

JUMPCHAIN CYOA

VERSION 1.0

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Introduction

Welcome to a world of Mythologies and wonders, gods and demons, damsels in distress and heroes to save them! Welcome to Greece, land of the gods! This is a world of the Greek Myth, with it's gods, spirits, tales and happenings. The other pantheons do exist, by all reports, but the focus is on the Greeks. More specifically, it is on the eponymous Hercules, who in this world is not a demigod at all but a legit son of Zeus and Hera, rendered partly mortal due to the machinations of Hades.

This is the world of Disney's *Hercules*, the movie and the series after it. You arrive at the day before when Hercules travels to Philoctetes, meaning you have the whole series ahead of you, and then the events of the movie. Have fun!

Wait, you'll probably need these **1000 CP.**

Location

Roll 1d5 for location, or pay 50 CP to choose.

1. **Thebes:** The most happening place in Greece! One town, of a million troubles. One and only Thebes! This is the Big Olive itself, my friend! If you can make it here, you can make it anywhere.

2. **Olympus:** High in the skies, on top of a cloud sits the City of the Gods. Olympus is home to the Greek Pantheon, barring a few people who have holdings elsewhere. Only gods and immortals can step through the shining gates, so if you don't count, expect a few very pointed questions. That being said, the gods of this world are far from their mythical counterparts, so they shouldn't do you any real harm, and may even give you a ride down to the mortal world.

3. **The Underworld:** No, you're not dead. But you're in the Underworld, the Kingdom of Hades! Unfortunately, your arrival draws Hades' attention. Fortunately, he's pretty distracted with his schemes and can only spare minor effort to try and trick you into his service before letting you go.

4. **Phil's Island:** The personal island of Philoctetes, trainer of Heroes! This place is an excellent place for young up-and-coming heroes to get a sound and thorough education in the arts of rescuing damsels, defeating monsters, saving cities and the like!

5. **Free Pick:** What it says on the Tin. Anywhere on the planet or associated realms.

Origin

Drop-in: Arrive as you are. No established identity, no friends or relatives, no enemies... or relatives.

Hero: You are a Hero! Ready to charge the monsters and save the damsels, to win widespread acclaim and adoration!

Support: The whole 'run in the face of the ravening monster' deal isn't quite for you. You like your peace and quiet, and maybe helping out the heroes from the sidelines. A perfectly respectable choice, if a bit dull.

Villain: So many goody-two-shoes, living their lives without even a lick of new thought or ambition. You're not one of them. You have ambitions, plans and hopes, and you know how to make them come true!

Race

0 CP Human

You're a baseline human, one more of the teeming masses. Mortal, with the basic attributes of your kind.

200 CP Spirit

You're a spirit, maybe of nature or of the underworld, or maybe you represent a particular element or concept. You serve the gods, either directly or as a sort of freelancer they make use of now and then. You're ageless and quite a bit more durable against injury and disease, but you do require sustenance and barring perk purchases, it doesn't take *that* much more violence than normal to kill you.

400 CP God

You're the real deal now, man! You're a god, a full-fledged, proper god, will everything that entails! By default this makes you a Greek god, but you can be of some other pantheon if you so wish. No matter what, you're ageless and immortal, and do not require any sleep, food or any other sustenance. No mundane weapons, poisons or diseases can affect you more than momentarily, and even supernatural ones have their work cut out.

Age and Gender

Roll 1d8+15 for your age. Non-humans add a zero to the result for your real age, although you look your rolled age. Your gender remains the same as it was before the jump. You may pick either freely for 50 CP.

Perks

The 100 CP perk is free to the respective origin and race, and the others are discounted to 50%.

Drop-in

Peacebringer- 100 CP

It's so very sad to see people fighting, especially when they don't need to. Fortunately, you can do something about that. You now have the skills, temperament and general 'air' of a truly exceptional diplomat.

Faced with individuals or groups that are in conflict, you have a unique ability to get to the root of such conflicts as resolve them simply and expediently, being able to come up with incredibly clever solutions that go a long way indeed in satisfying both sides' needs.

Bane of Plotters- 200 CP

People sure do love their plans, eh? Too bad. You have the unique ability to be able to sense whenever some kind of scheme or plan is being worked around you, and also a sense that sort of tells you what it is and how best to go about disrupting it.

This only comes into play for schemes at a certain scale and of a nature that would be harmful to you or those you care for, although you can modify the latter part. No risk of getting input on people planning their schedules.

Strength to Victory- 400 CP

It would be nice if you were always able to punch your way through monsters, wouldn't it? Good thing you can now. Well, sort of. You have a strange ability, Jumper. Things that should be resistant or even immune to your abilities ... aren't.

You can cut the hide of the Nemean Lion, and you can kill a hydra through decapitation. This perk massively downgrades the immunities or resistances possessed by any beings you pit yourself against, to the extent that absolute immunities are broken down to very high resistances instead and resistances melt like butter to a hot knife.

This doesn't mean you can kill the aforementioned lion with a paper cut, though. It will still require a lot of work, but it can be done, and similarly while the Hydra does still regenerates, it does so far, far slower than it normally should.

Stuff of Legends- 600 CP

What is a legend? Must a man be god to achieve something? No, not really. You are a mortal, born and bred, and you can do things equal to any god. You have a boundless, limitless willpower now, which lets you believe that you can do the impossible. No matter how hard it is, how long it takes or what you suffer, the reserves of your willpower refuse to empty, and your mind never breaks.

But the mind alone is not enough, which is where the second part of this comes in. Your body is changed so it can keep up with this willpower. Your stamina and vigour is rendered equally limitless and inexhaustible, allowing you to swim across seas or climb endless mountains

Hero

True Hero- 100 CP

You are one, and it's clearly visible! You have all the traditional hallmarks of a greek hero, from a build that puts the greatest athletes to shame, to looks that maidens (or guys, if you're more Xena than Achilles) would be left gazing longingly at for hours after you've passed by, to a sort of 'air' of gallantry, that inspires all around you.

To Make a Name- 200 CP

You have a gift for marketing yourself. When you wish to make a name, you find ways to make the most of any and all opportunities you come across, or make opportunities where none are. You have a nose for trouble, for finding people who need help and then assisting them as dramatically and visibly as possible.

This perk also rewards you for this, making sure your name spreads like wildfire, with your achievements exaggerated and altered to put you in the best light possible.

Unorthodox Solutions- 400 CP

Brawn is not always enough to solve problems, you know. Quite often you need to think your way out of a pinch, come up with plans and ideas. This perk makes you very, very good at that, letting you come up with bizarre, strange ideas that are just about crazy enough to work.

You think faster and smarter the less time you have and the more pressure you are under, coming up with innovative and just unbelievable solutions just in time to save the day. Isn't an absolute thing, of course.

Godly Attribute- 600 CP

Something about you is just... Godlike. And not just metaphorically. You have an attribute that is as strong as it would be for a god of the realm, and it provides you abilities that are quite extraordinary.

It can be your strength, allowing you to achieve mind-boggling feats as a mortal, or it could be your speed that would let you run ludicrously fast. Long story short, it's one thing that works at the levels of a god. You can pick any and all attributes for this, and whatever you pick works perfectly without harming you in any way, even if it shouldn't.

Support

Innocent Soul- 100 CP

You are such a poor, lost soul, helpless in face of things beyond you... at least that's what people who see you are inclined to believe. You have the ability to put on a facade of innocence or helplessness, allowing you to convince even the most jaded that you most certainly couldn't be anyone dangerous or hostile.

You know just how to talk, walk and fall down, the body language and the little tricks to convince people that you're just irrelevant, if not helpless.

Tease and Suggest- 200 CP

It is said that flirting can often be a greater achievement than seduction. Well you wouldn't know, since you're masterful at both. You know how to bat your eyelids or flex your muscles, how to get others swooning over you with little more than a smile or a gesture.

You could charm your way into or out of just about anywhere, get the most frigid man/woman in the world into your bed, and a lot more.

Double Agency- 400 CP

It's tricky, balancing multiple loyalties. There can be all sort of unforeseen problems, conflicting requirements, and generally difficult situations that make sustaining a game like this very difficult for any real length of time, if not impossible. Not for you, though.

You have the innate ability to maintain and juggle as many stories, excuses, identities or reports in your head. You know just how to deflect suspicion and convince people you're loyal to them alone.

You also gain a great boost to your ability to deceive people to these same ends, letting you convince them to trust you more and more, even more than people genuinely loyal to them at times.

Trainer of Heroes- 600 CP

Not for you to take the center-stage in smiting monsters and rescuing damsels. Rather, your skills lie more in what comes before. You are a truly unbelievably skilled teacher and trainer of people. You have a grasp on the finer point of the art of passing information on to other people that would be the envy of even the likes of Philoctetes and Chiron, let alone ordinary teachers.

Any subject, skill, technique or ability you know, you know how to teach to others several times as fast as normally possible, to the extent that you can cover decades worth of material in months, years at the most.

The curious part about this is that this is not limited to things that can conventionally be taught. Even techniques or abilities that require specific biological or magical factors can be taught thus, as you can pass on inferior copies of your own abilities to your students. It takes time for them for these copies to grow into proper abilities and potential, but it happens far more quickly than one would think.

Villain

Dread Lord- 100 CP

What is a villain who isn't scary? Not you, at least. You have the ability, when you want, to be absolutely, mind-shatteringly *terrifying* to anyone weaker than you.

It takes the form of an aura of sorts, or perhaps an effect, but either way you can choose just who it affects, and the bigger the difference between yours and their strengths, the more this effects is boosted. A god would be feared by humans just like they would fear... well, a god.

Pressures and Strings- 200 CP

Getting people to do things for you is an art, and it's not always as simple as being the famous hero no one wants to refuse or ensnaring them through romantic wiles. You have a gift for more subtle methods of manipulation, now. You know how to dig up information and use it to blackmail people, what their weaknesses may be and how they may be exploited.

Bribery, extortion and manipulation are second nature to you now.

Schemer- 400 CP

Plans within plans, circles within circles, that's what you're all about. Your brain operates on speeds multiple orders of magnitude faster than ordinary people, allowing you to think your way past just about any obstacle. You have a tremendous gift for coming up with plans of all kind, whether short term schemes or long term conspiracies.

You're adept at any and all parts of the process, being able to digest truckloads' worth of data while preparing and come up with extraordinarily effective plans that are surprisingly free of any easily spotted loopholes or flaws.

Deal 'n Steal- 600 CP

Bargains and deals, stealing and cheating, all these are the stock in trade for any self-respecting villain, and they're for you as well. You have some very curious abilities, ones that could land you in trouble if the wrong people heard about them.

You can make bets or bargains affecting any and all things, such as souls, magic, favors or some such, even specific powers. These bargains need to be entered into freely by both sides, but once entered they're self-enforcing. But be careful, as this applies to all parts of the bargain, and penalties or consequences for broken terms come into effect automatically too.

Besides this, you have the curious ability to 'steal' powers and abilities from people. Simply put, you can target things like Godly Domains or Magical Powers just as you would any physical things, always being able to find *some* way of taking them for yourself. This doesn't make the theft any easier than it would ordinarily be, mind.

Human

Fortunate- 100 CP

You're lucky. In this kind of world you kinda have to be, but even among others your luck shines just a bit. It's nothing too impressive, you won't be winning bets against Gladstone Gander anytime soon with just this, but you tend to have things so just a tad more smooth for you than they have any right to.

Potioneer- 200 CP

There is a lot of magic in this world, and a lot of it takes the form of potions. Which is great for you, as you're now a truly superb potioneer and alchemist. You have a gift for mixing ingredients, enriching them with magic if you need to or just cutting and preparing them *just* right. You're also brilliant at coming up with improving recipes or coming up with new ones, having a gift for these things.

Making a potion that turns a god into a mortal is well within your capacities provided the right ingredients, and that's only one potion.

Craftsman- 400 CP

Greek myth sure does love it's weapons and armors, doesn't it? You're great at making both, now. Not only do you have a preternatural skill at putting together weapons, armor and other artefacts of the very highest quality, being able to work legendary items from common tools and materials, but you're also a whiz at enchanting them.

Simply put, you can imbue just about any and all magic and power you have into items, and have it work as you desire. It also helps you figure out existing examples of craft, and replicating the effects on your own.

Favored- 600 CP

The whims and wills of gods are ever-changing. A god who blesses you today may curse you tomorrow, you can hardly even predict such things.

Well, not *you.* Not anymore. You have a tremendous advantage in dealing with any and all gods, spirits, demons and other similar supernatural beings. Unless you go out of your way to deliberately offend them, such beings will invariably be favorably disposed to you. They will tend to shower you with favors and rewards, often for the most trivial things.

They will also be highly disposed to hear you out in any given situation, even when they normally wouldn't, and will be as biased in your favor as circumstances allow.

Spirit

Safe Sycophancy- 100 CP

It takes a clever and quick mind to stay on the good side of monsters, but fortunately you have one. You have a gift for praise and flattery, and the use of the same to gain tangible benefits. It's almost a sixth sense, of sorts, telling you when would be a good time and when it wouldn't be, and the best way to word things.

Myriad Appearances- 200 CP

Spirits don't really have all that much of a fixed shape, *per se*. You're pretty ridiculously malleable, able to look like just about anything you can think of near your size. Depending on how big your natural form is, you can change everything about yourself while remaining close to the constraints

of that form. That is, someone the size of a human child could appear about as big as six feet or so, and vice-versa.

Within these limits, you can change your colour, shape, features, everything. You can appear as people, animals, even objects if you want.

Demonic Durability- 400 CP

It's not exactly the safest work, hanging around with gods and heroes while not being one yourself. So good thing you have this! You're pretty ridiculously durable now. Get stabbed, burnt, cut up or whatever else, you just won't die unless someone can do it to you in a way that *matters*. That is, with powerful, and I mean *really* powerful magic or other supernatural equivalents.

In addition, you also don't feel the pain such things would normally come with. Well, you feel enough that you know something is going on, that is, but never enough to meaningfully affect you unless deliberately let it.

Titan- 600 CP

Ah. Well, this. You're not quite a spirit anymore, are you? No, you're a Titan, one of the ancient beings that ruled before the gods cast them down and imprisoned them in a pit.

Not only are you huge, as in Multi-story-building size, you are also no longer composed of organic matter. You are comprised entirely of one of the elements of nature, such as wind, fire, water or maybe even lightning!

This means you no longer take any damage from this element, and can indeed fuel your powers through taking it in. Also, you have vast, massive control over this element. A water Titan would be able to drown cities, a wind Titan can toss around hurricanes like party favors, so on and so forth.

God

Immortality- 100 CP

Come on, you know how this works. You no longer age, no disease or poison can hurt you... *unless* they're really, really powerful magic, on the level of 'potion to make a god mortal' powerful. Even they have proportionally reduced effects. You're eternal.

Domain- 200 CP

You're not much of a god unless you have something to be a god of, are you? This is your own brand-spanking new domain. It can be anything you can think of, from aspects of the world to more esoteric fields of human nature or effort.

You have an exceptional degree of control over it, being able to draw power from it's presence, and command it in both subtle and explicit ways. This perk gives you a strong degree of control over your domain, enough to make you a lesser god of it. For mortals you get magical powers that make you exceptional in the field you picked, but to a rather lesser extent than the gods.

You can buy any number of domains you feel like.

Creation- 400 CP

All else aside, if there is one thing that can be said to make a god a god, it's the power to create something out of nothing. Fiat Lux, and all that.

You have it now. You can create both living or non-living things out of absolutely nothing, simply by exerting your powers. These can be as complicated as you're capable of imagining, but this perk itself provides no help regarding that.

While you can create anything you know how to make, the quantities and powers depend on many factors. It's your power being spent, after all, and that's what this depends on. A god could create small animals all day without feeling it, but creating a human or bigger animals would take noticeable effort, and a fellow god would be out of the question. Things like souls and magic take dramatically more power, as do spirits. The power you spend in this is as recoverable as it would normally be, but it has to equal all of the power the item or being possesses.

This creation is simply you using the powers and energies you control and turning them into things, so any creation takes you as long as it takes you to shape your power appropriately and will it into existence.

Also, this cannot be used to grant you any CP, or anything you can't get without CP, in any way, shape or form.

Olympian- 600 CP

Not all gods are created equal. Some are gods, and some, well, they're Gods. There's quite a few differences, which you should especially appreciate, since you're one of the latter now! Instead of a lesser god, you're a proper Olympian or equivalent God of your pantheon, standing heads and shoulders above other divinities.

This grants you several benefits. The first is that your raw power as a god, and indeed, any powers you use that originate from divinity, are boosted massively, at least one whole order of magnitude if

not more. You're stronger, your fires are hotter and there are more of them, so on and so forth. Your control over your domain is similarly boosted, as are all other parts of your godliness.

Besides this, you're now *truly* a god, and a god of... well, whatever you can control. Anything you have exceptional control and ability at, no matter how you acquired it, now counts as a godly domain for you. This means you can benefit from it just the same as you would from any Domains you bought with CP, and control and influence it in the same way.

Items

The 100 CP item is free to the respective origin, and the others are discounted to 50%.
Wherever applicable, you may import existing items at no additional cost.

Drop-in

Myths and Legends- 100 CP

It helps to know stuff about the people and places you're going to be dealing with. So this is a complete collection of all media related to Greek Mythology ever created in the Omniverse. From the original *Iliad* and *Odyssey* and the others, to every movie ever made and every comic or novel ever written.

Assets- 200 CP

Poverty is bad. Poverty in any variation of Ancient Greece is worse. This lets you avoid it, though! You now have the wealth and status of one of the wealthiest people in old Greece, such as a great noble Magnate or a wealthy trader. Either way, it means a rich, luxurious house, or several, in the Greek style, liquid assets amounting to tens of thousands of gold coins, and an 'asset' to generate more, such as vast acres of farmland or a trading fleet. This estate will largely manage itself without your input being necessary.

In future jumps the magnitude of your liquid wealth and assets normalizes to the buying power of the setting, always placing you solidly in the top 1% of the economic pyramid..

Greek Kingdom- 400 CP

Or maybe you want to set little considerations aside and play in the big leagues after all. This is a proper Greek City-State, and a rich and powerful one second only to the likes of Thebes herself. It has a population somewhere between one and two hundred thousand, a proportionately sized army and navy, bustling markets and alliances with fellow states. It sits on at least one important trade route and likely on a nexus of multiple ones. The people here recognize you as the ruler, be it as a royal or an elected one.

In future jumps you can choose having access to this city in a pocket dimension attached to your warehouse or having it inserted into the setting, where it would be unobtrusive but just in position to reach for glory. Just to clarify, this means the city itself, and enough farmland or alternatives to support the population.

Hero

The Legendary Jumps- 100 CP

Legends fade. Heroes are forgotten, and histories are lost. Such is the fate of all legends. Except you. Your legend need never fade at all. In all future jumps, you can have your previous adventures seamlessly inserted into the background history of the world.

This can be done keeping the legend either intact or broken down. You can even combine histories from multiple jumps, and modify them however you want... with a few exceptions. First, while you can choose *not* to ignore certain accomplishments, you can't include something you haven't actually done. And secondly, while these things may very well have real world effects, they're unlikely to be greater than a few cities having different names and books recording different information.

Simply put, you can't provide yourself auto-wins with this. Any people who would be in a position to know your original history will be likely to see you as a reincarnation or similar equivalent.

Bag of Spoils- 200 CP

Heroism can be a pretty thankless job, at least unless you can make it *really* big, And even then while fame is nice and all, real, *tangible* benefits can remain fleeting. Thankfully, you have this to fix that! This is a simple brown bag, about the size of a coin purse. The size isn't the special thing about it, though. The special thing is that it tends to collect 'loot', of sorts, for you.

In any given universe if there is a possibility of you getting loot for defeating enemies, this ensures you always get that loot, without exception. In universe *without* such conveniences, it makes sure you get *some* benefits from slaying the monsters, again in similar patterns. Perhaps a tooth from a dragon you kill may spawn a soldier, maybe an invulnerable beast's hide provides quality armor, things like that.

The best thing about this bag is, however, that it removed the need to do anything as gauche as actually *collecting* such loot. Any rewards you're entitled to are automatically collected in this bag, requiring not a smidgen of effort on your part.

Heroic Gear- 400 CP

What is a Hero, without his shield? His sword? His armor? Dead. The answer is dead. Well, *you're* not dead, and you aren't going to be anytime soon, in all likelihood. This is a full set of hero's gear, and not the cheap stuff either. A sword, a full set of armor, and a shield, and each and every one of them is divine craftsmanship, directly from the forges of Hephaestus.

It's all ridiculously high quality work, being some of the toughest and sharpest pieces of the craft in the world. But the real joy comes out when *you* grow. Because so does it, right with you. The sword is as close to an ideal weapon for you as it gets. It grows sharper, tougher and all around better as your skills and abilities do. It channels any and all energies you command flawlessly, and indeed, amplifies them greatly.

And the shield and armor... well, they're kind of the same. The armor is always, at the very least, an order of magnitude tougher than your skin, and carries all exotic resistances and immunities at the same ratio. The shield is not just a shield, but an embodiment of your ability to defend yourself, meaning it improves with every improvement in your ability to do the same.

Optionally, you may replace the shield with a second sword.

Support

Support Network- 100 CP

It can be hard, hero work. Even, or especially when you're not right in the thick of it. Fortunately, you have other resources. You now have a vast, wide-spanning network of contacts right across cities and even nations. It isn't necessarily very powerful, *per se*, being focused on the middle tiers of life rather than on kings and princes.

But you find friendly shopkeepers in every market, safe houses in every city, a small trickle of money when you need it, that sort of thing.

Quiver of Thunderbolts- 200 CP

Goodness me, what's this that fell off of Olympus? It's Zeus's spare quiver! The one he lost back when... well, never mind. This is an empty quiver, decorated with greek designs. Simply by reaching into it, you can draw forth an endless number or mundane arrows, as well as any exotic arrows you personally have the capability to make. They just appear as you reach in, perfectly ready to be fired.

However, that's just the first thing about it. The second thing is that once per day, it can create something rather more powerful. It provides you twelve bolts of lightning, one per Olympian. This is very, very powerful lightning, although the exact nature can change. You can have it as magical lightning, capable of slaying even weak immortals and injuring gods and titans... or you can have it

as real lightning, several million volts of electricity discharged the instant makes contact with the target.

An Island- 400 CP

Your very own isolated retreat! This is a small island, somewhere off an unimportant coast, far from prying eyes. It's your own private piece of land, to do with as you please. Does have certain nice advantages, though. Firstly, you can control the weather on and immediately around this island perfectly, with nothing more than your will.

Secondly, it's an inherently magical place, meaning it takes any and all magic really well, all spells being twice as effective as they would normally be. This means secrecy spells, wards, defenses, etcetera. Finally, the most special thing about this place is that it can be set to a particular 'purpose', likely ranging around your own abilities. If you're a teacher, you can command the island to adapt to a teaching environment, and get perhaps the best such environment possible. It gives you target ranges, obstacle courses, and just about everything else you need to teach and train people anything you want. Beyond mundane utilities, it also boosts the learning speed massively, letting you impart months and years worth of knowledge and skills in mere days.

Adapted to other purposes, it adapts equally well. It can be an administrative center where efficiency would be without comparison, a peerless cultural paradise or even a vacation retreat providing literally unbelievable relaxation to its inhabitants. You can set and change this 'purpose' at will.

Villain

Dress to Oppress- 100 CP

There's something to be said about villainous *style.* All in black, with spikes or leathers... it has a certain attractiveness. Now you can do it too! After all, what use a villain who doesn't look it? You have a complete wardrobe in dark colours, all designed to make you, and anyone else you may want to dress, as nicely evil as possible.

Monstrous Minion- 200 CP

Not much to be said here. This is a classic greek monster, something big, ravening and angry, and it serves your commands perfectly and obediently. Could be a Cerberus, a Hydra or even a Chimera, but it can't be something capable of taking on one or more gods, so no Giants or Titans.

Pool of Souls- 400 CP

Ah, now this is special. This is a copy of Hades' own Pool of Souls down in the underworld, with the same advantages, if not greater ones. While empty when you get it, it has a direct connection to the other pool, meaning it starts filling up with souls immediately afterwards. Let's say one in three of every soul that gets 'liberated' after you get it ends up here.
However, curiously enough, even though it only has one in three of the souls, it always have any souls *you're* looking for, for whatever purposes. Even if they died a long time ago.

Which is probably for the best, because simply by pulling out a soul from this pool and connecting it to their body, you can bring a person back to life. All injuries are healed too, though there is no age reversal. This only works once, though, and once every jump in future worlds. Also in future worlds, it fills up with the souls of a third all people who die after your arrival, and places the souls at your disposal to do whatever you want. If you want, you can instead set it to specific limits, such as 'evil' people, or 'good' or whatever.

The narrower the limitation the more the percentage of souls belonging to it that the pool picks up. Seeking specific souls isn't affected by this, however. You can find any soul who is dead in that world, barring resurrections/reincarnations.

Companions

Import/Creation- 50 CP

You know the drill, bring in a companion from a previous jump, or create a new one. They get 700 CP to spend however they want.

Drawbacks

You may take up to 600 CP through drawbacks.

Continuity Connection +0CP

Been to this world before, have you? Very well. The events of your Aladdin jump are incorporated in this world's history, as are those of any other relevant Disney jumps.

I Won't Say I'm In Love +100 CP

Some emotionally scarring event in your past has left you unwilling to open up to others or accept happy emotions in your life. If you are a Drop-In, this event will occur right after you arrive, and will cut right through any mental equilibrium perks you have.

Vase Smasher +100 CP You are consumed with a powerful urge to smash pottery. If you see a vase or urn, you'll have an incredible urge to break it. This won't be earning you too many friends.

Gee Mister! +200 CP

You're pretty gullible. A few kids telling tales, a beauty flashing her eyelashes at you... that's usually enough to get you running to help them. Needless to say, this can and will get you in your fair share of trouble. While it's unlikely that any of these will get you killed or even seriously injured, expect them to be an absolute pain in the ass.

Catastrophically Clumsy +200 CP

Good news! You have powers! Bad news, you're really, really bad with them. Whatever powers you have, you find your control them faltering, letting them loose at exactly the wrong times. You break things, a *lot* of them, and can get pretty reviled due to the messes you make.

If you don't have any powers, you're granted a random **Godly Attribute**, which is completely inert when you try to use it deliberately, but makes you cause no end of messes all the same. After this jump is over, it does **not** come under your control. It just disappears.

Monster Magnet +400 CP

There sure are a lot of monsters in Ancient Greece, and you seem to be like catnip for them. You'll constantly have mythical beasts showing up and wreaking havoc wherever you go. You might even see some cameos from mythologies outside of Greece.

They focus on you, trying to... well, they want to eat you. They're monsters, what did you expect?

Hunted by Hades +400 CP

Welp. Something about you got detected by the Fates, and they tattled to Hades. Now he believes you're as great, if not greater a threat to his plans as Hercules, and, well, you know what comes next. He will hunt you relentlessly, will throw ridiculous quantities of resources into hunting you down.

While he doesn't have any specific counters to your abilities or defences, he does have a summary knowledge of them, courtesy of, again, the Fates.

Sold Soul +600 CP

You're in real trouble now, Jumper! Hades, the Lord of the Underworld, owns your soul, as a result of certain unwise decisions in your past. With this he controls you, using your powers and abilities for his own purposes. You have a sentence in his Hells well over a millennium, and must work it off.

He will ask you to run errands for him, and do all sort of missions and stuff to get your sentence reduced. Most of it will be ordinary stuff, if literal godly intrigue can ever be called that, but now and then you will get huge opportunities, crucial tasks he needs performed with you the best possible fit for them, which would let you earn huge bits of time off from him, maybe even complete freedom.

Thing is, they tend to be deeply unpleasant tasks, requiring you to betray every principle and belief you have, turn on people closest to you, and in general be a thoroughly unpleasant person.
Oh, and they'll be hideously dangerous, of course. As a matter of fact, it's a sort of balance. You can even get tasks which are entirely morally acceptable to you... but they'll be the absolute, most difficult stuff Greek Myth has. On the other end, the vilest, least palatable missions tend to be cakewalks.

Whatever you pick, you must be free of your debt by the time your jump ends, or the final payment becomes your Jumper status, along with everything you've gathered up so far.

Disney? Sweetness? +600 CP

Something is... wrong with your insertion. This was supposed to be a world of fun and whimsy, a cartoon world! You don't know what went wrong, but this is not that world. The basics of the world, before the events of the Movie, remain the same, but from there everyone acts not as characters of a Disney property, but instead as the absolute worst, most assholish versions of the Greek mythological characters to be found anywhere.

Rape abounds, wives are sold as slaves, pederasty is prestigious... you know the drill. It's not just the gods and heroes affected with this either. Everyone you meet in this world is like this. At the absolute best, you might meet people like an average inhabitant of Ancient Greece, but don't count on it.

Choice

Stay: Maybe you've developed a liking to this place? All affairs are sorted out, time restarts, you know how it works.

Go Home: Or maybe that yearning is getting too much. Anyway, you keep all powers and items, no drawbacks follow you.

Next Jump: Let's face it, you didn't even look at the other two.