were inside Triton's realm for a few hours nearly a year passed on the outside. So flipping this would allow you to make a year inside your realm a day outside.

Hero

Power Suppressing Cuffs - 100 CP
Dealing with parahumans and other powered individuals is often difficult due to their powers. As a result the PRT and other similar organizations developed these special cuffs. They are capable of sealing the power of any individual they are placed on. This will work regardless of what power or ability the target has. Once the cuffs are put on them they will only be able to use power on the level of an ordinary human. You will receive a dozen of these cuffs and instructions on how to produce more of them.

PRT Capture Team - 100 CP
Often even weak parahumans can overwhelm normal people easily. To deal with this the PRT specifically trains their agents to combat powered beings and arms them with specialized equipment. This is a team of two dozen trained PRT agents with such equipment. They are trained to deal with any classification of Capes from Masters to Tinkers. Granted they are primarily only capable of dealing with low and mid level capes. Unfortunately you can't send this team against someone like Legend and expect them to succeed. They however, would be capable of dealing with a group like the Undersiders fairly easily. Should any of these troopers be slain they will be revived a week later.

Parahuman Research Center - 200 CP
Often it is difficult for Parahumans to uncover their full limits on their own. To deal with this issue the Protectorate partnered with National Labs. This facility is the result of this partnership. The facility contains numerous testing areas that can be used to test any type of power. Additionally the testing areas are capable of working without an upper limit. For example, if you were doing a strength test then both a normal trooper and Scion could be measured with the same ease. This facility will come fully staffed with researchers, be independent of any organization, and have its own funding to manage any necessary upkeep.

Knowledge of Ages - 200 CP
Within Buri's Keep is an ancient library. This library contains every piece of knowledge that Asgard has collected throughout its existence. All of the books are stored within a series of endless halls. Additionally, post-jump you may select one nation or empire to expand this library's halls. All of the knowledge that has been collected or detailed by your chosen force will appear in a new section of this building. This will include any secret or unique knowledge as well. No secrets will be left, though you will still need to

read the books to discover them. Lastly, all knowledge within this library will be carefully archived so that you can easily find whatever knowledge you are seeking.

Earth Defense Organization - 400 CP
In this world the full extent of SHIELD's capabilities was revealed in the Battle of Houston. As a result the world feared SHIELDs influence and replaced them with the EDO. This officially was a branch of the US Air Force leg by Captain America (now General). The EDO has a number of bases and space stations throughout the world.

Their most notable assets are the large force of meta-humans working with them and the SF-101 Defenders. The Defenders are a set of two dozen fighters capable of space combat. Purchasing this will grant you control over the organization or an equally powerful group. You will receive all of the assets needed to be self-sufficient and be recognized as a proper peace keeping organization.

Hero Academy - 400 CP
Arcadia is an upper scale school within Brockton Bay and the main location in which the Wards are enrolled. This is not the only location which serves this role, but it is one of the most well known. Perhaps you thought you could do better and as a result you decided to create your own academy. This is a large school capable of housing approximately 10,000 students. The school is filled with numerous high scale facilities such as a training area, an Olympic pool, and other high quality equipment.

Next, is the fun part as amongst your students there are two dozen young capes with various powers. Some will be weaker while a few of them possess extremely powerful shards. Over time your school will produce more Wards and other capable individuals. The final aspect is that this school comes with a number of guards, security systems, and other defensive measures meant to protect the students. Lastly, post-jump you may expand this school and open new branches in future settings. They will always receive various unique individuals from the setting. For example, if you went to Harry Potter this might be a magical school with genius level wizards instead of super powered individuals.

Yggdrasil - 600 CP
Yggdrasil the World Tree is a cosmic phenomenon which connects the nine realms. This structure takes the form of a limitless blue tree with branches that cross the universe. This tree has two primary functions. The first of which is to allow travel across the realms that can potentially move billions of people at once. The second is that it can defend against threats foreign to its world. For example, when Taylor frees part of Yggdrasil from Scion it actively fights the Entity off damaging the destroyer. By

purchasing this you may receive a variant of Yggdrasil that will connect the worlds you travel to. Its branches will follow you creating an ever growing network. Lastly, the pathways and defenses will recognize those you deem as allies and enemies treating them appropriately.

TVA - 600 CP

The TVA also known as the Time Variance Authority is a group who protects the Sacred Timeline. They observe the various timelines and eliminate anomalies. This option allows you to take command of TVA within this multiverse or you may instead create your own variation. This version will follow whatever mission that you assign them. This organization will be fully staffed and employ Variants who possess a wide array of powers. You may freely design any of the members and choose special variations of any character due to the nature of their existence. You will receive a copy of all the facilities that the TVA possesses such as the Citadel at the End of Time. You will also receive a powerful guardian similar to Alioth. Lastly there will be no concern about you losing control over any of the forces possessed by the TVA or the multiverse collapsing if you die.

Villain

Behavioral Chips - 100 CP
The behavioral chip is both an incredibly useful and horrifying tool. These chips can be implanted in an individual to alter personality and loyalty. For example, after Quake was captured by the Kree the chip made it impossible for her to even think of escaping. Even beings as powerful as Telos and Captain Marvel can be affected although they could resist to a degree. These chips are perfectly effective on anyone that is not divine or cosmically empowered. Though perhaps you could fix this weakness if you possessed a high enough intellect.

Fire Dragon - 100 CP
The Fire Dragons of Muspelheim are titanic creatures typically between one and two hundred feet in length. Rather than standard wings however, this creature possesses two large thruster-like appendages attached to its shoulder blades. Purchasing this will give you a breeding pair of these dragons. They are intelligent creatures who can follow complex orders.

Chitauri War Hive - 200 CP
The Chitauri War Hives are the battle groups that make up the armies of the Black Order. Each of these War Hives are made up of twenty leviathans and two million Chitarui. By purchasing this you can receive command over a single Chitauri War Hive and more importantly a group of Chitauri Queens. The Queens are capable of breeding war drones to replace any losses the army suffers including the Leviathans. Granted the larger units can take a bit longer to grow to their full size.

These warriors however, are meant to die in battle. They experience no feelings or desires beyond seeking a glorious death. Though you can alter this if you wish to give your forces more personality. Lastly, this will grant you a single enhanced Chitauri servant known as an Other. The Others are the leadership variants of the Chitauri who also act as the personal servants for the Children of Thanos. This individual is incredibly intelligent and loyal to you above all else. Should this servant fall in battle then they will be reborn the next day.

Accuser Warships - 200 CP
The Accuser Warships are some of the most powerful warships within the Kree Empire. These ships are vaguely shaped like anvils and approximately four kilometers wide. These ships are protected by fifty drone fighters and carry a complement of missiles. These missiles are often anti-continental or anti-planet weapons. So, while the

Accuser-class possess a massive amount of weapon emplacements they are primarily meant to act as carriers and missile ships. Purchasing this comes with a fully crewed vessel on par with the Dark Aster. The entire crew will be loyal to you and you may optionally customize them if you wish.

Kree Slave Camp - 400 CP
Slavery is a common practice within the Kree Empire though the treatment can vary. Some are criminals punished, innocents sold into it, or experiments who remain bound. This facility is a large facility designed to train Battle Slaves. This camp has a population of nearly 10,000 Inhumans alongside a number of various aliens. It will come fully staffed with security personnel, trainers, and an army of slaves. All of which will be absolutely loyal to you. This facility has all of the resources you could possibly require to create your own new slave forces. Lastly, should you dislike the idea of a slave camp then you may swap all of the aspects with standard military replacements.

Section 6-71 - 400 CP
Section 6-71 is a subchapter within the United States Code. It allows the president to declare a parahuman an integral national asset against the Endbringers. It effectively makes the user immune to any legal issue, grants them a large stipend ($100,000 or so), a number of free services from the Protectorate, and a few other benefits. By purchasing this item you can become one of these individuals. For reference the Triumvirate and two other parahumans are the only individuals on this list. The most useful part is that post-jump you may apply this to any one country or faction of your choice. An example would be in Naruto you could choose any of the named Villages.

Sanctuary II - 600 CP
The Sanctuary II is the capital ship used by Thanos. It is the largest and most powerful warship that has ever graced the galaxy. The ship's exact size is unclear, but this version is believed to be approximately nineteen kilometers wide. It holds a bevy of both small and large Q-ship variants. Additionally the ship is protected by a fleet of Chitauri-Hive ships and other smaller vessels which carry its armies.

The ship is capable of performing warp jumps to precise locations. Despite its massive size the ship is also capable of safely entering the atmosphere without issue to directly support its ground forces. Lastly, should the ship or parts of its fleet be destroyed they will be replaced a month later. If you lack the space to store these vessels your warehouse will gain a spaceport to hold them and deploy them as needed.

The Collection - 600 CP
The Collector is one of the Elders of the Universe and most ancient beings in existence. His focus however, as you may guess from his name is on his vast collection. He has relics of every type from every world imaginable. Though perhaps you decided you wanted to make your own similar collection. This is a vast assortment of items, weapons, creatures, and treasures from across the universe. In fact this facility is a massive planet sized vessel as it is needed just to hold most of the beings and relics within its halls.

Virtually everything within this collection is a priceless and unique relic from somewhere within the universe. Should any relic be stolen or destroyed it will be recalled to this facility. Additionally all beings within the collection will be loyal to you, ensuring that there are no escape attempts. The planet sized facility will come fully staffed with loyal workers who will clean and care for your relics. You may turn this collection into a warehouse attachment if you wish. Lastly, and most importantly the collection will be filled retroactively and expand as you journey to new worlds.

Alien

The Family Treasure - 100 CP
For the most part Kratos avoided spending and lived a frugal life. Despite this he and Freya still amassed a massive fortune over their lives. Most of this was stored in a chest meant for Taylor and contained millions of dollars worth of ancient treasure. This is a similar cache of wealth. You may choose whether this comes in the form of actual money ready to use or valuable artifacts such as ancient coins. Regardless of which option you choose, this cache will contain at least one hundred million dollars or the equivalent.

Straight From Legends - 100 CP
Most aliens and mythological beings are actually surprisingly well known amongst the general population. This is due to the many records and myths humanity created based around many of the alien encounters that occurred as the species developed. Given this there's no reason you shouldn't have your own tales. By taking this you can scatter rumors, myths, and ancient sites throughout the setting related to you. For example, if you were a God of Healing then you may have ancient depictions showing you restoring various civilizations.

Old Rig - 100/200 CP
It's easy to take something such as a car for granted. Though having a form of vehicle is incredibly useful for going about your daily duties. By purchasing this item you can acquire a car, truck, boat, or plane of your choice. This takes the form of a normal vehicle though it has been extensively modified. It can take anything up to mid level parahumans attacks without damage. Additionally it possesses an unlimited supply of fuel allowing you to travel without stopping.

For an additional 100 CP you may upgrade this into a magic car similar to Angus's truck. This adds three main benefits to the vehicle. First, it gains an expanded interior allowing you to carry far more people. A normal truck would be boosted to the amount of the space possessed by a limo. Second, The vehicle becomes significantly faster allowing it to cross hundreds of miles in only a few seconds. Lastly, the vehicle gains the ability to freely traverse the barriers of the realms or special dimensions. For example, Taylor had to ride with Angus in order to arrive at Tir na nog, as the barriers prevented her from simply flying to the realm.

S-Driver - 200 CP
The S-Driver is a railgun developed by String Theory combined with technology created by the drug Tinker Lab Rat. The end result was an orbital cannon capable of launching strikes with a mile long impact radius. Due to the special projectiles this rail gun uses, all biological life within the impact zone will be destroyed completely as well. By purchasing this you will not only acquire the weapon platform, but the blueprints needed to construct more of them as well.



Haevatein: Bane of Asgard - 400 CP
Haevatein, the Bane of Asgard is the sword used by Surtr. It is a god-slaying blade and capable of destroying entire realms. This was the only divine weapon actually capable of harming Scion's true form. Supposedly this blade was capable of piercing any defense and cutting through anything. Any strike unleashed will cut through all dimensions simultaneously making it impossible for someone to dodge attacks from this weapon. Additionally, this blade will greatly enhance the power of the wielder. For example, when wielding this blade all of Taylor's powers were enhanced greatly allowing her to fight Scion head on. If you already possess a weapon that you prefer you may merge both of the weapons.

Industrial Fabricator - 400 CP
The Industrial Fabricator is an advanced machine used by the Nova Corps. This machine allows the user to rapidly produce nearly any form of technology as long as the fabricator is supplied with sufficient energy. This fabricator will come pre-loaded with all of the blueprints available to the Xandarians and the Kree empires. Lastly, this fabricator is capable of producing additional fabricators.

Armor of Hope - 600 CP
The Armor of Hope is a set of living armor that bonds with the user. It was created by Brigid to protect Taylor in her battle against Scion. This armor is an incredibly powerful defensive relic capable of blocking full power attacks from Scion without harm. Additionally the armor is capable of transforming effectively removing the need for any other clothes. This effect can also conceal any unusual features you possess. For

example, Taylor could hide her wings using the armor due to its illusion magic. Should you have another armor already you may merge the two.

Flesh Garden - 600 CP
The entities grow by creating and evolving their shards. One of the easiest ways to bypass this however, is to devour another entity. This is a massive garden which in reality is the corpse of another entity like Eden. This garden is a planet sized structure filled with shards and oceans of flesh that you can harvest. If you are an entity you could devour this garden gaining access to thousands if not hundreds of thousands of various powers. Alternatively you could choose to awaken the consciousness of this garden creating an entity that is loyal to you. Regardless of your choice this garden is a resource of unmatched value.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Divine Champion - 100 CP (Free Divinity)
While gods are the first thing most people think about when discussing mythology they are far from the only divine beings. The most common divine beings are generally nature spirits or the champions of the gods. This individual is a powerful nature spirit who has been blessed as the champion of a deity. As a result they have been empowered so that they are on par with the stronger heroes of this world. You may choose both which type of spirit they are and what god they are the champion of. This however, will affect some of the powers they receive. You may design their personality and appearance if you wish.

The Support - 100 CP (Free Hero)
Heroes are normally tasked with combating powerful foes and dealing with dangerous situations. To do this most heroes are supported by a wide array of assistants. This individual is a close ally of yours who specializes in support. They are skilled as a medic, secretary, and blacksmith. Blacksmithing in this case refers to working on your equipment and helping you with advanced equipment like power armor. They are capable of working with any equipment you possess and dealing with any medical issues regardless of what species you belong to. You may freely customize the appearance, personality, and species of the group as well.

The Classics - 100 CP (Free Villain)
There are a number of classic villain tropes such as the Mad Scientist, the Gentleman Thief, the Deadly Seductress, the Beast or the Mastermind. However as villains become more common less villains started to embody their greater origins. This individual who wishes to become one of the greats and represents one of these archetypes perfectly. For example, the Gentleman Thief would be capable of pulling off heists undetected, charming others, and possess immense skills in some form of combat. Each time you purchase this companion option you may gain a new villainous ally. You may design their personality, appearance, and species if you wish.

The Shards are Alive - 100 CP (Free Alien)
Many of the Shards that represent the Entities' powers often possess their own sentience to a certain degree. This being is one of the Shards who has manifested a full blown identity and managed to create their own body. They may be one of the powers you possess or be another power from this setting. Should you choose one of your own powers you will still retain the ability to use it. Though having it become sentient could allow it to become more efficient and potentially develop new abilities. You may freely customize the appearance of their body and personality of this individual as well. Though by default they will gain traits based around their power. For example, fire-based powers would likely give them a passionate spirit or a short temper.

The Guiding Head - 200 CP
After Mimir aided Kratos and Freya they placed his head in a box for Taylor. Eventually Taylor found Mimir and used him as an advisor much like her father. This is an individual who can perform a similar role for you. This being is thousands of years old and worthy of being called the wisest being in the universe. By default they will be a reanimated head, but you may give them an actual body if you wish. You may freely design their appearance and personality.

Children of Jumper - 300 CP
Thanos possesses an elite group of warriors known as the Children of Thanos. These individuals are his most trusted and powerful servants. Each of whom are on par with high level heroes such as the stronger Avengers. Purchasing this option allows you to create a dozen companions to form a similar group. This entire group will have an unbreakable sense of loyalty towards you. By default they will view you as a parent, but you choose another relationship if you want. Each of whom can have a single power worth a 600 PP option or less. You may customize their appearances, personalities, and species if you wish.

Custom Endbringer - 300 CP
In this world the Endbringers were weapons created by the Entities to hunt gods. They however, still retain their normal traits such as their incredible durability, overwhelming power, and a single core somewhere within their bodies. By purchasing this option you may create your own personal Endbringer. You may freely design the Endbringer granting it a unique power on par with the 800 PP options, though it will likely be a fair bit stronger compared to a normal individual with that power. There are no restrictions on the size or appearance of the Endbringer. The only restriction is that they must possess a core like the other Endbringers. Lastly,if you wish you may give this Endbringer an actual personality rather than making it an effectively mindless weapon.

Forgotten God - 200/900 CP
Many deities have been forgotten as time has gone by. Some have faded while others have been slain. With this option you may either create or recruit a deity of your choice. Perhaps you wish to recruit one of the fallen Olympians, discover a god never revealed, or create your own new deity. If you are not satisfied with a single god however, then you may recruit an entire pantheon for 900 CP. This option will instead allow you to recruit a dozen deities. They will be led by one single significantly stronger deity. Like with the previous option you may either choose specific deities or create your own new gods. The second option will allow you to design their appearances, personalities, and domains.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement for other jumps. This will allow you to either merge the chosen jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

A Grand Conclusion - 0 CP
The main story of Theogony is concluded after Scion's death. Despite this Telos's story does not finish at this point. If you wish however, you may leave early. Alternatively perhaps you wish to stay until the end of the line. This will alter the duration of your stay ranging anywhere from a single year to decades.

Is He Supposed to Be Here - 0 CP
There are a number of settings folded within this setting. The initial story only contains God of War and Worm, but later on this cast expands greatly. Other settings such as the MCU, X-Men, Game of Thrones, and Warhammer 40K all become intertwined. If you wish you may use this option to select which aspects of each setting are included. For example, the MCU contains numerous elements of other settings like the Mutants. You cannot alter the setting, but groups and potentially entire storylines are within your power.

Chronicles of the War God +100 CP
This story is focused on Taylor/Telos, but it didn't start with her. No, the story started with her father, Kratos the Spartan God of War. With this option you may combine this Jump with any of the God of War Jumps. May I recommend **Pokebrat J's God of War** or **God of War: Ragnarök**? Also, yes you are staying until the End of this Jump if you are taking this. But surely it would be worth helping your friend Kratos! **Unless you're enemies**

P.S No matter what you do some ‘Canon’ events will come to pass. Kratos *will* become the God of War and tear down Olympus. Kratos *will* sire Loki/Atreus with Faye. Kratos and Freya *will* meet and Telos *will* be born. Other than that, go nuts!

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Harsh Demeanor +100 CP
There are both pros and cons to being an intimidated figure. Some will be more willing to fall in line while others will be put off by your presence. For example, when working men would instinctively listen to Kratos. Women on the other hand would be uncomfortable and even report him frequently. You seem to possess an equally aggressive aura. This may occasionally benefit you especially if you are a villain. It however, is far more likely to cause issues and make neutral figures become aggressive towards you.

Take Them Off +100 CP
When the PRT attempted to place restraints on Taylor she became anxious. Her anxiety rapidly worsened into a combination of fear and anger. She tried to ask nicely, but eventually couldn't resist the urge to shatter the restraints. Like Taylor, you hate being restrained in any form. Though you particularly hate methods that physically restrain you or seal away your power. You can control yourself with some effort, but you eventually will become enraged if you are restrained in any way.

Pint Sized Power +200 CP
There are many traits that can affect your powers and how you are treated by others. One of the simplest is your age. By taking this drawback you will start out as a child rather than an adult. This will limit your power to a degree and cause you to be taken less seriously than others. Think of how Vista is treated despite actually being the most experienced and arguably most powerful Ward. You will start out with the body of a twelve year old meaning that the negative effects will disappear over the course of the jump.

We Need a Plane +200 CP
You are unable to access any teleporting powers or similar methods that would allow you to easily traverse vast distances. If you intend to travel anywhere you have to do so like everyone else. This will likely make any journeys you take significantly longer. The only loophole is that you can be assisted by others. For example, you are allowed to be teleported by Strider or Doormaker.

Any normal movement techniques however, such as super speed will not be affected since you're actively running to your destination. Lastly, to ensure that you can't just hide in the same city for your whole stay, situations will force you to move around the globe occasionally. This could be various missions, important personal matters, or other tasks that require your attention.

Overprotective Papa +200 CP
Taylor's romantic life is unfortunately doomed as nearly every one of her possible suitors is terrified of angering her father Kratos. By taking this drawback you will be entering a similar situation. Though you get to pick whether you are the elder or younger individual in this scenario. As the elder you gain a child or relative (age appropriate, so it's probably a sibling if you're too young) who you feel incredibly protective of. You feel the immense urge to prevent them from entering a relationship and will happily threaten anyone that shows interest in them.

Alternatively you can choose to be the younger gaining your own overprotective guardian. Like the previous option they will be aggressive if not outright hostile towards your possible paramours. Though in both cases you can control this urge or have it tempered by your respective charge. Lastly, if you want to make things really intense then you can take this drawback twice. So you'll basically become a parent watching over your own child while your own parents are watching you. This will make things funny and terrifying for everyone else.

You Enslaved Me +200 CP
After Taylor arrived in the MCU she was left on the brink of death. Her dying body was discovered by Thanos and healed. However, during this process he ordered Ebony Maw to implant a mind control chip that suppressed her memories. Eventually Taylor was freed by Captain Marvel who literally tore the chip out of her skull. Like Taylor you were found and controlled by someone. Depending on how things worked you could choose to rebel against them or remain alongside them. For example, while Thanos controlled her, he genuinely loved Taylor as his daughter. So if you can work things out with your newfound family/lord then you may take them as a companion for Free.

Spirit of the Fallen +400 CP
Even after thousands of years passed Athena continued to haunt Kratos. She would appear tormenting his thoughts trying to remind him of his failures. Like Kratos you are haunted by the spirit of someone whom you cared for at some point. Perhaps they are an ally you failed or enemy who you held some respect for. Regardless, they will periodically appear before you forcing you to remember your greatest failures. This will bypass any mental protections you have and force you to experience guilt even if you have no reason to feel it. Over time this feeling can greatly strain your mentality. Once the jump is completed you may take the spirit as a companion if you want to keep them around.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the God of War jump, God of War Ragnarok jump, the Generic Worm Fanfiction jump, and any other jump related to the Worm/God of War series.

Hunted By Monsters +400 CP
For some reason the remaining deities are being hunted by Scion and the Endbringers. By taking this drawback you will become one of their targets as well. Thankfully the

golden body will not be included in this drawback though every Endbringer will be. They will be able to sense your location whenever you openly use your power. They will head towards you and try to kill you if possible. For example, when Kratos and Taylor traveled through Europe the Simurgh detonated a nuclear warhead in an attempt to kill them. Lastly, like normal until one of the Endbringers has been killed the other 17 will remain dormant.

The God of War +600 CP
Oh, you've done it, somehow you have successfully managed to truly enrage Kratos. Perhaps you tried to hurt his daughter Taylor or you desecrated Freya's grave. Either way the ancient Spartan has decided that you must die. He will hunt you to the ends of the earth and force you into combat. Depending on your actions and affiliations it is also likely that Taylor and some other deities will follow Kratos as well. You are not allowed to leave the jump until either one of you has fallen in battle. Lastly, keep in mind this version of Kratos is thousands of years older and capable of killing Endbringers. He might not be quite as powerful as Scion, but he is incredibly close in power.

Imbalance Within You +600 CP
When Taylor's divinity awoke it nearly tore her apart. This was due to the conflicting nature of the Olympian and Vanir pantheons. Freya and Kratos however, had been prepared for this and created a special potion that would balance out her divinity. You are likely of similar descent as you are experiencing the same issue as Taylor. Actively using your powers will cause you immense pain.

For example, healing a single person or launching a powerful attack could bring you to your knees in agony. Over time your condition will get worse until it finally kills you. To prevent this from happening you must travel and acquire an elixir that was prepared for you. You will be informed of its location and it will not be destroyed no matter what happens. It however, will likely prove difficult between your own suffering and any attacks made by your enemies.

Collector's Interest +600 CP
While the Collector predominately seeks relics he desires anything unique. And what could be more unique than an ever growing dimensional Jumper. Somehow the Collector has learned of your true nature and has decided that you shall become the centerpiece of his relics. To accomplish this goal he will send bounty hunters and assassins to retrieve you over the course of the jump.

Over time their efforts will ramp up becoming far more dangerous. Additionally keep in mind, the Collector is an Elder of the Universe and one of the most dangerous beings

within it. So contrary to his canon MCU appearances, he is actually a terrifying foe. Alternatively should you never arrive or be involved in the MCU then a similarly powerful and influential figure will take on the Collector's role.

It's Only Two Decades +600 CP
When Freya cast her spells on Taylor to forge her protections it required her to sacrifice her divinity temporarily. This was what allowed her to be killed in the car crash. By taking this drawback you will be suffering from a similar issue. As a result your power has been sealed and you will be unable to access any supernatural abilities you possess for the next five years in the jump.

This will be a significantly more dangerous or easy drawback depending on what location you arrive at. For example this may be slightly less dangerous if you arrive in the Marvel Universe compared to Worm given their timeframe. After the five year period your powers will be unlocked once more granting you your full might. So try not to die until then.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. ***You will not chain-fail*** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

Goddess of Hope

Congratulations, you are now the protagonist of our story. That's right you will be replacing Taylor. The jump will last until the story ends canonically or you die. You will face all of the challenges that Taylor did. Thankfully, you will start out with all of Taylor's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as she did however should you follow her path. Lastly you will receive her memories so that you know what's going on and have her experience. Lastly, if you wish, can genderbend Taylor or have her body retroactively altered to look like yours for the scenario.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

BerialAstral's Recommended GoW Jumps

- Pokebrat J's God of War
  - God of War - PJ Edition.pdf
    - https://drive.google.com/file/d/18y3JuXG2-vg-aJ51GrP_2ihPNk6wNSEO/view
- God of War: Ragnarök
  - God Of War - Norse Saga.pdf
    - https://drive.google.com/file/d/10eyWmSyTEoznG-7NGa-Fj0PCF4G5qst9/view

Links

- Book 1 - Theogony: https://www.fanfiction.net/s/13576158/1/Theogony
- Book 2 - Titanomachy: https://www.fanfiction.net/s/14093457/1/Titanomachy
- Book 3 - Voluspa: https://www.fanfiction.net/s/14232480/1/Voluspa

Image Sources

- Brockton Bay Map
- MCU Asgard
- Kree Image
- Poseidon
- Haevatein
- Triumvirate

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
  - **Species**
    - Demigod
  - **Perks**
    - He's Destroying Everything (100 CP)
    - Centerpiece of Time
    - Of Our Blood
    - Power of Belief
    - Blessing of the Earth

        - Might of the Pantheons (will fully activate over time)
        - The Heroes Test
        - A Mother's Love (800 CP/Will not be activated immediately)
        - I Was Supposed to Die
        - Your Soul is Mine
    - **Items**
        - Cottage in the Woods
        - The Family Treasure
        - The Old Rig (100 CP)
    - **Companions**
        - Canon Companions
            - Kratos
    - **Drawbacks (Will occur during and disappear after Jump)**
        - Take Them Off
        - Overprotective Papa
        - You Enslaved Me
        - Hunted By Monsters (Only during Worm)
        - Imbalance Within You (For initial start of Jump)
- **Scenario End Boons**
    - **Species**
        - Major God
    - **Perks**
        - Divine Aura (Hope)
        - Targeted Effect
        - Allspeak
        - Decapitation Strikes
        - We Are Unseen
        - Dense Musculator
        - Power of the Realms
        - Eir's Touch
        - Idun's Caress
        - Absorbing Knowledge
        - Aesir Magic
        - Hope Will Not Die
        - Master Stranger Protocol
        - Goddess of Hope
        - Asgardian Magic
        - Father Would Have Forgiven You
        - Tempered Soul
        - Prime Conduit

        - Realm Bound Navigator
        - Three Aspects
    - **Items**
        - Lance of Triton (200 CP)
        - Buri's Staff
        - Concealing Talisman
        - Eyes of Mimir
        - Brisingamen
        - New Asgard (400 CP)
        - Godly Realm
        - Knowledge of Ages
        - Chitauri War Hive
        - Section 6-71
        - Haevatein: Bane of Asgard
        - Industrial Fabricator
        - Armor of Hope
    - **Companions**
        - **Canon Companions**
            - Narwhal
            - Lisa (Tattletale)
            - Accord
            - Brigid
            - Buri (First Asgardian)
            - Captain Marvel
            - Many other unlisted companions
        - The Guiding Head (Mimir)

Changelog

- Jump in Progress
- V1 Completed
- Various grammar changes
- The Heroes Test renamed to The Hero's Trial
- Hope Will Not Die renamed to Hope Never Dies
- Added Path to Victory, One with Infinity, and
- Increased prices of Shatterbird (200 to 300), Dauntless (400 to 600), and Jack Slash (400 to 600)
- Added Greater Divinity Perk
- Changed Aesir Magic to Vanir Magic
- Added Chronicles of the War God drawback