Empires of Antiquity

Fate Legends: Greco-Roman Myths
By Valeria

Introduction

In the Western mythos, is there truly any time that is more deeply ingrained than that of the Greeks and Romans? The labours of Heracles and the Trojan War, the feats of military might be Alexander the Great and Roman Emperors alike, even the famed discoveries of ancient scientists and philosophers. No time could be greater for man in the eyes of many and it is this time and land that you are going to now.

The myths and legends of the Greco-Roman region, reaching as far back as the ancient depths of Greek Mythology and as recently in time as only a few centuries ago, where the craftsmanship of Leonardo Da Vinci made him almost a myth in his own right. These are dangerous times, to be so close to all these legends, as it is filled with the beasts, gods and foes that would challenge even the heights of human ability at the times when humanity had such high potential.

Thus, to aid you in facing these dangers and hopefully making a myth of your own, you are given 1000 Choice Points (CP) to spend on the following document. You'll be spending at least ten years in this world, so make it count.

Locations

The time you begin in is vital, given how much it may change your journeys here. You are allowed to pick a starting point from one of the following choices, along with a starting physical location that fits your origin from these places and is somewhere within the Greco-Roman geographical area.

If you wish, you may also stay longer than ten years in this world. 1825 CE is the latest that you can stay, the year of the death of the most recent figure that this work will cover.

The Roman Emperors- 753BCE-48CE

A kingdom, a republic, an empire. Rome's life has been long and will be longer still beyond these times but the emperors of most notable performance for us are the first king- Romulus, the great conqueror- Julius Caesar, the mad beast- Caligula and the emperor who burned too bright, too fast- Nero Claudius. Your choices here at to start around the beginning of the reigns of any of these four emperors, spread across many centuries.

Time of Myths- 1200BCE to 100CE

The ages of heroes, monsters, conquerors and creators in the land of Greece are murky in regards to time and when they take place. From over 1200 BCE to just over 100 CE, the myths of Greece extend as far as Ancient and Classical Greece themselves do. There are many times of trouble and interest to choose to begin in here and you may pick to begin around the start of any particular Greek myth or event that takes place within this timeframe.

It could be that you find yourself just a few weeks before Jason sets sail with his Argonauts, a month or two until three hundred Spartans follow Leonidas to defend Greece against the invading Persians, around the time that Iskandar will first set out to earn that very name from his homeland and initial army, just after Paris stole away the woman that would set off the Trojan War or even begin close by as Heracles takes the first steps to being a hero as a young man.

Age of Exploration- 1491CE-1502CE

It's time to set sail for the New World. He might not know it yet but Christopher Colombus will soon set the stage for a massive upheaval of humanity, as he sets sail to discover the Americas. The first voyage will leave in one year and while it will bring great riches to Europe, it also brings the monstrosity known as Colombus to the natives of this New World.

Italian Rebirth- 1470CE-1500CE

The world long since moved out of the Age of Gods but now, a great new revolution is occurring that will push humanity further towards it's eventual destiny. The Renaissance is in full swing and nowhere is this clearer than the personage of Leonardo Da Vinci, not merely the universal genius he was in real life but also a incredibly talented and powerful magus of the clocktower. It's during his life that you'll live here, when the clocktower could be said to be at it's peak in influence and power.

Latter Years- 1770CE-1825CE

The lattermost years that you might travel to. The world has aged and mystery has bled away, leaving these as some of the last few centuries before heroic figures will cease to become heroic spirits. It is during this time that some surprising entrants to the annals of heroism are made, as it is Antonio Salieri, infamously jealous composer of the celebrated Mozart, who is present here. You could be a contemporary of these musicians in this time or simply search for your own path in Europe for the 18th to 19th centuries.

Origins

Ruler

The legacy of Rome is undeniable throughout the world. The Emperors of Rome, those that truly became legends, all made their mark undeniably across whole continents and sometimes even beyond. You're part of that same legacy now, related in some way to one of the Emperor's of Rome. It may be a distant descendant to one of them from centuries after the empire fell or as close as being the child or sibling of a still sitting ruler, depending on when you are. The blood of emperors is in your veins and many would say it is your destiny to seize a throne of your own, by your blood or by the blood of everyone that tried to tell you no.

Conqueror

Be it the endless battlefields to control, the vast wilderness to explore or the furthest depths of the secretive arcane world, there will always be men and women that seek to conquer what lays before them. Humans filled with ambition to do great things and leave a greater legacy behind. You might have seen one of these legendary kings as a child and felt it awaken that desire deep within you. It took years of training, work and good luck but you did eventually find yourself as something like a young but favoured officer in an army of your time, perhaps even a young noble somewhere in the line of succession to a kingdom should your birth be favoured, with the potential to lead far more.

Demigod

Demigods are everywhere. Demigods are spellcasters, conquerors, rulers and even monsters. But the ones that are famed, admired, beloved and have stories told and retold about them? That's the sort of Demigod you are. You have just a little bit of the divine in you, maybe more, and it inspired you when you were young to become a hero. The sort of person that does battle with monsters, undertakes great quests and protects their homeland and people from all threats. There's a long way for you to go yet but it's all but certain that you've already completed a few minor quests and have some well regard for you in your hometown.

Creator

Magic is the World, the World is Magic. Magic is not just the use of magic and magecraft, it is the very creativity that humanity used to raise itself from being just beasts. You had the potential and talent to be great and knew it since you were born, whether that was for a artistic craft or for the art of magic itself. Whatever your study was, it taught you much, under a teacher, a school or just your own secretive, long lived family. You may still be nearing the end of your schooling in the chosen arts or have already graduated and made your way in the world enough to have a small business of your own, from a locally known musician to a locally feared witch.

Monster

The world of myths and monsters, by it's very name, requires monsters. You might be able to become a sterling example of such if you choose this origin, as it allows you to become a wide range of beasts. From legendary monsters like the Medusa, Hydra and Minotaur, to more benign non-humans like Chiron the centaur or the cat-like Atalanta, even perhaps the most grotesque and bizarre of humanity, like the man of monstrous stature called Spartacus. What form you may take can be wildly varied but your role in the world will often be that of the antagonist or ally to the hero. You may choose to begin in some isolated but comfortable lair in the depths of a forest or on some lonely island or pick to awaken as a servant or slave to a larger faction, such as being kept as a gladiator by the Romans of your time.

You're quite young, whatever you are, at least before other options might change it. Right now you're around 16+1d8 years old, still in your youth but around your physical maturity. Some Monsters may be actually younger or older but the level of maturity will remain. As for gender, you may remain your previous gender and may change this and your age for 50CP both.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Roman Holiday- Free

The earlier ages had greater potential, I'm sure you've heard it all before. But even among the people of ancient Greece, you've actually stood out more than most. You have the potential to be a hero, should you work long and hard. Your physicality is enough to let you break down a tree with a few steady blows, run several times faster than an Olympian athlete of the day and while your body is far from immune to bladed weapons, you find that the fists of normal folk feel like children on your body. You even have some magical potential of note, being capable of manipulating a decent amount of mana in the Age of Gods fashion should you find someone that can train you to do so or, should you be born later and prefer it, have around a hundred high quality magical circuits to learn to use.

Divine Ancestry-Free for Demigods or 50/100/200/400

The blood of gods is your birthright, hero. Like many heroes here, you have divine ancestry, likely being directly descended from a Divine Spirit as one of your parents. For some, this can grant immense boons and for others, it is barely noticeable outside of things that have special interactions with those that are partially divine or more. Thus, taking any tier of this option allows you to choose any degree of being a demigod, from being distantly descended from a god to being the child of a mortal and a greater god, perhaps even Zeus himself.

The actual benefits of your parentage are decided by the following. The benefits gained from the free/50 tier is nothing much. At most, specific abilities and items may react in more beneficial or more hostile ways to you depending on what degree of you is divine. Your divine parent, or ancestor, is unlikely to be aware that you are their child. Demigods are exceedingly common, it seems.

For 100CP, you may see minor benefits. Most common is somewhat greater physical abilities compared to the free perk given above, enough to put you two or three times more powerful than normal and you may also find yourself with a minor magical ability related to your parent, such as the ability to walk on water. Your divine ancestor likely has little care for you, though they are aware you exist.

For 200CP, the benefits are fairly considerable. Several times as much magical energy as normal for someone here and a significant talent for magic, should your parent be a Goddess of Magic. A natural magical ability to control the seas for hundreds of meters around you, even turning it to lethal combative use, should Poseidon have been your father. Very minor secondary abilities are also possible, such as being able to perceive magic with your other senses or speaking to sea-life in the above two examples. Your divine ancestor knows you exist and at times, looks in on you. It is always worth keeping in mind potential mortal servants to act in their name and they may at times consider giving you a quest.

For 400CP, you'll fully come into your divine parentage and find yourself a match for Heracles, at least before accounting for that legendary hero's training in life. The benefits can be wide and varied but focusing on one blessing could see you with a physique to match Greece's greatest hero above, with arms that can lift and throw mountains, crush the skulls of Divine Beasts with your bare fists or even briefly hold up the Grecian sky, a body that can survive tangling with dragons and a talent for war unsurpassed by all but a few hundred men across all of history. You can also choose another

major ability if you wish or substitute it for three or four lesser abilities that might be found in the lower tiers of this. As a Demigod of this level, you can be assured that your parent watches you personally, or at least has their agents do so, and will drag you into their own conflicts whether you like it or not. It won't be without it's rewards, even with all the danger.

Ruler

Emperor in Training- 100
There is more to the task of ruling than just smacking all the barbarians with a big stick. Rome is a bastion of culture and civilisation, just as much as it is a military empire. Though you are no legendary ruler, you are a capable one with your breadth of skills. You're a decent military tactician and a competent legion fighter, but you have fairly advanced skills when it comes to administrative tasks, legal ruling, diplomacy, financial matters and actually managing your citizens. You're also quite good at giving yourself a good public reputation, knowing how to sell yourself to the patricians and the masses, as well as how to appeal to individual political factions in your territory and without. Few men can rule Rome alone but with the right words in the right ears, Rome might just rule itself for you.

Her Majesty's Majesty- 100
They say that every hero of these times was a marvel to look upon. The statues that remain from these years in modern times would seem to give that impression and should you eventually have one made of you, it won't fall short. Whether it's being beautiful or handsome, you stand out like a shining jewel even among heroes. Many can't help but gasp once they see your visage ad it'll smooth out plenty of problems for you, not the least is finding a suitable partner. Your beauty will also affect the things that you make and rule over, even something as large as Rome itself, but this effect slowly takes hold over time. While a sword you wield may slowly become more ornate and fine over days of use, an empire might need years to be fully affected, but it and all it's people will be shining by the end. You can have this stop at a certain level if you like, whether that's to keep some parts of your empire ugly or just to stop everyone from maybe becoming self-obsessed snobs that never stop looking in mirrors.

Wolf Mothered- 100
Many have heard the tales that you were raised by beasts in the wild, like the glorious ancestor Romulus and his brother Remus. It's quite true as well, since you called a large pack of wild animals your family for your early years before you left for civilisation. They might have been a pack of wolves, a herd of deer or even a swarm of spiders, but they had unnatural intelligence and taught you to channel certain powers of nature as well. You have a natural affinity for all animals given your upbringing but in regards to the specific type that raised you, you can speak to them as if they were humans and have them respond, teach them to retain that human intelligence and speech with others and even command your animals to act in your service, though powerful kinds may resist.

Fitness of an Emperor- 200
An emperor has no time for mindless exercise. Whether he be a good ruler that must attend to the empire or the sort of fiend that only wishes to indulge, there's simply no time for hours a day spent on maintaining the self. Much like the other emperor's however, you don't need to spend that time. You have the fitness of an emperor, with a body that is both strong enough to lift and throw a metal chariot across an arena as well as remaining in perfect physical conditioning regardless of your diet, exercise or habits. Your mind will not deteriorate with age either and it becomes extremely difficult to damage it with things such as poison or disease or magical attacks. With a supernaturally powerful such thing, it may be possible to harm the mind but your exceptional form allows you to prove highly resistant to most such things. And there's no need to worry about your body becoming too magnificent either, as it'll remain as agile and flexible as if you were a thin stick, even if you're positively bulging with muscles.

Rome Is Beautiful- 200
You might be pretty cute now but once you've taken the empire to ever greater heights of power, that's when people will be singing of your beauty from across the land. You'll find now that the greater your achievements as a ruler, leader and general become, the greater your own presence and attractiveness will grow towards others. Even those not from your homeland will find themselves more attracted to you than normal and your enemies will begin to feel admiration and respect for you even before meeting you, finding it very difficult to not treat you with courtesy and honor even when you're a prisoner of theirs. Become great enough and people will come from across the world to seek your hand.

Hero of the Masses- 200
Ha! Who says ruling is hard? You don't even have to do anything and the people are singing your praises! You're the sort of person that the common folk, the military and all those not in the noble classes will naturally fall in love with, even those of other nations to a lesser extent. Whether it's earned or not, they see you as a celebrated hero who tirelessly works to both improve their lives and constantly ensure they are happy and entertained. You might even be an incompetent, indulgent lout and the people of your lands just won't care, not unless you begin to personally punish them in a way they can't deny is you doing. The armies, even those of noble birth, will share that affinity for you and while they might consider you a poor general, they'll adore you as a figurehead and hold great respect for you. The actual nobility class won't feel any different towards you, though the near universal love for your personage from the rest of the empire may make them act with respect anyway. Helpfully, you're actually rather fantastic when it comes to organising good policies and law, with extensive experience and knowledge on civil matters, and to making and financing grand festivals that remind people why they love you so much.

Sadistic Constitution- 400
Few can deny that you are a skilled and powerful warrior, everyone saw how you've wrestled giant beasts to death and ably compete with some of the best warriors in Rome with your favoured weapon, be it swords or spears or bows. But that's not why people feel fear in their hearts when they think of you on the battlefield. You have the ability to enter a monstrous rage that massively increases your physical strength and speed, which will only continues to increases as you remain in the rage, but causes your physical durability and reason to significantly degrade at the start, though you retain all your fighting skill. When in this rage, you'll continue to hunt down any enemies you consider near and are near immune to mental interference from others, though not entirely so to very powerful magicians. The rage can be ended with great effort, but given that you can refrain from hurting allies and will only hunt enemies, one questions why you'd want to. It'd be so much easier to give yourself to the endless red fury and allow all your enemies to be slaughtered, from invading barbarians to those annoying politicians that bother you back at home.

Hearts and Minds- 400
The Roman Empire is immense and it requires a leader of similarly immense capabilities to properly lead it. At least when it comes to the less military-focused side of ruling a nation like this, you'll have no problems at all. You have the political skill to very successfully lead the roman empire at it's height with incredible efficiency, deftly handle the many political factions and the charisma and persuasive skill to be almost worshiped by all, along with excellent perception of others character and motivations. Your natural presence is immense but your actual rhetoric is even more so, being

so great that it can be likened to a mind control spell that directly alters the brains and minds of others, even though it is nothing but your overwhelming majesty and brilliant words.

Moon Mad Love- 400
Being loved by the moon is far from a simple blessing. While there are some gifts to be found, it is madness that is most associated with such favour. You've managed to avoid that part however and taken advantage of what being favoured by the moon and the deities connected to it can bring. Any being closely associated with the moon, such as goddesses of the moon, feel a strong sense of affection and even attraction towards you, and you find that magic related to the moon is much more powerful when used by you. It magnifies the strength of any rages or frenzy related abilities that you possess a large amount as well and even allows you to transmit your own madness to those around you. This is done by manifesting a shining full moon above you in the sky, affecting anyone who the light from that moon shines on within several kilometers, letting you project any insanity, rage or madness you feel or have felt in the past onto others. Depending on what you draw on, this may hinder foes or empower allies, as you can direct the light to not shine on some areas. The madness will fade in time from those with superhuman or magical power but ordinary people will be permanently afflicted.

Thrice Setting Sun- 600
True majesty never really passes. Not while their loyal citizens still call out for help. Even should you be killed, it's very hard to make you actually die. You're able to revive yourself from death, up to three times per week before your ability runs dry, and find yourself quickly healing and restoring your energy back to full health once you do, though it takes you a few minutes to get back on your feet. These extra lives do recharge each week but sufficiently powerful attacks, ones more powerful than your own usual level of power, can take more than a single life from you through this and potentially knock out all three, though you can at least be sure it won't take that final one unless they wait around and hurt you again. Should you ever truly reach your final death that ends your chain or your journey after that, from which you can't return, you'll be given one last reward as part of your Roman heritage. It'll allow you to ascend as a special Divine Spirit capable of watching over and guiding any empire that you have built across all of your time, eternally acting as a honored ancestor to your people in their times of need.

ROMA- 600
It is no ordinary man that can found Rome. It is a man of power, of great fate, of pure purpose, that can accomplish such a deed. A noble beast in human flesh, with a connection to the very land on which his eternal kingdom will reign. When your future people look on you, they'll see a founder they can worship. You have the physical power to compete with anyone short of Heracles, tearing through mountains like paper and reshaping the landscape with your foot falls. Even whole countries tremble at your hardest blows. Your power is not limited to to the purely physical either, as you have an enormously powerful innate ability to create plant life. From raising ordinary plants out of mud, causing gargantuan trees to violently burst from the ground and crush all your foes to even create enormous magical beings that can dwarf castles, you easily bring forth new life. Your magical reserves are great enough to create dozens of such large creatures without rest, though you lack any other magical training.

However, your role as a founder is something important in itself. Nations that you found find themselves blessed with good fortune and all those who are born into your nation will look up to you as like a living deity, a beloved grandparent to be respected, emulated and even worshiped.

Even those who are merely distant descendants of those of your nation will feel a strong affinity for you. In return, you have a strange awareness of all of your 'children' across the world, telling you their location and their health, as well as the ability to significantly but temporarily increase the power of such children that stay near you.

Imperial Privilege- 600
The greatest Roman Emperors all shared one trait above all else. It's not their similar majesty, their incredible charisma and beauty, not even how everyone from each corner of the world could not help but love and admire them all. It was a singular ability of particular potence, known as the Imperial Privilege.

Your Imperial Privilege allows you to claim new skills and powers for yourself, ones you wouldn't normally have, provided you can provide even a weak justification for why it might now be so. Become a supernaturally skilled rider of all vehicles because you once spent a few years racing chariots. Gain powerful magical abilities that let you control flame and heat due to working as a smith in your younger years. Even become a notable divinity for a short time because your kingdom worships you as a divine figure. So long as the gained capability is not more powerful than what you might currently have in other areas, you can grant yourself anything that can be poorly justified, even abilities that alter your body.

However, these powers are temporary. At most, they last for a few hours before being sapped away and remaining inaccessible for a day or two. It is also possible that severe mental disturbance, such as intense migraines or enormous emotional shocks, could force you to lose hold on your abilities. You can use your Privilege to take up to three separate abilities at once. Additionally, beyond your three slots to use to gain, you can also use your privilege to partially or fully suppress any ability or skill that you already have, such as returning to mortality from being a divine being.

Conqueror

Road to Glory- 100
No one's going to be doing much conquering if they don't know how to swing a blade or direct a squad. You're not someone that's going to get a The Great attached to you just yet but you can fight capably with the rank and file if need be, as well as lead small groups of fighters capably and clearly even during a big battle. You've got a talent for larger scale strategy but you've not had the chance to dig into what you can do there. It shouldn't take too long to move up in the military ranks though, since you have a knack for looking pretty strong and fearless no matter what you do, which works well when combined with a talent for battle. If you want, you can take about a foot of extra height and some bulging muscles with this too.

Icy Cool- 100
The heat of battle gets to a lot of people and it drives them to make some pretty poor choices, ones you're in position to take advantage of. You're fantastic at maintaining your composure and focus, even when dealing with terrible loss or a vicious betrayal you won't hesitate to take reasoned action. It's not impossible to throw you off but even should someone succeed, you're even better at actually hiding your emotions. Even if you're being led around by your own anger like a foolish puppy, it's highly likely that people won't see anything but your usual calm, reasonable demeanour. Up until you put a knife through their throats. It's worth noting that this experience in keeping your own emotions under reins has made you pretty great at drawing out other people's emotions. When you get to taunting people, there's very few that won't end up snapping or lashing out at you rashly.

Philosopher Kings- 100
The greatest kings and military leaders were more than just warriors and tacticians. They were men of incredible fortitude beyond the simple body, with wills to push forward against the impossible for years at a time, so that they could grasp victory. They were more than fighters, with experience as philosophers or explorers that they bent towards their goals of conquest. You're not a great king yet but you share those beginnings. You've got a will like a wall of diamond, incredible hard and near impossible to break or bend. You might not last forever against everything but it'll take a damn lot to make you bend the knee by choice. Your childhood, where you found that will, was spent not just on military training but also in another field of life of your choice, such as exploring distant lands for years to experience new cultures or spending time as a notable teacher of the arts at home, which has given you a wide array of minor skills and experiences that aid you in finding creative solutions to your enemies.

Fighting like Dogs- 200
Only those lucky enough to be blessed by the gods get to fight fair wars. For the rest of us, you need to be willing to get down in the dirt to win. You've got all sorts of skill and knowledge to trick, hinder and sabotage others though, making such a thing a much easier task. From personal scale stuff that lets you easily pull off false moves in a fight or slip poison into someone's trick to large scale sabotage to entire armies, you've got experience pulling these plots off. Dirty tricks of course include the ability to easy put others off their game with your words, playing on their fears, anxieties and traumas to make them uncertain or even flee outright. You're good at that too, the fleeing, and even opponents that normally consider themselves much faster and more agile than you might lose you in the dense crowd of a battlefield.

For You, Anything- 200
A good king is every man's dream, should he not be one himself. In the eyes of the men around you, there's few kings that could be better than you, and you're pretty good at making others think that way too. You've got a great talent for converting enemies to join your side even before you've actually beaten them, though offering them the hand of friendship after proving you could have killed them is a lot more potent. Even should you not convince someone to fight with you, you'll find others never have hard feelings towards you after beating them, even if that means conquering their nation, should you have been fair and reasonable in your methods. Play your cards right and conquering a nation could see it's people gladly join you and extending a hand to a fallen foe could see a new friend in moments. It does help that most others find you quite agreeable to spend time with and you'll rarely be without some friends to pass the long nights with.

Toxic Bonds of Love- 200
What luck do those with beauty have, to have their flaws passed over simply because of their pretty face. The flies are drawn to the honey and even if they can taste the poison in it, they just can't bring themselves to leave. Those you would find attractive, romantically or sexually, are often given reason to find themselves attracted back to you. Most of the time, you merely accidentally perform a favour that catches their favour in part, like a mild crush, but rarely you might have something special occur, like someone drink a love potion on accident and fall for you or get cursed by a god to obsess over you. Either way, people that do fall for you find they have a very difficult time to lose that attraction to you, especially from your actions. Neglect, unfaithfulness won't turn them against you and even outright abuse will only slowly poison that well.

Born of Troy- 400
Heroes are the ones that go out and conquer the villains, right? To those that say the heroes are the ones that act, you only need to look towards Troy to see just what a hero with a defensive mindset can really do. So long as you're on the defense, you'll be doing a lot better than anyone could expect. Your combat-related abilities and skills heighten enormously provided you fight defensively, on a local level or when leading entire armies. You could lock an army ten times the size of your force and led by the greatest of divine heroes down for a decade without much issue should you bunker down in a strong fortress with a good army or, provided you're a fair bit beyond the average man already, give a good fight to one of the demigod heroes that roam the land. It's handy that you yourself are indeed beyond the average man. While your physical abilities may be sorely lacking compared to the usual demigod breed, your skills in combat are enough to give even the mighty Achilles pause even when on the offense.

Spartan Bred- 400
Sparta breeds them strong, they do. Those bronzed bodies, built like they were cast by the gods in the greatest refineries. By natural birth or a similar upbringing, you've got a body and the physical potential to match the legendary Spartans. You can make cities quake with a stomp and sprint across the country in a few minutes, enough to match even moderately powerful demigods and phantasmal beasts. You don't yet have the comprehensive and intense training of the Spartans themselves but in their place, you find you have incredible potential for learning new combat or war related skills and improving those skills at a massive rate. Even if you started as a child, you'd quickly surpass men with decades of experience after a few months of learning. However, while your starting potential is great and will only grow, you only show your true power when at a disadvantage. The worse off you are in battle, the more you'll find your powers, raw statistics and skills improve for both you and close allies you have nearby. Facing some notably stronger than yourself might see a

decent boost to your own strength but taking just three hundred of your best friends to block the passage of one of the largest and most powerful nation's greatest army, vastly outnumbering and overpowering yourselves? They'll be talking about the feats you accomplish two thousand years on from that day.

Magic Rider- 400
You'll never fight alone if you take your best friend into battle. That best friend being the dread Cerberus isn't anyone's business but your own, right up until it eats everyone else. You're a rider of beasts almost without peer, taking your skill to the level of outright magic. You have supernatural skills in riding anything, from things that are actually ridden like horses and monsters, to only vaguely related vehicles, like riding a enormous sailing ship or a catapulted rock. You can make that horse gallop along walls or across the water and skim that sailing ship across the waves like a skipping stone.

When you really put in some effort, you'll let your mount accomplish supernatural feats and enhance them to magical levels in the process, like enabling your sailing ship to fire dozens of homing anchors at the enemy like harpoons, regardless of if the ship originally had that ability. You can't make your mounts do anything, it does have to be somewhat related to the scope and level of the ride, but most people that see you take flight in a rowboat are going to accuse you of being a witch at least. To help out with your skill in using the mounts, you'll find you're rather superb at actually taming animals and beasts, even magical ones aren't too hard for you to teach once you've beaten them, and in learning to properly control new vehicles that don't exist here, like the vehicles of the modern world.

King of Conquerors- 600
When the annals of history list out the names of those known as the very greatest minds to ever consider the battlefield, those great conquerors that tamed the world and the race of man, your name will be there even if you didn't conquer an empire of your own. You've got near perfect military skill in tactics and strategy, of such strength and scale as to allow one to conquer an empire across the known world and beyond, further then what nearly anyone else has achieved, in just a decade, at least if you start with a good army. You might have to spend time recruiting and training some men if not but your talents are no less great in that field than they are in commanding a war itself. Not only are your skills capable of turning the tide and pulling out a win against odds tens of times too great for your forces to even survive, those that follow you also become inspired with each win, deepening their loyalty to you, providing opportunities for you and them to meet and strengthen those friendships in person, and steadily growing in their main skills and powers the more you lead them to victory, even eventually reaching beyond the limits of ordinary mortals and into the realm of the magical. Before you and your mighty legions, this world is ripe for the taking.

Heart of a Hero- 600
It's the heart of a true hero that creates legends like that of Jason and his Argonauts, rather than the strength or skill he might have held. An almost indescribable charisma that lures other great beings to the main character to aid him, such charisma that you share. While normal people find you very easy to like and trust, you find it almost effortless to draw the admiration, interest and positive attention of divine beings and heroes alike, even without trying they will gather around you and sometimes offer blessings or significant aid. Actively trying could put together a loyal, closely bound dream team of the best heroes of the age or have multiple rival gods set aside their differences to aid you in major ways, providing powerful blessings or clearing major obstacles from your path. This

can be pushed too far, and the wrath of the sorts of people you attract is definitely something you don't want placed in your direction, but you have a good sense of how people think of you and what their limits are, particularly towards how far you can push them to do immoral things. While you capabilities are strongest when applied to heroes or divine beings, you also find that they are still effective against anti-heroic and villainous characters, though to a much lesser degree.

Army of the Soul- 600
The reality marble is the manifestation of your soul, the deepest expression of your personal reality projected onto the world around you, granting you new powers and capabilities within that projection and without it.However, you're something of a special case, as your Reality Marble is not quite the same. Rather than something reflecting your own unique soul, and thus not taking the place of any potentially forming natural Reality marble should you have the potential, is something representing a collective.

You are able to project a vast landscape around you, similar to other reality marbles, that takes you and anyone within a moderate range into a dimension pocket that is difficult, but not impossible, to break out of. Within this world, taking the form of a battlefield such as an empty plain or desert fields, is your army. The army of those beings that have pledged their loyalty to you in battle, even if only for a short time, as that action creates a spiritual replica of that person stored within your soul. This replica is the same as that person at the peak of the time that they served you, with their memories, power, equipment and so on. There is no limit to the replicas that can be stored within your spirit this way and it costs you nothing to do so, each of them acting to your will when you project the Reality Marble. Even outside of the full projection, you are able to summon individuals or small groups of these replicas to aid you in the normal world and can potentially learn to accomplish new things, such as taking on the abilities of those replicas or summoning them in combined forms.

It is costly to fully project and create a dimension pocket, especially to maintain it, but your mana reserves have been increased to allow for easy maintenance of your full Reality Marble for several hours before exhausting yourself. It is less costly to make use of the partial summonings and other lesser abilities described earlier but still notable.

Demigod

Let's Go Hero- 100
To be a hero, you need to be a complete package. Fighting? It's useful. You're good at it too, enough to handle ordinary soldiers in small groups on your own well enough or take down a minor magical beast or five at once, but that's not enough. Being a hero is about adventure and that's where you're shining. You've got a wide array of skills when it comes to exploring and adventuring, from acrobatics and navigation of land and sea to organising expeditions and how to sell off all the treasure you find. In later times, you could definitely make a name for yourself as a great discoverer. Helps that you're an able seaman, horseman and can handle weeks or months long travels without a problem. You're great at adapting to the strange things you're likely to encounter on your journeys as well, since thinking outside of the box, particularly when it comes to using magical or superhuman solutions to things, comes naturally to you. Some people might not think of rerouting an entire river just to clean some stables but you? You're the smart cookie that can figure out how.

Amazon- 100
The Amazon are an intensely secretive sub-species of human, found only in the isolated wild places that they make their kingdoms in. An all female race, they possess more power than an ordinary human and are quite warlike in demeanour, perhaps due to their leaders being descended from the God of War. From being born as a true member or some strange circumstance that gave you their qualities, you are an Amazon yourself. You have somewhat greater physical ability and bodily potential than the males of your 'species' do in this world and with other races you might be, enough that a comparison between an untrained youth and a fit soldier would be fair, as well as the fighting training and instincts all Amazons have access to. These aren't those of Penthesilea or other legends but do make you capable. You also have the ability to instantly reproduce upon taking sperm into your body, skipping any pregnancy or gestation time. Even if you're male. In regards to which, by buying this, you may ignore the impossibility and be a male Amazon, even one born and raised, without issue.

Life of Excitement- 200
The hero is never short on adventure, not when those adventures come to him. Great journeys, legendary tasks and heroic adventures show themselves to you now, as opportunities to make your myth appear whenever you find yourself without a task to focus on in your life. You won't need to take these tasks on and if you don't, they'll generally solve themselves in some way, but doing so could be just the thing to propel your story higher. It helps that you're pretty lucky now, especially when it comes to avoiding minor mishaps and bad luck on your travels that might make your adventures a less than smooth fairy tale. Lastly, you'll also get a chance for another kind of adventure that will sometimes be available for you, one that helps you atone for sins to yourself and to those you have wronged by accomplishing tasks to make it up to everyone involved. If you can succeed, you'll manage to find forgiveness from others and to yourself in the process, but these tasks only become more difficult the worse the thing you did was.

Divinely Charming- 200
Some people just can't help themselves with you. What chance does anyone have with a total playboy like you strutting around Greece or Rome? The hearts of young maidens across the continent are in serious danger with that gorgeous body of yours and few can hope to resist being sent into a heady daze when you apply your extraordinarily extensive romantic skills to them. You're a natural at seducing, romancing and stealing away hearts from those around you, men and women

alike, not even mentioning the legendary tales those who spend a night with you tell. More like a week in some cases. It's particularly effective on those with divine heritage as well. The more divine they are, the more sexy they can't help but find you. Of course, the amorous attention of gods and goddesses can be difficult to deal with. Deadly when it's more than one and they don't like each other. So not only do you have an excellent sense for who is too crazy to be worth pursuing, even if what they say about the crazy ones is true, you also find that you can prevent certain people from being more attracted to you than they would for anyone else. At least if they aren't already into you. Then I'm afraid there's no hope left.

Crossing Arcadia- 400
Who can defeat what they can't even see, let alone hit? Calling you fast is like saying Troy was a bit of a stalemate. You have a simple absurd capacity for moving fast and agilely. It's pretty much instant movement to almost any point you can see, with such speed that even a bolt of lightning will struggle to catch up to you. It's not just how fast you run either, as every move you make on a smaller scale is just as fast, making actually fighting you almost impossible as you dodge and strike with speed unbelievable outside the realm of the divine. You've got the reactions to move at this speed like you were just moving as an ordinary person, plus you and the stuff you're using won't see any harm from moving and impacting when you're going this fast, and what's better, you don't slow down unless you'd be brought to a complete standstill. Whatever obstacle that might just slow you, like deep water, easily breakable walls, weaker warriors, in a charge now won't lower your speed at all to run right through. You're like a bloody tornado on the battlefield.

Tools That Make The Man- 400
Every hero in these lands isn't just known for their own feats, they're also known for what they used to do those things. It's with their tools of legend, their divine treasures in many cases, that they crafted their legends. You find yourself far more fortunate than most heroes when it comes to getting your hands on magical items or other powerful artefacts where you are. Even not searching for them and living an easy life, it's likely you'd find at least a few minor but useful tools each year, maybe even something moderately powerful like an enchanted blade. Should you be actively questing and fighting dangerous monsters, you'll actually find that you almost trip over small magic tools and could have half a dozen powerful magical items in your arsenal in just a year's time. You very quickly master the use of them, especially any unique properties they have, and can even find that they prove much more hardy and useful in your hands than in others, showing twice or even thrice the normal effectiveness.

Andreias Amarantos- 600
Having been bathed in holy flames blessed by the Gods of Olympus when you were younger, you share a similar blessing as Achilles. Your body has become invincible, at least in regards to those that lack the divine. Any attack, no matter the power or nature, will fail to harm your body should it not be delivered by a divine weapon or a divine being, even magic or powerful conceptual weapons. To truly pass this defense, the divinity must be equal to that of at least a demigod with one powerful parent or the equivalent, and lesser amounts of divinity will result in only a small percentage of the incoming attack being able to affect you. It is also possible for enemies to trick their way past this blessing, by attacking with an 'act of friendship', such as being bitten by a vampire who intends to turn you into a vampire like them. Finally, your one true weakness that all can strike at, is that one of your heels were unable to be covered in the fires and not only does that heel lack your invincibility, specifically striking it with enough power to damage the heel will result in your invincibility being deactivated for a full day.

Herculean Skill- 600
Were you raised alongside Heracles, learning the arts of war with your cousin Demigod? It might be one of the few situations that explain your outrageous skill with all forms of combat. Be it sword, bow, spear, wrestling or any other weapon that can be found in this time, you hold divine levels of skill with them. Even warriors that are many times stronger and faster than you can find themselves hopeless against your arts of combat. It's possible to find people that manage to surpass you, somewhat, but they are few and far between, such as comparing your archery to that of Atalanta's.

Still, while you may not be outright perfect in skill, you have a special benefit that no one else but Heracles seems to have. You can create martial techniques that act like spells, drawing on your stamina in order to use weapons to accomplish supernatural things. Using your knowledge of the bow to create a combat move that allows you to shoot a hundred arrows in a single motion, which will endlessly kill anything it strikes down even once to completely counteract most forms of regeneration and immortality, like what Heracles used against the Hydra. Once you've done these, you can effortlessly adapt the technique to other weapons or even the use of magic or your own body. It may lose in effectiveness, such as your hundred bow shots becoming nine slashes of the sword or nine beams of energy, but this adaptation is instant, compared to the several days of practice your techniques usually require, and the new forms of techniques can even be made suited to specific kinds of foes in minutes of focus.

Creator

Witch In Training- 100
Magic is at once both plentiful and rare in these times. The world itself is abundant with magic, in the land and in the beasts, but humanity itself has far less access to it than in modern times. While magicians and witches are known factors, they are not things everyone can be. You have the luck to be one of the special few with the potential and the training to start making use of your power. You're still a novice, with a few years training in a handful of straightforward magical disciplines, but you're quite capable with your power, utilising the energy in your body and the world around you with significant skill. An elemental mage would at least be able to destroy small buildings without much effort and would be a highly desired force for any practical king's army. If you have a special talent, strange as it may be, it's your ability to cook pancakes. Apparently, you have the skill to make anything into a delicious pancake. Even say, a demon god, should you have it restrained, beaten and unable to resist. The pancakes might look weird and have weird effects but gosh darn, they'll be tasty.

Once Every Century-100
Talent that comes only once in a hundred years might stand out at the time but against the expanse of history? It just means there's been a dozen or two others like that already. World class talent might be the peak of what normal human's can do but it's just the start for those in the magical world. Like the famed Salieri and his music, you have that world class talent in one art form of your choosing. Singing, the piano, painting, architectural design, acting or some other method. With just this and the right connections, you could certainly go down in the history of the mundane as one of the greatest performers of your art to ever live. But you've got the potential to go further, as you find yourself having a moderately easier time learning magical spells and abilities closely associated with your chosen art, as well as such things becoming easier to use and somewhat more powerful as well. Magic cast through a special instrument of the musical art you've mastered would be stronger, whereas a great painter would find magic relating to manipulating paintings and drawn images to be significantly better for them than any others.

Medical Mage- 100
Those who use powerful magic often focus on power, personal or in their minions, and rarely do the greats of the magical world look to the ailments of the little folk. Perhaps you can fix it, given your great talent in both mundane medicine of this time, making use of herbs and natural remedies along with the beginnings of more modernised medicine, as well as healing magic. You have a decent amount of magical power, similar to the witch in training above, but your skill is all focused on supporting magic. Healing wounds and sicknesses is quite easy for you and you've got experience with all kinds of curses, poisons and supernatural ailments. You're far from a legend right now but you've got a lot of talent for the subject, making improvements easy, and your healing spells are somewhat stronger than normal for the energy you spend. To add to your skill, you also possess a very calming, peaceful demeanour to others that lets others remain calm and destress with just your presence, while easing the passing of those in pain. It also makes you terribly cute, though that itself may be the reason others find you so nice to be around.

Prodigy's Curse- 200
Artists are ever so jealous of each other. It can drive them to do some crazy things. That's the story, isn't it? That you went mad after your rival surpassed you and stabbed them to death. It's what everyone says. Just a rumour? I doubt anyone will believe you when you might kill someone just by

getting mad at them. Killing intent is very much a active force for you, a literal energy that you can shape and draw out as if it were mana. Gathering it into physical form, shaping it, even using it to power magical abilities. Killing intent and malice provide great power and corruptive ability to what it is imbued into and even when using just the raw red energy by itself, it can cause severe mental damage on those it touches or outright kill the unprepared, weak or those without magical resistance, the intent ravaging their minds and spirits. Particularly potent when mixed with magical energy and even more so when used with music-associated magic, turning normally weak musical incantations into weapons of extreme lethality. The killing intent must be kept tightly controlled however. Much like the stories that sometimes go around about your temper, letting this energy roam without a leash could result in hurting someone just because they annoyed you.

Treacherous Witch- 200
Not all ill reputations come undeserved. The legends about duplicitous and treacherous witches may just be true in your case, though it's just as likely you've long since hidden any evidence that'd lead to it being known. You're terribly good when it comes to telling lies, both tricking even a cunning and wise observer with your words and making experienced, capable fighters fall for your feints. Particularly, you are good at concealing your own magic and the effects of it, preventing others from detecting the use of your magical energy and hiding your spells from even those with magical sight. Enough skill or a special ability of sufficient power can still let people see through these magical lies but as your own general magical talent increases, so too will this obfuscation talent.

Little Echidna- 200
Life has so much potential, especially when it's guided by a knowing hand. For you, the magic that alters the living is practically in your genes. You've got the ability to morph, change and twist the bodies of living things, simply pouring magical energy in while thinking of the desired changes. Mutating and making others into monsters is almost as easy as breathing, turning humans into piggies permanently is just the start of what you can do. Shapeshifting yourself and others and cursing others into extremely powerful monsters with enough energy are your staples but you can learn to take your innate ability and twist it towards controlling your creations, as well as other beings, or enchanting your effects into food or drink. It's even possible for you to learn to create new life, though that may turn out to be a long term goal. Your innate ability is quite great and while the energy costs can be significant, they'll be easier to manage the more comprehensive your knowledge of the biology you are twisting is, and you'll find yourself with no small amount of talent with magic that deals with biological manipulation as well, though this natural capability of yours usually results in much more effective creations for the energy you put in compared to normal spell equivalents.

Magical Corruption- 400
A good enough wizard doesn't stop at mastering his own magic, he even masters the magic of those around him, a lesson you've taken to heart over the years. You're exceptionally good at detecting and altering active magical effects, even extremely complex and long term ones like a Holy Grail War, allowing you to achieve normally impossible things for that system by adding more energy and making your changes or change the target or purpose of the effect, along with other effects. Altering the target of an attack spell in flight, changing the process of a magical war ritual or interfering with a summoning spell to use it to summon someone you prefer instead of the original target. You've got very quick reflexes with this, which does help with using it in combat, but complex changes are likely to require longer rituals that may take hours or days and making alterations to large systems

can be horrendously expensive. All the more worth it in the end and just switching the targets of simple combat spells is quite manageable.

Little World Maker- 400
There's a reason many witches come to be quite sedentary with their lives, especially as they become older and more skilled. It's the same reason few dare to approach the fortress you may call home, your enormous talent for creating magical territories. You've got extreme, almost unheard of, ability to create Bounded Fields, areas filled with magical energy that can apply a variety of magical spells to those within, and similar magical constructs, as well as the knowledge to apply a huge variety of effects. Fields to alert you of intruders and provide information on them, to greatly buff your powers while decreasing those of your enemies, that automatically attack intruders with preset spells and more. Your fields are significantly stronger than normal for the energy that you put in and much larger in scale as well, such that any decent witch could cover a small town in a single field without an issue and a great one could surround a sizeable island in many at once. You find it easy to enchant your fields with spells or magic that you know and can effortlessly link your fields to aspects of the environment they are on or around, such as to leylines to power them independently from you or even to people to create mobile fields. Should you have the time and resources, you can make a home base that is almost impenetrable to any hero. Eventually, with enough skill in other fields of magic, it may even be possible for you to turn the Bounded Field magic into something approaching the rather more impressive Reality Marbles.

Formulation- 400
The world is a wonder of mathematics, a wonder laid bare to your eyes. The formulas of the world are to you like the light in the air is to other beings, something you naturally perceive and understand. Anything that could be called a formula, you find yourself very quickly and easily comprehending, from complex mathematical equations to esoteric subjects like magic or magecraft spells, and once you have comprehended something, you find it possible and often quite easy to restore it from a damaged or partial state, even to alter that formula should you have enough knowledge about it. Taking an existing spell and changing parts of it or even upgrading it is possible should you have a wide enough knowledge base in the magical field. It makes magic quite easy to learn and makes knowing magic already a lot more dangerous.

Tool Creation- 600
The ability to make and alter tools at an astonishing level. Designing and crafting magical tools of exceptional power is easy, from potions to magical weapons to siege engines, and even creating non-magical implements that can accomplish magical effects at a lower level is entirely possible. You could with time, design and create some of the greatest weapons wielded by heroes in this age, provided you find the tools and resources you'd need to do it. Your talents lie particularly towards weapons of destruction and war, as your inventions in that area seem to end up having far more power, lethality and effectiveness than you had expected from what you designed. Lastly, when forced to spend time amongst other living beings, you also find that your capabilities with tools can be applied in certain ways to living beings, letting you trick and manipulate other people to do what you want with quite a high degree of skill.

Top Five- 600
It was Hecate herself who saw the great potential in you for magic. It was also that Goddess of Magic that decided to take you under her tutelage and see how far you could go, perhaps even alongside your fellow pupils Circe and Medea. To say you impressed would be quite the understatement.

You're every bit the fully realised equal of both possible peers, at least when it comes to magic in general, given you lack their particular specialties that are detailed in earlier perks. You have a very in depth training in dozens of different areas of the magic found in the Age of Gods, letting you warp the natural world with ease and quite capably handle yourself even in the company of demigods like Heracles or Achilles. From curses and the elements, to enchantment, supporting spells, alchemical creations and all sorts of minor and major disciplines, you're one of the greats. It's helped along by the very high amount of magical power at your command, both within you and the energy you easily command in the world around you, that makes even melting down a mountain a matter of moderate effort.

The High Speed Divine Words taught to you by Hecate also mean that for all but the most complex spells, and for actual rituals, you can cast spells with just a single word, even if they would normally require several minutes of casting and lengthy chants. A wonderful aid when dealing with heroes fast enough to race the gods themselves. Finally, Hecate's favour has resulted in a fair amount of similar favour when dealing with other deities of magic, or those with similar power or authority over such things, letting you much more easily befriend and enter contracts or services with them.

Omnipotence, So They Say- 600
A natural born genius, with a mind like Da Vinci, possessing unparalleled intelligence and talent at all things, even when you seem to lack the necessary traits to really ascend to the top. Not only are you able to effortlessly unlock most puzzles and solve most problems, you can absorb entire fields of academic study into your mind in just weeks of study or master multiple systems of magecraft, such as alchemy or elemental magecraft, in a few years, even should you be a completely ordinary first generation magus with just a few ordinary circuits. Whether it be a skill or an ability, you simply possess an overwhelming talent for it that when combined with your own breathtaking genius, allows you to quickly become world class and then surpass what is thought possible by almost anyone else, despite being a normal person. You're incredibly smart, are incredibly talented in all you do and can take these skills far higher than normally possible for ordinary people.

Monster

Monster Form- 100
No beast is such without a form to much. You're no common beast either, not a wolf or a hawk or anything so mundane. Centaurs, Minotaurs, other hybrid creatures. Little drakes and would-be hydra snakes. You have the form of a beast but for now, it's still a little beast. It might be because you are young and inexperienced or it may just be a beastly form that is not that far beyond a normal human. Whatever you choose, you're a fair bit stronger than any ordinary human, bending steel and travelling faster than a horse is a simple matter, but you don't have much power to threaten a hero with. Any magical abilities you have, if any at all, are very minor such as spitting smaller fireballs as a drake and you have the instincts to perform well as a natural member of your species, in and out of combat. Depending on your choice, you may grow significantly stronger with years of growth and/or effort but your potential is not particularly higher than any young hero. Your monster form will become an alt-form at the end of the jump.

Born Hunter- 100
Hunting. It's in the blood when you're a monster. You prey on the humans, so they say. It's true that your kind has likely given them reason to say that and you can feel that reason every time you walk in the woods or set your sights on a prey animal. You're a naturally skilled hunter, able to track even lesser magical beasts over long ranges and sneak through dense forests without making a sound. You've got great instincts for when the right time to strike is along with the patience to wait for hours without moving an inch. Even the thick underbrush won't slow you, as you find it easy to move at full speed in almost any natural environment. You're a deft hand with a bow or, should you lack the tools to use one, are simply notably better than normal at bringing down prey with your natural weapons. To finish the hunt, you're well able to prepare and cook anything you catch, often to quite the tasty degree.

In the Guise of Man- 100
Both the half-monsters and those fully entrenched in the other side may find times when taking a lesser form, a human form, is almost vital to their goals. Like many of the more experienced or magically powerful creatures of the world, you are able to swap between monstrous and human forms or in between states at will, able to draw on just a small part of the power of your true form when as a full human or taking a smaller, humanoid state that keeps some of your monstrous traits to retain a larger fraction of power.You do need to draw on everything at once, so taking on some of the power of your monster form when that monster form has intense killing instincts will force you to take some of those instincts on as well. It can be helpful though, to gain the use of opposable thumbs without reducing your capabilities too far. This applies to other alt-forms or races as well, allowing you to take human or humanoid forms in them without fully giving up the powers of those forms. It's also possible that, with significant experience or magical skill, you could learn to retain a greater percentage of power despite taking a human state.

Grecian Idol- 200
Men are such silly little things. They may have their vaunted claims to heroism and yet whenever you've met one, they've fallen over themselves to make you smile, even if they came to kill you. How charmingly pathetic. It's a quality you have, being like an idol among men. You have unnatural beauty and charm in regards to males, particularly potent with human males and equivalent species, that makes them desperately desire to protect you and make you happy. It's quite effortless to charm and seduce them, especially with your rather capable singing voice. It's something of a

supernatural melody that only further ensorcells the mind. It's possible to shrug it off, certainly those of good fortitude can generally ignore your appearance alone but it takes quite the hero to be truly unaffected by your siren song, as even men with hearts of iron can have their resolve weakened greatly. Should you choose to indulge the paltry courtiers you gather about, you'll also find yourself very talented at making them happy in your chambers. If you wish, you can make this apply to females instead of males.

Beast of the Soul- 200
Talk of spirit animals is hardly just jesting back in these times and for inhuman beings, it's almost commonplace. Many monsters have a supernatural connection with a kind of animal, often one they resemble themselves, such as the dreaded Gorgon Medusa and her snakes. Taking this allows you to choose a kind of animal, such as snakes or spiders or wolves, and gain a potent magical association with them. Not only can you expend your own magical energy to create these animals in different kinds and, with enough energy, even supernatural capabilities, you can also freely command any example of the species not more powerful than yourself. You can even turn parts of your body into that animal or parts of that animal, such as turning your legs into those of a spiders or your hair into snakes. In regards to skills or magic associated with your animal, you'll also find greatly increased ability. A snake would make you much more flexible , have greater skill with chain and whip weapons and heightened ability at the use of stealth, along with thrice the power when using magic specifically associated with snakes.

Honored By The Stars- 200
A constellation representing you has appeared in the night sky above the worlds you reside on, though the truth of that stellar formation may be different on exiting the world. Shaped in a representation of yourself, it is evidence to all those that can interpret the constellations, such as magicians and divine beings, that you are a person with a great destiny for heroism ahead of you, one that may lead them to favour you or seek your support in light of your future importance. But more immediately, the constellation is able to support it's originator in the form of a limited conceptual materialisation of itself. By pointing to the sky, a thin beam of light will shoot down near instantly from your constellation, even in the day, and home in on whatever target you can see. Even threading through the tiniest gaps to strike, the laser will only miss with magical intervention. The attack does not have high power, though what it has is more than enough to pierce a thick castle wall in an instant, and thus you will need to aim carefully. Only one shot can be called down per day but should you be gravely injured or worse, the attack will automatically activate without you needing to aim, homing in automatically on the enemy's weakest point that you know of.

Mystic Eyes- 400
It is through the eyes that the soul's power is made manifest. Some eyes show that power a lot more strongly than others. You possess a pair of very high class Mystic Eyes, equal to the ones that Medusa has in her human form, that are capable of a incredibly powerful magical effect transmitted through sight. It can be as classic as petrifying anything seen or forcibly bending to your will anyone that looks into your eyes to as advanced as granting you powerful sight-based telekinesis or letting you cast your spells through sight. Whatever you choose, it is extremely difficult for others to resist the effects and even those with potent magical resistance still likely feel a reduced effect instead of nothing. Your eyes will grow in power as your magical power does as well and it is possible to learn new techniques, such as expanding the effect of your eyes into a bounded field around you or embedding the effect into the eyes of others for a short time, with enough practice. Given the magical nature, you can also choose what your eyes look like.

Night Hunter- 400
Death from afar, the flying strike that lays low both demigods and great beasts before they even knew they were under attack. You have skill with a bow and arrow that can only be called divine, capable of using even a normal bow to clip the wings from a fly deep in a forest, while in another forest entirely. Should you be in combat at closer ranges, you'll find yourself somehow just as effect, firing off arrows at speeds that leave modern machine guns struggling to approach your fire rate and even using your bow itself as a deadly weapon. Much of this is due to outrageous, unnatural skill with a bow but it is greatly aided by the unbelievably advanced senses you have. Each of your senses has hundreds of times the strength, accuracy and acuity of a human and is well suited for high speed movement and long distance observation. You could fight ably in complete darkness just by relying on any one sense but sight and your senses are even able to pierce through strong magical illusions and protections. Should you have any sort of magical detection already, it will also be far sharper.

Four Legged Scholar- 400
Few monsters are bound to a human lifespan. Most are outright immortal, if not incredibly long lived, and that can often be seen in the sheer breadth of experience most intelligent non-humans possess. But even among immortal beings, you're a stand out example of a life well learned. You hold very broad knowledge of almost all things in this world. Different magic styles, countless combat techniques, medicine, science, the use of many different weapons and implements, almost any skill that can be named without being unique to an individual or being a special power instead of a skill anyone can learn, as well as having to exist in the time that you take this. While many might consider you a master of these things, you cannot compare to true specialists. While you skill in varying forms of magic is broad and deep, legendary witches like Medea would greatly overshadow you. Your talent for combat with fists and weapons is that of a master to most but only that of a journeyman compared to Achilles or Heracles. If an ordinary master were a ten and these legendary heroes were a hundred with their specialties, you'd be something like a fifty.

However, your true blessing lies in your ability to pass on that which you know. You are a teacher of near-supernatural excellence and should you allow others to learn from you, will be the one to create numerous legendary heroes, very much the equal of Chiron himself in this field. Bringing others to your level of skill, even training their abilities and bodies beyond normal human limits, is quite easy even within just a few years, but you also find yourself able to awaken potential in your students that lets them grow beyond what you can teach with ease, especially once they begin to adventure on their own. Your students, even the rowdiest, find themselves easily falling into the perfect mindset to learn from you and can even retain any natural anger they might have while you teach the.

Monster of Myths- 600
Sirens, minotaurs, harpies, centaurs. They're impressive magical creatures but they're not usually the sort of thing that a demigod would have stories told for triumphing over. That's another breed entirely. They need things like what you are now to fight for legends to be made. The hydra, the nemean lion, the chimera. Dragons, demons, divine beasts of power such that they can challenge lesser gods. You're able to take the form of one of these legendary creatures, even one of your own designs. With a physicality easily capable of killing most of the heroes of these lands and certainly threatening figures such as Heracles or Achilles, your threat is only further heightened by your immense magical power. Magic is so tightly entwined with your body that a few drops of your blood could match the output of mana from a modern magus. Cities and mountains would disappear before your wrath, should you have the means to make use of this energy.

It's well you do, several in fact. The legendary creatures of Ancient Greece were not known for just physical power. You can choose up to three magical abilities to have as innate parts of your form. The Hydra's infamously toxic breath and multiplicative regeneration or the Nemean Lion's immunity to all works of man, even the mighty breath of a dragon and their unique reactor souls. The less abilities you pick, the more powerful the magical ability but even three at once would each be things to prize. Additionally, your current state is not the end of your advancement. Should you perform monstrous acts while in this form, such as indiscriminate killing for pleasure, you'll find that the form will slowly grow in physical and magical power, potentially even in size as well, to scale with the awfulness of your deeds. Your body coming to reflect the monstrosity of your soul, it appears.

Metamorphosis- 600
Into your body was placed the corpse of a certain legendary magical beast, which altered your body forever more. Their pelt became your skin, their muscles your own, their bones within your very body. Or perhaps that's merely what it feels like when you activate the bestial transformation you now have access too. Your form is now an ever-changing beast in it's own right, increasing your strength, durability, speed and agility, even your magical power to enormous heights. Not capable of contending with a divine beast, or the monster option above, but at least enough to kill lesser heroes easily or wipe a city clean of life in a day. It's also possible to temporarily transfer this enhancement to weapons you hold, greatly increasing their potency and transforming their appearance while you hold them. But this is just the start. You are able to take on the forms of beasts that you have slain and eaten, such as placing the wings of a hawk onto your back to fly or granting yourself greater strength by taking on the limbs of a bear.

Your body has a special quality that allows it to constantly improve. Every moment you are in conflict, with a foe or the natural world around you, your body will slowly shift and improve itself until it can conquer that challenge. Gaining stronger muscles, growing new limbs, your skin thickening into armor, even seeing your magical abilities very slowly increase in potency or new powers slowly form within you. The progress can take hours for more significant abilities but providing yourself with worthy prey can ensure that your never stop improving as a predator.

I Am Spartacus- 600
Men can be monsters. Not just of the heart, the way everyone has heard a hundred times before. But of the flesh. Taking their bodies to such heights that they shatter any possible notion that their muscles still obey they laws that restrict all men. You've rebelled against those limits on your body, even as a mere human, and become too huge to ignore. Your body is a marvel of muscle, with the physical power to wrestle and struggle with powerful demigods like Heracles, though you couldn't truly do more than prove an able but futile contest for him, but also endure such a beings blows to your body. Your endurance is your greatest strength, you even possess a moderate healing factor that replenishes most cuts and bone breaks in several minutes. But you can take that endurance much further. When people inflict damage to you, you can convert that damage into magical energy within you, still suffering the wound, but able to either use that new source of energy as normal or enhance your body's physical abilities and rate of healing with it directly. This energy can even be used to enhance physical objects you touch, from weapons to the debris caused by your attacks, and enough build up will cause you to grow in size and mutate into a terrifying monster. There is no limit to the build up and with enough energy, you can unleash powerful magical blasts that can erase entire mountains instantly, but the energy will slowly fade out if you cease to take damage from an opponent.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Royal Steed- 50

Every king needs a proper horse to survey the battlefield from. It'd look pretty bad if you were walking while you troops rode too. This beast here is one of exceptional quality and size, just not in any divine sense. It's a horse big enough to comfortably seat an eight foot tall man made of bulging muscles, though it can easily adjust to smaller riders as well. It's smart for a horse, though not at a human level, and happily works with you to perform as best as it can. It's certainly capable of crushing ordinary soldiers without much trouble and can run as fast as most modern day cars too.

Bath House- 50

A marble bathhouse now exists for you, attached to some property you own or standing on it's own. Large enough to house several dozen bathing, relaxation and massage rooms of varying sizes, maintained by a staff of highly skilled but otherwise normal attendants and even constantly supplied with water of the right temperatures, special herbs and a apparently endless supply of Roman food and drink. It's the perfect place to relax, especially since bathing in the waters here makes people feel much more uninhibited in their thoughts and actions. It helps engender the sort of satisfyingly degenerate atmosphere that the Romans used to enjoy, one where happy endings come often and repeatedly.

Ruler

Lord of Lions- 100
A stable fit for any emperor, particularly the ones with a Christian problem. A dozen enormous lions lounge around you now, each a loyal and loving pet that just can't get enough cuddles from you. They're big enough for an adult to easily ride and strong enough to tear a armoured soldier in half with a paw slap. They're great for keeping you warm and well trained at guarding people and places, plus they make you seem a lot more kingly when you have one of them near you.

Imperial Blade- 200
A twin option, for there are two choices to make here. Two legendary blades of the Roman Emperors are available for purchase here. The first is that of Aestus Estus- The Original Flame. A powerful magical blade forged from a meteor's metal, the blade is both nigh unbreakable, unnaturally sharp and able to alight with the flames of the heart of a volcano, melting most of that the metal touches and badly scorching anything that comes near or even further given that the sword can unleash great lashes of flame at your command. The other choice is Crocea Mors, fabled weapon of Caesar himself. It bestows great luck upon the wielder in battle, both against personal foes and on a wider strategic scale, as well as often enabling the wielder to instantly attack again after they make an attack, sometimes even multiple in a row. As far as anyone can figure, it's a roll of the dice as to if and how many times it happens for each time you hit a foe. You may import existing swords into either option.

Home of Luxury- 400
A vast arena, much like the grand Colosseum of Rome, is now yours to own. This massive arena is made with all the finery that ancient Rome could offer and is deeply connected to your very soul. You have the ability to summon the arena to or around yourself with a thought, spending a small amount of magical energy to call it and maintain it, though even a basic spellcaster could hold it for hours. With your connection to the arena, you can freely customise it's appearance and facilities between summons, turning it from a battle arena into a theatre stage complete with art workshops and kitchens or even into a massive, magical water park. When summoned, it replaces whatever environment it was summoned over for the period of time it is maintained, including altering conditions and magical rules to fit the ordinary setting of Rome that this arena calls home. Handy for preventing enemies gaining bonuses while on their home turf. The arena slowly but steadily raises your physical and magical abilities to a cap of around five times your normal levels should you be fighting an opponent here and wait an hour, whereas your opponents will feel their capabilities drop to half the strength in that time. It's difficult to escape, similar to a Reality Marble, but possible for those with exceptional power, magical skill or unique abilities.

King In Your Own Right- 600
You've taken charge of your own kingdom in full. While it may not be an equal for mighty Rome, it is no backwater kingdom either. You rule over a sizeable, wealthy and fairly powerful kingdom, one similar to the more powerful states of Greece or a smaller district of the Roman Empire. Your kingdom has a high propensity for bringing about heroes of varying levels as well, more often than not ones quite loyal to your kingdom. Someone like Heracles isn't likely to show up more than once a few generations but lesser heroes are quite common. While small now, the kingdom may be expanded and improved through your efforts and will retain those changes as you bring it forward to new worlds, where it will slot in to the world, fitting into history or appearing from nowhere.

Conqueror

Sword of the Jumper- 100
When the hour is grim and your men lose hope, it is your sword held aloft that will catch their eye and inspire them to stand once more. This simple blade of a design of your choice is a representation of you as a king and a commander. A magical blade of some strength, it's real benefits are that your allies that see the blade will feel themselves filled with vigor, strong morale and a belief that they can keep fighting even when it seems hopeless. An effect that will become more potent the more your forces actually do believe in you already. The sword is also linked to a small rift, allowing you to store any single mount or vehicle of your choice and instantly summon it to your location by cutting the air with your new sword, which opens a rift of size equal to the cut you made. Sadly, the cuts don't have any effect beyond opening this rift, though clever use could make the portal a nice way to chop things that are hard to cut. Maybe a particularly difficult knot. You may import a melee weapon into this item.

Sword or Shield- 200
Offense and defense remain ever as important as each other. The common shield bearing spearman may not be impressive to look at but he remains highly effective, only moreso when he's a budding demigod with this sort of magical weaponry. The two options here are bought separately, both at a discount for this origin. You may import a spear/sword or shield respectively into the options.

The first is a spear, Durindana. A golden throwing spear that is said to be able to pierce anything. While it's not quite that impressive, even a Demigod like Heracles could see it cutting through his nigh-impenetrable skin. Short of extremely potent magic specifically focused on defense, like the shield to come next, it's impossible to defend against the weapon. Certainly, anything mundane will be pierced and cleaved without issue. The spear itself is also able to shorten it's long staff and become a simple long or short sword. It's not looking like much but it's surprising what being able to instantly extend the reach of your weapon to that of a long spear can do for you.

Rho Aias, a seven layered shield of impenetrable might. The shield itself is as capable as any magical shield could be asked to be, not invincible but close enough and a handy weapon at the same time. It's true power is when a small amount of magical energy is poured into the shield, which will caused seven enormous bounded fields to be created, appearing like petals of light layered over each other. These petals are an absolute defense against any thrown weapon, negating the attack without question. Even against attacks that are not thrown, the layers each themselves are as tough as a mighty fortress and significantly reduce the power of an attack as it breaks through each layer. While energy must be constantly put into the shield, though the cost is low, to maintain the petals, they can be summoned at any place and in any orientation that you can see from your current position in a moment. Not only can you protect yourself from surprise attacks while wearing the shield, you can potentially extend the petals to cover entire castles in their embrace.

The Argo- 400
The great golden ship that led the Argonauts on their legendary journey. More than merely a sailing ship of supernatural make, speed and agility, the Argo is layered with many divine protections that grant it a range of powers. The ship moves with the force to cut through other ships with ease, can control strong winds to move itself as it likes and even attack others near it, command the waves near the ship along with the lesser creatures that swim in the seas and call them to aid the ship and it's crew. The weather on a larger scale acts in ways favourable to the ship master, aiding them when

near the ship and striking down at foes, damaging or delaying pursuers. The ship has a crew, one of seemingly inhuman make, as they never need sustenance and can expertly pilot and defend the ship. They appear to be automatons of some kind, though are unresponsive to anything but the captain's orders. You may import a vehicle you already own into this option.

Three Hundred Good Men- 600

The might of Sparta at your fingertips. You have a force of three hundred loyal and powerful Spartan warriors, each equal to a several hundred superhuman warriors in their own right. They all have the potential to grow far stronger and more lethal than they are now, particularly given that each one will return to you after death in just one day, and you can summon any number of the three hundred Spartans to your side in but an instant. The warriors have perfect teamwork and nowhere is this clearer than their special defence. Should they manage to survive an attack by blocking it with their shield, they can return it back at the opponent but with even more power, with the returned power increasing with the number of Spartans that blocked and reflected the blow. You may treat the Spartans as followers or companions in the future, though importing them as a group will force you to divide the import among them.

Demigod

Power Metal- 100
When you're up to the three hundredth monster just this fight and you're not one of those lucky guys with the legendary weapons, a hunk of stone will do just as good to bash some heads in. Luckily for you, hunks of stone and metal are never far from your hand should you need a weapon. Whenever you need it, you'll be able to find a weapon-shaped slab of stone or metal nearby, like a somewhat sharp stone shaped like a curved sword or a bended piece of metal with heavy wire that somehow works as a bow. They're crude but functional and are seemingly always tough enough to withstand your strength, though they become less tough when used for something other than direct combat.

Apples of Immortality- 200
Unlike in similar cases, the divine spirits of this land lack ageless immortality. The Greek Gods must sustain their lives on the Apples of Immortality, things of such golden beauty that any human that sees one in front of them is irresistably compelled to pick them up, unless they can resist the magical temptation. The apples themselves add centuries of life onto the lifespan of anyone that eats one, along with healing all but the most cursed of wounds and bringing the eater to a much healthier condition overall. Even one bite from an apple is enough, though it loses much of it's power after that first bite, and the apples themselves are likely to be the freshest and tastiest you'll ever find. You've got a woven bag containing twenty apples, which refills at the end of each month.

Amazon Born- 400
These are wild times, even with many civilisations rising to their peak. There are still countless unexplored and lost places in the world, such as the hidden amazon cities. You call one of these places home, an isolated wilderness retreat for the people that birthed and/or raised you. It may even be one of those amazon cities, like the one led by the legendary Hippolyta, in some strange twist of fate should you be male. Your birth in these lands has led to somewhat increased physical attributes, though you lack anything truly special. While you are not the leader of this tiny kingdom, you are a greatly favoured child of it, an apparent relative of the leader, and the numerous heroic figures that also call this place home are glad to aid, train and support you. While their resources are not great, they have significant military power, and finding the city is almost impossible. Even the aid of powerful magic or advanced technology may still take years of searching. In future worlds, you may find yourself in a similar situation, having been raised or born in some lost kingdom.

Trojan Reinforce- 600
Twelve of the greatest warriors the Amazons have ever produced, short of their great queens. These battle sisters were raised alongside you since you were all born, training to act in perfect harmony with each other and with you, their chosen leader. In fact, such was the loyalty and love that they grew up into feeling for you that they are even willing to abandon the Amazon kingdom and follow only you. Each one is a lesser hero in their own right, the equal of a small army, and equipped with several moderately powerful pieces of magical equipment. While the twelve women each have their own specialties in combat, such as a potent archer or steadfast shieldbearer, and out of it, the team's wonderful cook or their favoured bard, the true power of these twelve manifests in the way that they can take on a portion of your own powers. No more than ten percent at the very most but it allows them to always perform as the royal guard they were born to be for you. The group acts as a companion together and imports will be either divided among them or focused on singular individuals.

Creator

House of the Witch- 100
Every young witch's favourite birthday present, at least until they know how to make it themselves. This small house is rather rudimentary when it comes to living necessities but quite filled out in regards to potion making. Not only does it have a high quality set of tools and appliances towards creating potions, poisons and designing magical rituals, it also comes with a weekly replenishing stock of low to mid range potions in the pantry. From youth restoring drinks, potions to plump or slim down the form, some love potions and even a few useful for combat potions that can temporarily improve strength and speed. The house also always has a fresh batch on pancakes ready on the stove, covered in your choice of delicious topping.

Witch's Robes- 200
An expanded wardrobe, placed in a home of your choosing, which contains all sorts of outfits perfect for a young magic user. These cloaks and undergarments are quite heavily enchanted, certainly superior to the full metal plate men will tote around much later, and have a range of magical abilities for the one that wears them. It allows for fairly fast flight at your will, is covered in a half-dozen decent bounded fields that alert you of and ward away danger and damage, can be used as a somewhat effective weapon and have spells channeled directly through it, which also lets it be much easier than normal to enchant and improve further with magic. The cloak is also able to store your spirit should your body be destroyed, letting you live on in the outfit until you can possess physical form again. Wearing more than one of these outfits won't do much but you do have over twenty alternates, from the classic mysterious magus look to something a little more magical girly. You can import an existing outfit into this.

The Isle of Jumper- 400
Just a little hut isn't enough for the legendary wizards and witches of this time. Like Circe herself, you've got a sizeable island in the seas surrounding Greece to call your own. Large enough to able support a castle-sized residence and a small village as well, with decently sized forests surrounding each, the island is surrounded at varying distances by many powerful wards that turn away the curious and slow, attack and sometimes destroy invaders. The waters and shores are treacherous and filled with loyal beasts and monsters, though the island itself further in is quite idyllic. The village is populated by two hundred or so decent but simple folk that look to you as their lord and don't ask many questions. Able specimens, particularly as they quickly replenish lost numbers without much issue. Your own home is at one of the higher points of the isle, overlooking a tall cliff, and is quite the extravagant affair. A luxurious mansion with an even more expensive and certainly more advanced magical workshop within, the sort of thing even some of the greatest magi in history would be ecstatic to have access to. It does have a lot of materials focused on human experimentation though. I guess Magi never change.

Jumper's Box- 600
How odd. A massive black cube floats in front of you, twinkling as little lights appear and disappear within it's inky depths. It feels quite familiar to you. There are legends of a particular box, the one that Pandora opened thousands of years ago and released awful things into the world, but this cube doesn't feel right for being that one. It feels too much a part of you.

As Pandora had her box, so too do you have your own and it's something of a special box. The box moves to your will and is always by your side should you wish it, even shrinking down to fit in your

hand when you desire. For others, most of what is contained inside are curses but you might see them as blessings. The cube can spew out mud in enormous floods, somewhat similar to that created by Angra Mainyu in another time. The mud acts to your will, attacking and defending you as you command it mentally, with enough power to kill many strong heroes and even defend against legends like Heracles for a time. There's no limit to how much mud you can produce with the cube or control either. More notably, the mud can form itself into heroic spirits, somewhat lesser versions of the heroes that roam the world in the times you now live in, though still a capable threat against the people of these times. While the mud, much like Angra Mainyu's, must cover and corrupt a spirit to be able to control and produce them, you cube has apparently already eaten up hundreds of heroic spirits from dozens of different cultures. It currently lacks figures on or above the level of power of Heracles and only one of each spirit can be made at a time, but it still results in a powerful army that follows your commands absolutely.

The final secret of the box is that it is truly your own box. Not only does even opening the box against your will or somewhat damaging it require multiple immensely powerful magical engines with the capability to warp reality, such as proper Holy Grails, outright destroying the box could require something as immense as the efforts of a whole World. Deep within the box, the Hope that forms the core is in actuality, you. The most important part of you, your soul, kept safe and guarded by the shadows of the box within it's centre. Should you perish from outside of the box, you'll be able to restore your form from the black mud in a short time. Others would need to force open the box for enough time to delve into the vast, muddy depths of the box and destroy your soul from within or destroy the box outright to get at your core.

If you somehow have a box you'd like to use, even as just cosmetic changes to the outside of this, you can import it into here.

Monster

Sealing Cloths- 100
As befits the nature of being a monster, not all your powers may be ideal in all situations, particularly those that are difficult to control. There are solutions for such things, however, and this small chest contains a range of clothing accessories made for different parts of the body that can each disable a specific power linked to that body part while you wear it, though you can take it off at any time and it will not hinder you. A blindfold that you can see through while sealing your dangerous petrifying gaze for instance. They won't work on enemies but allies can use them as well.

Beast's Fang- 200
Some monsters, notably those in humanoid forms, enhance their capabilities in a similar way to humans- they make use of tools. This weapon is a tool most suited to you, as it is based on an animal closely associated with you, and magically enhances you in relation to feats connected to that animal. A snake association may result in a similar spiked chain as Medusa owns and significantly enhance the flexibility, acrobatics and striking speed you have while fighting with the weapon. The weapon itself is a fairly powerful magical weapon and will have high quality attributes, perhaps even a moderate magical power of it's own connected to that chosen animal, such as poison. Whatever the case, the weapon acts as an extension of your body and you will be naturally masterful at it's use, even should you have no formal training in it. You can import an existing suitable weapon into this.

Labyrinth- 400
Every man's home is his castle and every monster has their lair but only a few can bring it anywhere. You're one of those few, able to call a 'labyrinth' into being in the world around you, trapping you and your foes in a maze designed from a place you call home, though you can change which place you call on. In effect, you drag yourself and any nearby foes into a pocket dimension that cannot be escaped unless they find the hidden exit, which may not be impossible but may be extremely hard, or manage to kill you, as you cannot leave without letting the enemy leave with you. There is no escape outside of these two points and you'll find yourself greatly boosted in strength, speed, endurance and tracking capabilities while in this dimension pocket. Whatever form the maze takes on, it'll still possess any unique attributes of the home of yours it was based on and you'll find it easy to navigate the maze yourself, as if you'd wandered it for years.

Divine Beast- 600
A monster on a monster, surely nothing could be more terrifying! A Divine Beast of particular power and purity has come to consider you it's master and owner. This very high class creature draws from Greek Mythology and may be anything from one of the greatest winged horses, the Cerberus that guarded the underworld itself or some monstrosity like the Chimera. While it's not quite strong enough to kill a dragon, the beast is able to contend with some of the most powerful heroes and monsters in Greece, their battles capable of destroying entire mountains. It will most certainly have unique traits and abilities of it's own, such as the blinding speed of the Pegasus and it's almighty charge or the poison and nigh-immortal regeneration of one of the great Hydras. Surprisingly, you appear immune to the special abilities of your pet, useful in case of things like Hydras. The Divine Beast has been extensively trained in combat and will be an able ally even if you choose not to ride it. Their exact temperament depends on the creature but they are generally quite affectionate with you, which may be a strange sight.

Divine Treasures

This section details the many gifts of weapons and items that the various Demigods, and some mortal heroes, of the Greco-Roman mythos held and made use of. While anyone can buy from this section, the Demigod origin gains special discounts here. Those with the Demigod origin get one 100CP item free here and can take discounts on 2 200CP items and 2 400CP items.

The following list details the legendary items that have appeared in the stories of Fate's Greek and Roman myths but they can be looked at as a guide. If you wish, you can create custom Treasures for the 100, 200 or 400 point ranges. They must be drawn from or closely linked to Greek or Roman legends, such as actual legendary items from those myths or ones that could have existed such as the parts of legendary monsters reforged, but can be interpreted into a new form fitting for Fate. This can only be used to make items that fit the sort that appears below. Weapons, armour, items are all fine but vehicles, structures, companions and abilities are all covered elsewhere and not appropriate for this section.

You may import existing items that fit the above restrictions into the following options or your own custom options.

Stymphalian Birds- 100
A quiver full of bronze arrows, which seemingly never runs dry. When shot into the sky from a bow, each arrow will transform into one of Ares' Stymphalian birds, each one the size of a vulture, with a body made of hard bronze and hostility towards any of your enemies. They are not very dangerous on their own, save to ordinary mortals, but hundreds of arrows can be short into the sky to create large swarms of the creatures.

Mirror Shield- 100
A bronze shield polished on each side to perfection, letting you clearly see your own face in it, like an actual mirror. While a very durable magical shield it is, it does not match the common legend told in later years about it reflecting the Medusa's gaze. Instead, the Mirror Shield is a magical sonar/radar device, that shows the layout of the surrounding area and the presence of any creature with a heartbeat onto the inner side of the shield, allowing the user to capably fight without ever lowering their shield from their eyes.

Winged Sandals- 100
A pair of Grecian sandals with small wings attached to the ankle areas. Perhaps Perseus' most minor gift but one that remained vital for him. The one that wears the sandals will find themselves able to levitate and fly at their will, moving as quickly and agilely as they would on land. The sandals move through magic, meaning that there is no propulsion effect, but the wings must be able to beat at your heels and thus the sandals are ineffective at moving through water at speed.

The Golden Fleece- 100
The famed golden sheep fleece of Colchis, a gorgeous sight to see for many but, supposedly, also guarded by a mighty dragon. The rumours are true, as when the fleece is thrown on the ground, a dragon will appear to serve the thrower of the fleece. Not quite as expected however. The dragon is more a very young dragon girl, with pointed ears, blue hair and quite the surly temper. She does look up to you as an elder sibling for releasing her, even if it can be hard to tell sometimes, but she has little real power of her own. A normal mortal soldier won't pose much of an issue and she could likely kill a few hundred men easily enough but against any real beast or hero in the land, she's as

much a baby as she looks. Maybe if you gave her a few hundred years, she'd be as good as she boasts she is. She can be recalled into the fleece at any time and the fleece itself makes for a lovely warm coat, entirely rainproof.

Troias Tragōidia- 200
Drawn by two immortal and divine horses and a third steed that somehow keeps up with it's counterparts despite being mortal, this streamlined chariot is a potent weapon of war. Summoned to your side with just a whistle, the horses can pull the chariot across land, sea or through the sky at astonishing speeds even amongst demigods. Each of the horses has incredible strength and can alone kill large monsters with their hooves, the chariot's charge as a whole only becoming more powerful as it grows in speed and never slowing from an impact that does not stop it entirely. Control of the chariot itself is effortless and the horses can easily perform ordinarily physically impossible movements according to your will, so long as you are in contact with the chariot.

Diatrekhōn Astēr Lonkhē- 200
Straightforward is sometimes the best way to go. Rather than rely on special capabilities that form the core of a fighting style, the best course of action is to have a reliable weapon that enhances what you can do even without it. The spear of Achilles does just that. A very well made weapon, with a sharp and sturdy design, with high capability for use as a spear and a throwing javelin. It has two magical abilities. The first is that the wounds created by the spear cannot be healed without very powerful magic, so long as the spear exists. Similar to the red spear of the later Irish hero Diarmuid, the wounds this weapon makes become part of the normal state of any victim.

The second ability is to create a bounded field for dueling. A battleground is created where it becomes impossible for gods, outside help or luck of any kind to interfere in the battle between the two combatants. This created battleground is a separate dimension, divided in space and time from the outside world, ensuring any duel lasts just a brief moment to outside view. The rules of the duel are decided on by both combatants together, but enforced fully on agreement, and the battleground can only be summoned provided both agree with full knowledge of the details of this ability. Only once one of the two are defeated can the field be escaped.

Rule Breaker- 200
A jagged, seemingly made from glass dagger that clearly looks unsuitable as a weapon. A powerful anti-magical weapon that while poor in combat, is superb in tearing down the workings of other spellcasters. A touch of the blade is able to dispel and return to the original components any magical spell, any enchanted item or person, magical contracts and bindings, magical connections and even creatures made or maintained via magic. As the wielder of the dagger, what is affected by the dispelling is controlled by you, letting you touch a summoned being to remove their contract without banishing the summon itself. However, as potent as this dagger can be, it is unable to work on magic of a great enough level, such as the more expensive items found in this list or similarly powerful spells or beings.

Bridle of Bellerophon- 200
A set of a golden whip and similarly made bridle, able to fit onto any beast that cannot actively resist it being put on. Bellerophon is a magical bridle that can tame any Divine Beast, or lesser creature, that it is placed on and allow the owner of the bridle set to summon the creature the bridle is placed on to them at will. Bellerophon greatly enhances the power of the creature it is bound to and allows the owner to easily ride the beast, even with little prior training, and urge it to battle despite it's

original personality. The bridle can be recalled or removed at will, though this will free the beast it once tamed.

Kibisis- 200
A sack? That doesn't look like much of a heroic treasure. Maybe that's the trick though. Kibisis is the legendary sack of Perseus, the one he used to defeat the Gorgon and which now holds it's severed head. Not only can the sack you hold be opened to reveal the petrifying gaze of the Medusa, though it is significantly weaker than when it was alive, it can also be used as a surprisingly capable defence. It can reflect effects and attacks back at the original sender, by enlargening and swallowing the target to be protected and inverting a powerful bounded field back at the attacker. It can even work on you. Somehow, you'll never accidentally freeze something with the gorgon head in the bag, even if you hop in it yourself, and the bag can store large amounts of items if need be, without weighing more than a normal sack. Sufficiently powerful effects might be able to break the bounded field but short of the Divine Spirits, it's unlikely to happen.

Harpe- 200
Strangely shaped it may be, this scythe like sword is still a legendary weapon. Harpe is a powerful magical sword with a inward curving blade, resembling a scythe or hook at the end, with an edge on the inner curve. Supernaturally sharp as any magical blade is, the special power of this weapon is the Refraction of Longevity, a divine attribute that allows it to deal wounds to any 'immortal' beings and make it impossible to recover from with any means but natural processes. Regardless of the power of the magic used, the wounds Harpe inflicts will not close up until and unless they naturally would. Needless to say, Harpe being used for killing blows ensures that the vast majority of immortals will stay dead once made dead.

Bow of the Hydra- 400
Favoured weapon of the greatest hero of Greece, the Bow of the Hydra is the same weapon that Heracles would use to slay some of his greatest foes. The bow itself is not particularly special, as beyond being usable as a nearly indestructible club if need be and somewhat enhancing the power of shots fired by it, it lacks magical traits. The quiver the bow comes with is very different, holding an endless supply of both exceptionally tough and sharp arrows as well as arrows coated in the Hydra's poison, a substance capable of quickly and painfully killing almost any being. Only an immortal being could avoid death, should the poison enter their blood, but it will still deliver unending agony unless they could use powerful magic to remove the poison.

Pelt of the Divine Beast- 400
The skinned pelt of the Nemean Lion, a legendary beast that Heracles once strangled to death. The pelt, either looking like a lion belt or as a simple black sash, delivers a potent protection to anyone that wears it. It rejects human civilisation, making the wearer immune against all the tools that humanity has made. Regardless of the power of or behind the tool, so long as you have the pelt somewhere on your body, it cannot harm you. At most, you might feel a tickle or a light brush, regardless of the monstrously powerful weapons used against you. The pelt itself will never be ripped or torn, though it provides no physical protection on it's own.

Tauropolos- 400
A very large and sturdy bow, taller than some men, but with powerful enchantments placed on it by Artemis herself. This jet black bow has a replenishing quiver of similarly dark arrows, each one capable of piercing all but the most powerful magical defences, and the bow itself grants immense

destructive power to any shot fired through it. It requires no more strength than a normal bow to pull back but even an ordinary man could blast a fortress into many pieces with a fully drawn shot. The bow is also able to call down a rain of light attacks, by expending some magical energy and firing two shots at once towards the sky. This results in a rain of arrows of light, each able to easily pierce thick enchanted metal armour, over a controlled range of attack. Many thousands of light arrows are released and entire battlefields can be lightly sprayed or the arrows can all be focused on a single point to deal incredible damage.

Akhilleus Kosmos- 400
The shield made for Achilles by the god Hephaestus. Engraved with a detailed depiction of the Greek world, the shield, beyond being an effective indestructible object, is able to project a immensely powerful bounded field in response to any attack. To oppose the shield is the same as making a world your opponent, is what is said, and the bounded field acts as if all of Greece was between the attacker and you when activated. Should an attack be incapable of piercing both through such a magical dimensional construct and lack the power to tear through an entire country, it will fail to reach you. However, not only does the shield's bounded field cost energy to activate and maintain, it will prove far less capable against any attack particularly capable against 'worlds' or dimensional constructs like this

Goddess of War- 400
A red sash, stolen from the amazons, that is imbued with an immense amount of magical power, particularly that of the divine. By wearing it and focusing on the sash, a user can channel it into their body, their weapons or their magic. The energy of the sash can greatly enhance the strength and speed of these things, along with making them much tougher and any inherent magic significantly stronger. The sash also has the property of greatly enhancing divine abilities and power of the wearer. The sash must be worn to gain the benefits but is exceptionally tough and resistant to damage.

Companions

Import- 50 per

Should you wish to bring along some of your past comrades, this option will allow it. Every 50CP spent will let you import an existing companion or create a new companion, with traits such as their appearance and history and relation to you under your control. Each companion will gain one origin and all connected freebies and discounts associated with it, along with 600CP to spend on their own builds.

Canon- 50 per

Existing heroes can also be taken along with you, perhaps to continue their own adventures in other worlds too. Each 50CP purchase of this option grants you a slot which you can use on a single character of your choice in this world, provided you can convince them to come along with you. Alternatively, you can set the slot to a single character before going in but guarantee that that person will meet with you several times, at least, and always on exceptionally positive circumstances that make it far easier for you to befriend and get to know the character.

Legendary Mascot- Free

Poor Orion, kept as a little teddy bear for Artemis. What a way to spend his years as a Servant. Surely we can share the pain, let others know what it's like to be a animated plush toy? This option, for free, grants you one figure of Greco-Roman mythology as a companion, albeit that they have turned into a animated soft toy, like a teddy bear or plush dolphin, and appear to lack their powers beyond very minor, cosmetic uses. They're still the same person, even if curiously lacking or unwilling when it comes to teaching you any skills they might otherwise know, and could be someone to give sage advice, inspire you when you're feeling down or just make you laugh from being a goofy little bear with the spirit of a hero in it. The little mascot does seem fond of you and, through some miracle, doesn't appear to mind it's fate at all. You can also take 2 more mascots for each 50 points you buy further.

Drawbacks

There is no limit on how many drawbacks you wish to take from the following list.

Born Artist- +100

Woe to anyone that must be near you when a creative mood strikes. You may believe that your artistic talents are grandiose but in truth, they're about as grand as those of Emperor Nero. This full belief that your painfully awful acting, singing and general artistry skills are great will often result in you trying to force those around you to attend your works and praise you for them, even if this continually irritates and angers people. In fact, the arrogance that your supposed skills has given you makes you quite the unlikeable person in general even when you 犯 e not forcing someone to listen to you screech a nine hour long opera you wrote yourself while performing as every character.

Largesse of an Emperor- +100

The long years of ruling at the homestead steadily sapped your gorgeous physique, leaving you with what you are now. You're morbidly obese, the sort of fat where you can barely see your feet even when you bend over, and you can't help yourself from indulging to keep yourself at that weight. It'll hamper your physical abilities quite a bit, to say nothing of how it affects your social life, but it is possible for the supernatural to allow you to remain effective despite your lardy looks. It's just not possible for anything to help you get less overweight than this until your time in this world is done.

Lose Your Way- +100

The Greeks did make it pretty famous. You're going to be waking up in this world not in some comfy home or getting ready for an adventure. You'll be stuck deep within a confusing labyrinth, much like the one found in Crete, and the only way out is for you to manually discover your own path out of the very expansive maze. Any ability that would let you figure the way out in a way a normal person could not is disabled and what's worse, there's a monster down there with you. You may even be in the Cretian temple and be facing the minotaur of legends but it is equally possible that a similar beast now hunts you until you kill it or escape the maze.

Young Heracles- +200

Every great hero starts at a young age. Even a jumper is no different now. Not only are you now a child of whatever race you are, around a thirteen year old for a human, but all of your abilities and skills and other things you may have brought from out of this jump have been greatly reduced to match your lesser age, size and experience. Particularly the options you've bought in this jump will now confer much lesser initial powers, starting at fractions of the power and skill they'd normally give. However, starting is the important word here, as you will slowly gain back what you've lost, so long as you pursue the life of a hero. Actively questing and adventuring will see your lost powers and skills and other things return to you in time, returning at a rate that would see you have it all back at the end of ten years. Around about the time that you'd be fully grown normally it seems. You cannot skip past this by aging yourself faster however. It's the experience that matters.

Unwilling Argonaut- +200

The gods, or at least just one of them, have decided that someone as capable as you is the perfect fit to serve as a aide to someone they favour more. They've cursed you and bound you to the service of a burgeoning young hero, a boy like Jason of the Argonauts for example, who sadly possesses many poor qualities that would ill befit a hero like envy or excessive pride or a lustful heart, also like Jason of the Argonauts. You can choose to either be cursed to feel intense infatuation for him, which will

ensure you cannot harm or oppose him by your own will but may find ways to mitigate his more villainous impulses if you try quite hard and perhaps redirect his goals with some cunning, or you can be unable to harm your bound new master and be forced to follow his orders, similar to more modern command seals, provided they are not suicidal for you. One option may dirty your purity, the other ensures that resistance becomes near impossible. Either way, you'll need to assist the hero, which may be Jason himself in the right timeframe, with their quests that are given by the gods. Should you succeed, which should take at least a few years even if you prove truly exceptional, the gods will remove your curse and set you on your way.

Hero Hunted- +200
There's a bit of a legend about you already and it's not a good one. You're a famous monster to the rest of the world it appears, one that many heroes feel like hunting down for a quest, to make their own name or as a strange apology to someone else they've wronged. What this means for you is that you'll have a endless supply of heroic figures come hunting for you. You'll be lucky enough that men like Heracles or Achilles won't come after you unless you actually act like a real monster as well but even keeping your head low, you'll find a range of weak to moderately powerful heroes attempt to hunt you every month. Sometimes they even manage to curry divine favour and should you actually anger or make an enemy of any faction, they'll also lend aid to the heroes that appear to hunt you down. These enemies are usually around the strength levels of those from the Age of Gods, even if you're alive much later in time.

Wolf Moon- +300
You've got moon on the brain now. The light of the mad moon shone into your eyes and it awakened something quite feral in you. Like the Roman Emperor Caligula, you suffer from constant bouts of madness, which drive you into incredibly violent rages, extreme paranoia, severe depression and all sorts of other moods and situations that make you dangerous to yourself and incredibly dangerous to those around you. These madness periods are not constant and you'll likely have at least a couple hours a day to spend in your own right mind but they will happen regularly, at least every three days for a few hours and often more regularly.

Greek Tragedy- +300
Among all the heroes of the world known for their tragic fates, there's a reason the Greeks became known for it above most others. Your life has become one of those tragedies and sadly, one stuck in the tragic phase of it. Catastrophic luck surrounds you, driving you into endless threats, possible failures and potential disasters. Your allies prove ineffective at best, sometimes even traitorous at worst, and most of those you encounter not already a friend will seek to use you to their purposes or simply destroy you. It's a lonely, hostile world, as you bear the brunt of the awfulness that the Greek legends became somewhat known for. Divine Spirits find you intensely aggravating and should you believe yourself in a safer time period, you'll even find that powerful beings will appear where they normally would not, in attempts to make you suffer. It is not impossible to change your path from the tragedy that the world seems to be forcing you to, even Fate can be broken.

Piggy- +300
Circe had a bit of fun with you, didn't she? I guess watching you trot around on those little black hooves could be a bit of a joke. You've been turned into a pig. Your every-day pink piggy, the sort you'd find on any farm. You can't change out of this form at all and while you may retain your special powers, anything that wouldn't work in the form of a totally ordinary pig won't be accessible. At least you'll be just as smart as before. It is probably good to say that while you might retain magical

abilities, you’re a normal pig otherwise, and so you’re probably much less physically imposing than before. Also you find it quite hard to resist your natural porcine instincts at times.

Challenges

Challenges are additional tasks or changes to the setting that you can take on. Any number of Minor Challenges can be taken at once, since they do not alter the setting or require specific situations and long term goals. However, only one Major challenge can be taken at once, as each one will often change large aspects of the setting or require the full focus of the story. Major and Minor challenges may be taken together unless otherwise noted at the end of their descriptions.

Minor

Twelve Labours

A gauntlet has been laid down in front of you, one of quite divine nature. You've been challenged by the Gods of Olympus to quite the special set of tasks. You might have personally offended them and now they seek to punish you or you might actually be someone several gods look on with favour and wish to bring out your full potential by force. Whatever the reason may be, you've been tasked with replicating Heracles most legendary feat of accomplishing the Twelve Labours. Refusal, should this have been offered to you, is unlikely to be wise. Even a god that favours you would take grave offence to having their gracious offer thrown in their face.

But things are not as simple as they may seem now. For all that Heracles' feats are the stuff of legend, you'll find your tasks not quite the same. While the Divine Spirits have ensured that the labours are all possible whatever the time you may be in, and have given you conditions that you must do them alone and without outside aid, they also are of the belief that just repeating what another hero has done won't be enough, to prove yourself or satisfy their desires.

Thus, as you attempt each of the twelve great tasks, you'll find that one of the Greek Gods will interfere and alter the task using their immense powers. They will attempt to make the task as difficult for you as it was for Heracles, changing the parameters so that it challenges what they know of your skillset. They can only do what is within their power and an able enough sneak could hide many of their capabilities from the gods potentially. Still, they will do their best to make each task a very difficult but not impossible challenge for you, should you be working at the best of your ability in a creative and adaptive fashion. Twelve tasks that challenged even the greatest hero of Greece, now made personalised to your own character. Succeeding would astound the spirits and endow with you quite the reward, the same one that Heracles earned from his own efforts.

It is called Godhand, a quality of physical being that makes you enormously difficult to harm. There are three powers granted by it- Damage Nullification, Resurrection Stock and Adaptive Regeneration. Optionally, your body can take on a much darker skin tone, that of lead, and the texture of solid steel.

The Damage Nullification works by preventing anything that is not 'A Rank' in power from damaging you, whether it be magic or physical blows. A Rank, in this context, refers to the very high but not highest level of power in a specific setting. In this world, anything short of a warrior like Heracles, other very powerful demigods or moderately powerful Divine Spirits, would be unable to harm you, unless they possessed a special item or ability that let them use more power than normal. In other worlds, while always at least as powerful in negation as here, it is possible that what counts as an A Rank attack may increase greatly. The highest levels of a setting, the A Ranks and above as it were, would be able to bypass Godhand but only them, even if lesser beings were striking you with enough power to kill you normally. Godhand will even mostly reduce the impact from ignored attacks.

The Resurrection Stock provides you with a set of 11 extra lives, each one reviving you from death seconds after you have passed. It is possible to take more than one life at a time with exceptionally powerful attacks, ones beyond your own level of power, and even take all 11 lives in a single go should you face a blow that completely and utterly outmatches you. However, it is impossible to take all 12 lives at once, ensuring you always have at least a single resurrection. These lives also replenish themselves slowly from your magical energy. A life will be restored to the stock once per 24 hours, so long as you are not completely empty of energy.

Finally, the Adaptive Regeneration. Even without losing a life, your body regenerates at a significant speed. Most cuts, breaks and even damaged or lost organs will restore themselves in seconds. It is possible that grievous wounds to the entire body at once or powerful magical damage could take longer, even several hours. This regeneration is very similar to that of a Dead Apostle, reverting time instead of physically enhancing bodily regeneration, and thus often removing other deleterious effects at the same time. The primary ability of your regeneration is that it magically adapts you to the attacks you suffer, provided they are of a great enough power to harm you. Should something harm you, once you finish regenerating, you will find yourself with an enormous amount of damage resistance against that attack. A specific magical blade, fire magic, normal fire, physical blows with the body and so on. This resistance is enough that a foe on Heracles level that could normally harm you would find his attacks reduced to less than a tenth their normal power. It is not immunity and the amount of resistance given will not grow even if the power of your enemies' attacks does, but the resistance will be granted again should something be strong enough to mostly break through your existing defenses.

Major

I Am Rome In All My Glory

In ancient times, there were two brothers born, left to be raised by wolves in the wilds. Romulus and Remus, one of who would go on to be the legendary, oft considered outright divine, founder of Rome itself. But the situation has changed. There is a third sibling, a brother or sister to the twins, that was born and raised among them. You were born in these times and the three of you have recently reached maturity, soon to set out to place your birth mother on the throne of her taken country and then make a country of your own together. In the original timeline, Romulus would slay his brother and go on to make Rome. Now you must be the founder of Rome and take it further than even it's most loyal servants could have dreamed of.

Your task is quite straightforward. You must found Rome, with or without the aid of one or both of your siblings, and bring it to the peak of any empire the world has ever seen. Your Rome must have full control over at least Europe and either Asia or Africa as continents and maintain that control for most of the time you are present in this world. How long will you be here? Two thousand and five hundred years to the day. You begin in the year 750BCE and must massively expand the territory, culture, technology, military and financial might of your civilisation until it rules over at least two entire continents of the world and then maintain the empire at that height for over a thousand years, while ensuring Rome itself lasts as an intact empire, even at a lesser extent, until the year 1750CE.

To accomplish this task, you will be provided with nothing. Nothing but what you have bought earlier. You may have the aid of your extremely capable siblings but they might also be potential enemies, each being prideful men with the ambitions to create Rome themselves. You will also face many challenges from within and without during your reign. Rebellious elements within and conquered peoples, other nations threatened by your expansion and even supernatural beings angered by the effects that your technological growth may have on the world. Even the most basic, finding a way to extend your life for the entirety of this time, is a task you must undergo.

Success, difficult as it may be, grants rewards. Rome will follow you from this world, as will the people of it and even your siblings as companions should they remain alive and loyal to you and/or Rome. It will retain it's growth here and in the future, though you may adjust downwards or to the normal levels the size, history, time it was inserted into future worlds within and other qualities within reasonable limits, as well as prevent it from appearing if you wish. Any companions you have may exist in the country of Rome beyond normal limits, though you will find that attempting to use Rome to replace the act of buying new companions is a futile endeavour. If you have purchased any Kingdoms, nations or lands from this or other Fate/Legends jumps, you may also combine those purchases into Rome at this point to grant the effects of those options to this great nation. Amazon Born from this jump could convert Rome into a nation of Amazons, as an example.

You have personal abilities linked to your nation now, as well. You are Rome on a level far more literal than what any other Emperor could have said. You are able to treat your very personage as Rome, the civilisation and the land and the people, and vice versa. Things that benefit your body, mind and spirit may be transferred and spread across Rome to give it similar effects, albeit likely weaker overall due to being spread so far. The opposite, of Rome transferring benefits to yourself, is also true. However, do note that should you have this effect active at all, as you can choose for it to be turned off for the duration of a jump, that negative effects will transfer between each side of this equation as well.

A side effect of this is that you also count as being in Rome, no matter where or when you are or even if Rome exists at all in the current world. Because of course it does. You exist. And you are Rome. A Rome that will last forever and spread across all times and all worlds.

Roma forever.

Ending

Do you wish to *Continue On* to a future world?
Do you want to *Stay Here* in this world?
Do you want to *Go Home* to a world of the past?

It's time to make the choice, as your years in this world have come to an end or at least the normal allotment of them.

Notes

Special thanks to my lovely NuBee for all the encouragement he gave me that let me finish this and all my other works.

If you have the Golden Fleece item and also buy Divine Beast, you can have your Golden Fleece spirit be a fully grown dragon, somewhat more powerful than the Divine Beast option on it's own. It may or may not also become a doting big sister type.