Saint Seiya (Original Series)
A Jumpchain CYOA
By HeavensAnon

Welcome to the world of Saint Seiya, Jumper. In this world, the Greek Gods (and possibly others) are very real and have been locked in conflict for the sake of planet Earth. Since ancient times, the Saints of Athena have protected the world and intervened in wars and disasters to safeguard the rest of mankind, acting according to the will of their Goddess. In times of great need or impending crisis, the Goddess reincarnates herself into a mortal babe, and the Saints protect her while preparing for the worst. The year is 1986, and the Galaxian Wars Tournament - a battle between Bronze Saints to find one worthy to wear a Gold Cloth - will begin one month from your arrival. You will be spending ten years in this world, and receive +1000 CP to spend at your leisure.

It is worth mentioning that this place is exceedingly dangerous - the Gods are very much entities who shake the very universe with their power, and even their simplest and weakest foot soldiers can make work of small armies with ease. Consider yourself warned.

Your starting age is 13, gender may be chosen freely.

Backgrounds:

Drop-In - Perhaps you're nothing more than yourself? You have no memories, no connections, and no warning about your presence in this world. You may appear anywhere on planet Earth of your choosing.

Knight - Having undergone Spartan training since your youth, likely putting your mind and body through hell in the process, you are one of the Saints of Athena devoted to protecting both her and the whole of humanity. There's a non-zero chance you're one of the many, many, MANY bastard child of Lord Nobu, this making you a half-sibling to the Legendary Bronze Saints. You arrive at the arena where the Galaxian Wars Tournament will be held, currently empty and still being prepared. Be warned - personal battles are forbidden on pain of death, and female Saints must wear masks. Should said mask be broken, they must kill or fall in love with the one who saw their face.

Mariner - You are one of the warriors of Poseidon, chosen by the followers of the God as he prepares to resurface once more, his host Julian Solo nearing maturity. Poseidon plans to drown the planet in rain and water to let a new world be born in its place, though there are whispers of treachery in your ranks...you start in Poseidon's Underwater Temple.

Specters - Perhaps brought back to life by the Lord of Death himself, or merely chosen due to your talent or hatred of Athena, you are one of the grim knights of Hades. The seal on the Underworld is weakening and soon a new Holy War will begin...though you're unique in being

the sole Specter who is not sealed within this afterlife, starting on planet Earth. Whether you hasten the release of your God or follow your own path is in your hands.

Perks:

Cosmo [Free/300] - Cosmo is an ancient energy that sleeps within human beings, that traces its origin back to the Big Bang that created the universe in an ancient time before time. One who is aware of their Cosmo can ‘burn’ it, recreating the Big Bang in an extremely miniature scale within their own bodies, to perform superhuman feats or unleash great destructive power within a single, contained point. Someone who has awakened to and trained their Cosmo can burn it to do things such as moving faster than the speed of sound, pulverize boulders, as well as withstand bodily punishment along those same lines.

This is the level you start at.

Cosmo can be honed and trained further, as well as increased through bursts of emotion or willpower, letting one temporarily push past their normal limits to match a superior foe close to their own level, if briefly. However, to truly surpass this level that Bronze Knights start within, you must unlock your Seventh Sense - the sense that ties you to Cosmo in the first place. Some awaken this through extensive meditation and training, though it can take years to obtain. Others develop it spontaneously by disabling or even destroying their own five senses, or even brute force the threshold with emotion - though these are more exceptions than the rule, and very unlikely for you to develop in a short time. But once you have become aware of the Seventh Sense, your sensitivity and harnessing of Cosmo increases drastically, allowing you to do things such as move much faster than the speed of light, harness punches and attacks strong enough to shatter stars or moons, and attack billions of times within a single heartbeat.

Many humans peak at this level, but there is one point beyond they have access to, which is only found at the threshold of death - the Eighth Sense. The number of individuals who have reached it within this world are few, and the only one currently close to obtaining it is Virgo Shaka, the strongest of the Golden Saints. While the Seventh Sense is a milestone, this one requires a miracle - enlightenment and understanding of one’s own death is the ‘easiest’ way to do so, and only after much meditation and training. It is possible to forcefully elevate yourself to this after mastering the Seventh Sense by tossing yourself headfirst into the Underworld or a similar hostile afterlife...but that is more likely to kill you for good. However, should this level be obtained, your feats in Cosmo are outmatched only by the much-stronger Gods and those who have unlocked this same sense, making you capable of sending entire galaxies into chaos with your strongest blows. In addition, it enables you to transcend life and death, letting you waltz out of the afterlife or exist within it as a living being, should you be sent there.

It should be noted that while these Senses create very strong thresholds you must overcome through training and effort, it is possible to briefly push past your current limits through emotion

and willpower, as well as extensively honing your Cosmo abilities through combat and knowledge.

For 300 points, you may instead begin with your 7th Sense unlocked with all the earth-shattering power it affords. But be warned - in these modern times, such power is extremely rare. If you're not already part of the Gold Saints or aligned to a different God's will entirely, burning your powerful Cosmo to its full might will likely attract unwanted attention. Use your power wisely, Jumper.

Bathe in Beauty [Free/200] - If there is one trait the warriors of the Gods and their imposters share, it is that they are recognizable and distinctive. You are no exception - whether you look large and intimidating, handsome and rugged, or beautiful and voluptuous...your appearance could give almost any human on the planet pause for thought. For 200 more points, you may appear especially beautiful or handsome, enough so that could be mistaken for the opposite gender or one of the Gods given flesh on Earth. Perhaps you could even bewitch divinity with such beauty?

The Sixth Sense [300] - Before the senses that tap into the power of Cosmo, there are the five physical senses and the psychic Sixth Sense. A rare but powerful art, it allows you to manipulate and read the minds of others, as well as create illusions that can trick the physical senses of your foes. You start able to read the minds of your foes and create optical illusions that can fool both ordinary humans and simple-minded foes. You also gain psychokinesis, able to lift people and objects with your mind alone. As your willpower grows, so does your manipulation of the mind...at its apex, you may terrify your opponent with a grisly vision of their death - strong enough to burn their own soul out of existence through sheer terror, should they be much weaker-willed than you. If not, you may outright take control of their minds, ordering them to slaughter comrades and their own selves alike, or even teleport through your mental powers along with creating physical barriers. Woe to those not strong enough to resist you, for you have the power of the Sixth Sense.

Eyes of a Bodhisattva [500] - All things are transitory. Loving some, and hating others...growing, aging, learning, and fighting. It will fade in time, but you will still be here, under the peach tree. Your soul is an enlightened one, having gazed into the truth of the universe you live in. Your mind knows neither turmoil nor hatred, nor can any psychic attack or forced control influence your thoughts any more than ant may move the stars at night. You can accurately perceive your surroundings with your eyes shut, seeing the life force of others and your physical senses almost vestigial in how accurately you can read your surroundings with vivid detail. Finally, your enlightenment has enabled you a greater understanding of Cosmo - you are able to use great techniques and power with minimal exertion on your part, and could perhaps unlock the other Senses through little more than meditation and contemplation in a few years...perhaps even quicker, should you actively fight and burn your Cosmo. Pity the fool who believes a Bodhisattva to be a peaceful, gentle creature...you are still very much a warrior of the Gods.

A Hero’s Journey [100 - Free for Drop-In] - All myths of legend began with humble first steps, so that the journey may eventually lead the hero into greatness. Should you so desire it, destiny will guide you to dangers and disasters you are capable of facing or solving, which may form the stepping stones of a great quest should you choose to undertake it. Note, however, that accepting a challenge will not guarantee you are prepared for it...you should choose your battles wisely.

Steel My Heart [100 - Free for Drop-In] - You have already walked into hell and emerged from it victorious - no half-hearted, honey-tongued words will sway you! Attempts to manipulate your emotions, whether from holding your loved ones hostage or seeking to compromise your own sense of honor or morality (if any) will find your heart as hard as stone, with your emotions calm and your mind still focused and clear.

Silent Guardian [200 - Discount for Drop-In] - Though you may walk different paths, blood is thicker than water, as are the bonds you hold with those you cherish. When someone you care about is in danger and in need of help, you immediately know where and how, along with how grave the threat is. You have a knack for arriving in the nick of time as well...so long as you don’t waste the precious time you’ve been given.

Believe [200 - Discount for Drop-In] - Power is nothing without something worth fighting for! At the start of a new journey or quest, you may devote yourself to a single ideal or belief of your choosing. When fighting for this ideal in any fashion, your willpower becomes tempered and stronger. As Cosmo is enhanced by willpower and emotion, this adds fuel to the fire of your heart, giving you a slight boost in burning said Cosmo.

Fall In Line [400 - Discount for Drop-In] - The battle is to the strongest! You either lead, follow, or get the hell out of the way. When you perform great deeds or fight for something you believe in, you attract devout and capable followers and underlings that will rally under your banner. Unique and powerful individuals require a more personal touch than this, but many others who have witnessed your strength will all-too eagerly see you as their guide and leader.

Hero of Myth [400 - Discount for Drop-In] - Your actions do not exist in a vacuum - they are a legend forged of your deeds, triumphs, and defeats across the stars and beyond. With each claim to fame you acquire, your reputation will spread like wildfire and build an air of a mythological hero around you...a reputation that will bleed into future worlds you jump to as rumor and ancient myths like the Greek heroes of old, should you so wish it. Should you prefer discretion, this effect can be toggled.

Blood of Heroes [600 - Discount for Drop-In] - The ancient art of forging armor that utilizes the light of Cosmo is not as lost an art as many believe - for you have unlocked its secrets. You know how to forge the Bronze Cloths of Athena in ‘black’ replicas that have the same basic abilities, with none of the drawbacks or restrictions the Goddess places on her own - the subject need only have basic sensitivity to Cosmo to use them properly. Given years upon years of

effort, you may recreate equivalents to Silver and even Gold Cloths, the armors of the other Gods, or make entirely new armor of your own.

Like The Phoenix [600 - Discount for Drop-In] - Though not truly immortal, you are truly akin to the mighty Phoenix - you simply refuse to accept death, and it rejects you accordingly. When you suffer from a defeat or setback, you gain both insight into what led to your defeat and ways you can prevent it (if possible) again, as well as a slight boost to your Cosmo in confronting this foe or situation again. However, the true power of this is unlocked when you suffer a crushing defeat - when you are lethally struck down, wiped from existence, cast into an inescapable hell or any sort of scenario that would result in your death or erasure, you may simply...refuse. Once per jump, you may cheat this oblivion and emerge from a place of safety, good as new. After your chain has ended, you may rise again as much as you please - though you may yet encounter a foe who can end you forever somewhere in the vast multiverse. Should you obtain the light of the Spark, this affiliation with the Phoenix is now literal - you may never truly die or disappear unless you so allow it.

Loyal Pegasus [100 - Free for Knight] - The Saints are the guardians of both humanity and their Goddess, Athena. Above all else, you must safeguard that which is precious to you and your heart. When you are protecting someone or something of value to you (other than yourself), you will find your skills and combat abilities just a little bit sharper in doing so. You are also more effective at taking injury or damage in their place, though this does not guarantee your own survival or ability to withstand said damage.

Spartan Discipline [100 - Free for Knight] - The training that the Knights of Athena are put through is nothing short of hellish and soul-rending. That's why you can both appreciate the simplicities of everyday life as easily as you can discipline yourself for the battle to come. In short, you have no difficulty in separating everyday and peaceful life and the stress of battle - the horrors of war and the adrenaline of a true fight will not surface in your mind until it is needed, and simple 'slice of life' moments are all the more vivid and enjoyable to you for it.

Plucky Unicorn [200 - Discount for Knight] - Okay, let's be honest here. The battles in this world are between heroes who can shatter planets and moons like glass, and things only go up from there. It can be a little daunting for a simple, modest hero! Not to worry, you have a way to practically guarantee your survival...you just need to lose. Badly. When overwhelmed by a superior foe, they are liable to stop short of actually killing you, sparing you and forgetting all about you shortly afterwards. So long as you make no attempt to resume the fight, you're free to live and let live...assuming that they aren't after you personally, or that you didn't already try this on them once before. Throwing this fight doesn't have to necessarily be genuine or needing you to fight at your fullest - but it must be convincing and appear humiliating to those watching you.

It Won't Work Twice! [200 - Discount for Knight] - A talent that the Saints share together is how adaptable they are in battle - often leading to the boast 'the same technique will not work twice'! It's not always true, but some of this talent has followed you in your training - after you see a

type of attack or technique of note, you can immediately process how it worked and how effective it is against you. In addition, when you formulate a counter-attack of your own against this technique, you have an instinctive awareness of how effective this would be...though it won't give you specifics. Will you take that chance?

Dangerous Dragon [400 - Discount for Knight] - The common way of fighting with Cosmo is doing so while supplemented by the armor granted by the Gods (or replicas made by human hands), but a certain desperation tactic involves one shedding their armor and burning a large amount of Cosmo at once to unleash a final attack. This is along those lines, and you've become an expert at it - you have a natural talent for channeling Cosmo into your physical form and the power of your hand-to-hand strikes, letting you keep up with a skilled Saint in Bronze Armor without any difficulty...perhaps even being able to catch a Gold Saint off guard, if you're lucky.

For Honor [400 - Discount for Knight] - Many times, the opponents of the Knights are merely heroes on different sides, or those who would not mercilessly strike down an enemy without due warning or chances to surrender. This may not be true in future worlds, but something about you compels similar behavior out of others...so long as you do not openly act in a 'dishonorable' fashion through deception or cheap tactics, your opponents who can recognize this will feel their own sense of honor brought forth by this. Those who are misguided or reluctant will likely cease fighting you entirely, those who are dead set on their ways will give you chances to surrender or leave. Finally, should you defeat a foe who you have more in common with than against, they are likely to change sides and team up with you. Do note, this isn't very effective against individuals without sentience or some sort of guiding conscience...still, who ever said acting honorably never paid off?

A True Knight [600 - Discount for Knight] - No Knight will ever abandon their Goddess or someone they value, not even in injury or death. Your ability to guard that which is precious to you has entered the realm of the supernatural, your devotion strong enough that your comatose body would spring to life and fight at full power to protect the one you care most about, as well as completely take any attack that would normally strike them onto yourself and nothing else. Your durability is likewise stronger for it, your Cosmos flaring greatly to shield both your body and that of the one under your protection. While this protective instinct will not place you into a certain-death scenario (unless you wish it, for whatever reason), it will let you guard those you love even in the worst possible conditions, boosting your willpower and bodily endurance to do so.

Miracle [600 - Discount for Knight] - A power that humanity holds, that even the Gods are wary of, is that of being able to make their dreams a reality through love and honor. A piece of that power now follows you. When you confront an insurmountable or otherwise unstoppable foe or obstacle, with no way to win, the winds of karma will swing the odds in your favor - a character flaw in the enemy's heart causes them to waver, a weakness is revealed, or they make a glaring mistake when fighting you. This will create an opportunity, however small, for you to capitalize

on and perhaps seize victory...but such chances, such miracles, will only happen once against said foe. I hope you use it wisely.

From The Tides [100 - Free for Mariner] - The servants of Poseidon are certainly not landlubbers, and neither are you. You have fantastic swimming abilities and even possess the ability to breathe underwater just as easily as you do on land, and you suffer no ill effects from being in the water for too long.

Weather The Storm [100 - Free for Mariner] - Through rain or storm, the warriors of the mighty Sea God must be both vigilant and sturdy against both the elements and their own God's wrath upon nature. Outside of battle, your body is a little bit tougher and possesses more stamina for the purposes of survival or withstanding the elements, letting you walk through a raging storm as easily as you would a bright and sunny day.

Siren's Song [200 - Discount for Mariner] - Legends tell of a beautiful creature that bewitches unwary sea travelers with a voice that soothes the heart of the pure, and terrifies the hearts of the wicked. Your ability to sing has gained an almost supernatural beauty behind it that carries a similar property - your song can influence the minds of the weak-willed, or cause pain to those who are wicked. Of course, you can have either effect occur to a person regardless of disposition, if you prefer. You'll also be a hit at concerts.

Your Twin, Jumper! [200 - Discount for Mariner] - A long-lost sibling who looks almost identical to you, but you never even heard of them until now? It's more likely than you think! Just like Canon and Saga, you may declare yourself a sibling (or cousin, or uncle, or aunt, etc.) to a single person of your choosing in a jump. Despite all evidence, everyone will believe you and act as though it were true, though it won't change their feelings towards you or anyone who previously occupied this spot in their lives. Declaring yourself someone's parent is very unlikely to work if their parent is actually still alive, as well. This won't actually make you physically related to them in any way...though just being part of the family could have benefits in society or status, couldn't it?

Eternal Rival [400 - Discount for Mariner] - Athena and Poseidon have been rivals and adversaries since the earliest days of the universe, and there is a certain comfort to be found in a familiar enemy. You may declare a single individual or organization of your choosing as your 'enemy', and destiny will line up events and circumstances where you may confront and oppose them in a fashion you see fit - whether in war or competition. You also have an idea of how strong or weak they are compared to you, along with their current location (or the bulk of their forces, for a group).

To Lie Is To Be Human [400 - Discount for Mariner] - Humans are deceitful and easily corrupted, and unfortunately those same humans make up the bulk of the ranks of the Mariners as a necessary evil. But you know who is loyal and who is swayed by foul corruption - you can instinctively sense when someone is intentionally lying to you, whether through omission or

outright deceit. You can also sense when treachery is among your ranks and how deep it goes, along with an idea of where the source of it comes from. Let none escape the baleful gaze of Poseidon.

Born of the Sea [600 - Discount for Mariner] - Whether you are a creature of the seas given human form or blessed by the Sea God himself, your physical form is not limited to that of the land-based apes that inhabit this Earth. You may freely change your physical form to any sort of sea creature that currently exists in the world, anything between the size of a shrimp or the bulk of a full-sized Kraken. The only restriction is that said creature must already be aquatic before transforming into one of them. Roar, mighty Leviathan.

Rule the Seas [600 - Discount for Mariner] - You may as well be an avatar of Poseidon himself, Jumper, for very little else in this world can match your mastery of the seas and rain. You may create and manipulate water in this world through your Cosmos alone, able to create city-wide rain storms out of a clear and sunny day within minutes, as well as move lakes and water according to your will. With time and training, as your senses unlock, you may perhaps flood the entirety of Earth and the worlds beyond with water, drowning all who would earn your wrath or displeasure. You may also walk within water as easily as you would on land, aquatic pressure or poisons within said water leaving you completely untouched...though the same cannot be said of others. May the world tremble at your wrath, chosen of Poseidon.

Chill of the Grave [100 - Free for Specter] - Fear of death is not merely a sign of cowardice - it is the way things should be. And no one embodies death better than the servants of Hades himself. You are intimidating and imposing, able to inspire fear in weak hearts and wary caution in the strong. You may even have an aura of gloom and icy cold air around you to emphasize this, should you so wish it.

Ferryman’s Mirth [100 - Free for Specter] - Hey, just because you spend all of your time in the Underworld doesn’t mean you can’t be a bit friendly...sometimes! You have a disarmingly affable attitude, as well as the ability to enjoy life (or whatever state you exist in) without trouble or stress on your mind. After all, when everyone’s dead, there’s no point in worrying about anything.

Legion of the Damned [200 - Discount for Specter] - The soldiers of Hades are no strangers to the dead, likely having already been deceased themselves before becoming a true Specter. As such, you may summon ghosts and mindless undead by focusing your Cosmos outward, creating an army of the shades of the damned at your will. They will largely be disposable cannon fodder, lacking the spark of Cosmo that the living or other Specters have...but you will have no shortage of available minions this way.

Paid My Dues [200 - Discount for Specter] - The toll to join the deceased in the Underworld is a fine all must pay eventually. You’ve paid yours in advance, by virtue of being a Specter of Hades. Beings in charge of death or the afterlife will look upon you with respect, treating you the

same way they would a fellow employee or an honored guest. After your chain ends, whenever you end up passing from this world forever, your soul will be ferried to any afterlife of your choosing...whether empty oblivion or a utopian heaven, that choice is in your hands.

Dead Man's Judge [400 - Discount for Specter] - It doesn't matter how guiltless one claims to be - at the moment of death, all of one's sins and flaws are laid bare and judged accordingly. You just know how to do so ahead of time. By gazing into the eyes (or closest equivalent thereof) of an individual, you will immediately know every sin they have committed in their lifetime from birth until this moment, and the context behind each and every deed. What you do with them from there is up to you, but such knowledge is likely to terrify the living...as it should be, for a Judge of the Dead.

The Path of Orpheus [400 - Discount for Specter] - Neither the living nor the dead are strangers to you, for you walk within the Underworld where all souls will one day come to rest. After a short ritual, you may open a doorway to the afterlife of the world you rest within, letting you enter it safely and without fear of the environment forcefully making you part of it. What's more, a glowing 'path' will manifest to a destination within this realm of your choosing, which will led you safely sojourn to this place. But be warned: This path will disappear if you should stray or turn your back to it before reaching the end, requiring you to perform the ritual again to make a new path or hope to find a different way. In worlds without a known quantity of souls or a true afterlife will take you to a darkened mirror of this world's Underworld, empty and in a stagnant limbo, holding the memories of the lives that existed beforehand.

Rise Again [600 - Discount for Specter] - There are many heroes on both sides of any conflict, but death comes for all in time. Still, it's a shame that such great talents and power cannot be utilized again...but the God of Death disagrees. Should you have some way to communicate with or meet the deceased, you may offer a contract of servitude to you or to perform a certain task for you. If, and only if, they willingly agree to this without supernatural means of persuasion, you may restore them to life as a new Specter in the prime of their original life, with their abilities and form brought to match this prime. They will work tirelessly to perform the tasks given to them - though note this may not necessarily make them completely loyal to you, so mind the disposition of the revenants you resurrect. They receive a Surplice and a fraction of your own Cosmo in addition to their previous abilities, but once their task is complete or the contract is fulfilled, they will return to death once more.

Fall Into Hell [600 - Discount for Specter] - All of this being said, death is the final destination - the only ones who are exempted are the chosen warriors of Hades himself. All others must fall in line and submit to their fate. The God of Death has shown you personal favor and allows you to be the Judge of these Dead...when you bring an enemy or adversary to death's door, you may kindly help them along the way. Should you choose it, this dying foe will be banished to a single afterlife of your choosing in a world you have visited before - whether the Underworld or some other distant realm. If you wish to deny them the pleasure of continued existence, you may instead wipe their mind, body, and soul from existence completely, leaving nothingness in

their place. Regardless of what you choose, once you have Judged them so, they will never again escape or return to life - nor may you follow them to their destination, should this be an afterlife beyond the world you reside in. Pass your sentence carefully.

Armor:

A warrior of the Gods does not charge into battle without the right weapons or armor. The mainstay of this world are the many divine armors that the Gods grant to their loyal warriors - The Cloths of Athena, the Scales of Poseidon, and the Surplices of Hades. They act as amplifiers to the combat ability and Cosmo of the wearer, along them to attack with greater power and take more damage. However, these items do not inherently make the user superhuman - you must burn Cosmo equal to the necessary level of the armor. It does not add to your power, it merely complements it. Thus, someone who wears an armor expecting it to win the battle for them will merely be weighed down by several cumbersome pounds (or tons).

The armor usually takes the form of a statue based off of a single creature or item, which then breaks apart into smaller pieces that cover the user and fit to them like a glove. This armor is stored within a metal box marking what ‘type’ of armor is contained within when it is not in use. While you will need to either carry it or need someone to do so for you during your stay here, post-jump you may summon this box and your armor at any time you wish from the Warehouse.

You will receive an armor equivalent to those of the Bronze Cloth. It will be of your own design, unique to you within this world. You can upgrade it to the equivalent of Silver or Gold Cloths by spending extra points below. Do note that you are not necessarily crippled by choosing a ‘weaker’ armor - as said, it mainly amplifies the Cosmo you burn, and stronger armors have a stronger starting requirement. And the Bronze Saints may yet overcome even the Gold Saints through awakening greater Cosmo and smarter fighting abilities. Should you have a piece of armor you’re particularly attached to, you may import that as your armor for 100 points. Depending on your chosen background, your armor will have some innate properties...

Black Armor [Drop-In] - ...or not. A common art that began with the Black Knights of Athena was simply replicating the armors that already existed in this world to the best of a mortal’s ability. Whether as a gift or made by your own two hands, you’ve constructed one of these replicas, and they work just as well as the original. Choose one of the other three innate properties below.

Cloth [Knights] - The Cloths of Athena, based off of astrological signs and the many constellations in the sky, are the cloths of the Saints that safeguard humanity and planet Earth from all who threaten it. Thus, the Cosmos of the user burns more brightly and with just a bit of extra power when the user fights to protect someone or something, or fight honorably for the sake of love and justice.

Scales [Mariners] - The Scales of Poseidon were the original sets of divine armor, made in an attempt to tilt the odds of his eternity-long grudge match against Athena. While not empowered by any sort of high ideal or the name of justice, the Scales have the strongest ‘base’ durability of the armors, even a Bronze-equivalent able to tank twice as much punishment as those of the other Gods. Also befitting the Sea God, the user will not be weighed down by the armor when submerged underwater.

Surplice [Specters] - Finally, there are the Surplices of Hades. These darkened armors carry a deathly chill around them, befitting the Underworld’s chosen warriors and those who fight in the name of its God. Wearing the Surplice grants the user an immunity to ‘instant death’ effects and allows them to enter the Underworld safely, acting as a substitute for the passive benefits of the Eighth Sense (though not in terms of power).

Bronze Tier [Free] - This is the level your armor begins at, and will remain unless you take steps to somehow upgrade it. Either akin to or being an actual Bronze Cloth, the armor is fairly light and covers mainly vitals or individual limbs in small pieces, allowing for fairly easy movement even with the bare minimum awareness of Cosmo. Some of these armors come with a simple but powerful weapon - a (nearly) indestructible buckler-sized shield, a pair of sentient chains that act as powerful offense and defense, and others along those lines - though their utility tends to be limited.

Silver Tier [200] - A step up from the level of Bronze, this armor provides more protection and covers a bit more of the user’s body, as well as being able to withstand more pressure and physical punishment than a Bronze armor could. They may also possess a unique weapon or ability, such as a powerful elemental attack or a shield that turns those who gaze upon it into stone. However, it has a higher starting requirement than Bronze Armor - you will need to train and refine your Cosmo a little to use this effectively.

Gold Tier [400] - This is the armor of great heroes, those who stand beside the Gods in their endless battle for the fate of planet Earth. Covering most of the body except for the face, this armor provides the strongest augmentation to the burning Cosmo of the user, letting them move at blinding speeds and take much more punishment than any other armor in this world can, allowing them to shrug off blows from anyone wielding anything short of the Seventh Sense at their full power. However, this has the highest requirement to be able to use effectively - the user must have unlocked their Seventh Sense to truly utilize such powerful armor. If not, the armor will merely weigh them down and their full potential will not be used until that time. While this armor provides the strongest possible boost to the user's Cosmo and physical abilities, the armor doesn't usually come with special abilities...however, it will tend to supplement and support your favorite techniques and weapons just as much as your body, shaping to your needs. It may still have one or several weapons built into the armor as well.

Items:

Knights of the Zodiac [100 - Free for Drop-In] - Interesting. It's the collective manga volumes of Saint Seiya, which detail everything from the beginning of Seiya's journey to the still-unpublished ending and final arcs. There's even a second 'set' that will include you and your actions in this jump as though you were part of this manga, that you will receive post-jump. You may confuse and alarm a few people if you show this off, mind.

Soft Roses [200 - Discount for Drop-In] - What is a rose doing, blooming in a place like this? Does it remind you of someone special…? Well, you receive a bag full of rose seeds that replenish each week. They're capable of growing almost anywhere, even a smog-choked volcanic island or an arctic tundra that sees the sun maybe once in a blue moon.

Volcanic Island [400 - Discount for Drop-In] - Well, that's one way to handle the 'need to train your Cosmo' problem. This is a volcanic and absolutely hellish island with a hostile environment and incredibly dangerous terrain. It also tends to erupt semi-regularly, though it somehow avoid affecting the environment outside of it...maybe it's a curse? Either way, training on this island will help unlock a better understanding of both Cosmo and the ways of combat. This bonus also applies to anyone you teach or train on said island. Just try not to get yourself killed early on. Post-jump, this island either becomes a Warehouse attachment or you may have it rest on an isolated spot in the nearest ocean.

Jumper Foundation [600 - Discount for Drop-In] - ...wait, what? Okay. Well. You've somehow inherited a government-sponsored organization and business that stretches across the globe. This 'Foundation' earns about several million dollars in revenue from various sources, and will happily cover any expense you happen to need with minimal impact on the economy or the Foundation's day-to-day business (within reason - its resources are not bottomless). It will also provide you intel and information on events happening anywhere in the world, alerting you to any disasters or dangers to either business or the planet at large.

Book of Myths [100 - Free for Knight] - Considering that the Gods of Greek Mythology are very much active forces in this world, it would be helpful to know a bit more about them. It's a detailed volume of the various Greek legends and the gods behind them, as well as a dossier on past Saints who fought for Athena.

Clock Tower [200 - Discount for Knight] - A sizable clock tower with an aesthetic design of your choosing, it will display nine flames - representing the life force of yourself and your companions. The flames will shine brighter when one is in combat or a struggle of some kind, or dim if they (or you) are in danger or on death's door. Should you look into one of the flames, you will see a hazy vision of where the person the flame represents is and what they're doing. You may attach this to any property you own or simply attach the clock by itself to your Warehouse.

Athenian Statue [400 - Discount for Knight] - The Goddess of War is ever watchful of mankind and planet Earth, even in worlds and times beyond this one...at least, now she is. This statue will chime softly and alert you to any world-ending or apocalyptic disasters that are about to happen, along with an idea of who is responsible and where the problem is originating from. Now, you may protect the world or even the universe with the guidance of Athena beyond this jump.

Sanctuary [600 - Discount for Knight] - You've acquired your own piece of Sanctuary, a collection of Greek-style temples that act as the fortress for Athena and her Saints, personalized for you and any companions you have. The building is strong enough to withstand an exchange of blows between the Gold Saints, and will remain hidden from sight should you do wish it. Post-jump, you may place the Sanctuary in a place outside of civilization of your choosing, or make it into a Warehouse attachment.

Swimming Pool [100 - Free for Mariner] - What better way to practice being a warrior of the Sea God than to just unwind and go for a swim every now and then? It's an ordinary swimming pool that either joins as a Warehouse attachment or can be set down in a property you own. It will always be clean and can switch from freshwater to saltwater at will. Convenient!

Fancy Mansion [200 - Discount for Mariner] - A luxurious, three-story mansion fit for a king! Or someone with way too much disposable income. It has all the basic amenities one could ask for, as well as a household full of servants to maintain it and cater to whatever you happen to need. These servants don't follow you between jumps, but each new batch will have the same knowledges as the previous ones - though they don't do much besides housekeeping and managing the mansion.

The Kraken [400 - Discount for Mariner] - Well, never let it be said that Poseidon doesn't spoil his followers at times. Even if this is a rather...odd gift. It is a battleship-sized Kraken, able to break most modern ships apart and drag them underwater with ease. It is loyal to you and is friendly to anyone you're friendly to...as well as vice-versa, to the sorrow of any sea-faring enemies you have. It is smart enough to follow simple commands as well as transport you and

anyone you wish overseas freely and safely, able to cross an entire ocean overnight without difficulty.

Underwater Temple [600 - Discount for Mariner] - Located within an air pocket deep in the bottom of the ocean is an Underwater Temple, styled almost identically to the one that Poseidon and his seal rest within. It can withstand anything short of a planet-destroying attack and is comfortable to live within as well - sea life will avoid or outright ignore the bubble of safety around it. Post-jump, this may become a Warehouse attachment or set down in an oceanic bubble of your choosing. Regardless, you may access it at any time simply by diving somewhere into the ocean with the intent to go there - the currents will shift and you will reach your destination in a short amount of time, regardless of distance.

Grave Markers [100 - Free for Specter] - All must pay their dues to the dead, in time. At will, when you encounter the dead (or perhaps having killed them yourself), a named gravestone with a fitting epitaph and a pair of coins will appear nearby, allowing you to carry out the necessary funeral rites...should you so wish it. These will only appear when you will it to be so.

Book of the Dead [200 - Discount for Specter] - All who pass from this world are written into the Judgement of the Underworld. You receive a full book containing the names of every individual in a world who has died and remained dead, with names, dates, and cause of death, along with a short summary of their lives to that point. Due to the size of said book likely being ridiculous, it will be rested on a pedestal as a Warehouse attachment, for you to peruse at your leisure.

Orphean Harp [400 - Discount for Specter] - The song of Orpheus, a Knight of Athena, was said to have been beautiful enough to bring a tear to the eyes of the hard-hearted Hades, that he freely granted Orpheus a chance to leave the Underworld with his beloved - and likely would have made good on his word, if not for the work of his disciples. You've acquired a harp with a similar ability - a song played upon it can touch the hearts of even the wicked and the inhuman, perhaps inspiring compassion and mercy for those who normally have none. This can result in diplomacy where there would perhaps be none...assuming you get the chance to play this song. Note that this inspiration will not necessarily change someone's opinion of you, or make them react in an exact way you expect...

Castle of the Dead [600 - Discount for Specter] - This is a tall, stone castle that is in ruin and in need of repair...though that is not what is special about it. In a hidden room, there is a trapdoor with a deathly chill, and following it will take you to an isolated pocket of the Underworld, a land full of the dead without a sun shining above. Despite this, the oppressive air almost feels soothing to you and your companions, and there is a fully-completed and luxurious castle - identical to the one on the surface - waiting for you below, with a repertoire of skeletal servants and guards looking after it for you. While the rest of the Underworld beyond your castle is inaccessible post-jump, you may set this property down in any isolated location, or use it as a Warehouse attachment as per normal.

Companions:

The Legendary Jumpers [100-300] - Only the foolish fight alone! You may create or import 2 companions for 100 points, 4 for 200, or a full 8 for 300 points. They all receive a free background and Bronze armor (unless their points are spent to upgrade it) as well as 600 CP to spend.

Canon Companion [200] - Or maybe someone from this world has caught your eye? One of the Saints, perhaps? Or someone else? Well, for each purchase of this, you may attempt to convince someone of your choosing to come along with you on your journey...should they agree, they will become a companion. However, do note that many of the stronger individuals are unlikely to be convinced by someone weaker than them - the Gods especially are unlikely to abandon the battle for Earth without some sort of strong incentive or proof of your worth, as well.

Long-Lost Sibling [200/400] - You have a twin? Apparently, you do. You have a sibling (gender of your choosing) who otherwise looks almost identical to you, or at least the closest possible human approximation of you. They do not possess your genetic traits, but they are your equal in Cosmo and combat ability, though they may lack other supernatural powers you have. They receive an armor equal to your own and 600 CP to spend, as well as a free background of your choosing. For an extra 200 points (undiscounted), they may become your sibling in all senses of the word - they inherit not only your mastery of Cosmo and the potential for more, but all traits and powers you possess that are considered genetic.

Drawbacks:
You may take up to +1000 points in drawbacks, +2000 if you take Divine War.

Legends of the Past [+0] - Were you painted on the Lost Canvas, Jumper? In the original war between Athena and Hades? Originally, the events of those and the events here are two different timelines entirely...yet, you may declare it ‘canon’ to this world and cause the effects of that history to ripple into this one. I’m sure some old friends will be happy to see you again...or shocked at your continued existence.

Gonk [+100] - There’s no nice way to say this. You look absolutely hideous. Bald, misshapen teeth, sunken-in eyes...you look like every bad stereotype of a minor shonen villain in the 80s. Your appearance perks don’t work, either. Hope you don’t mind looking like this for a while. You’ve got the ugly shonen 80s minor villain look.

Curse of the Unicorn [+100] - What does it take to get a little bit of respect in this place?! No one ever acknowledges you or your reputation in a positive fashion, often brushing you off when you

need them to listen or pursuing you when you want to be left alone. Your allies also continually forget about your contributions or ignore you entirely.

Flight of the Pegasus [+100] - Who needs logic when you have LOVE and JUSTICE?! You act in a stereotypical fashion for a protagonist of this era - dull-witted, quick to anger, quick to act on impulse - and more. And this is a world where even the most honorably opponent fights pragmatically and carefully. I hope you know what you're doing.

My Honor [+200] - You act in a stereotypical way when it comes to honor...that is, you act like an idiot. You will attempt to spare monstrous or dangerous foes except when pushed to the absolute brink, you will let you guard down more often, and you're just a bit easier to deceive as well. While you can wisen up after the first time, this will create dangerous and enticing opportunities for your enemies, who likely have no qualms for taking advantage of this.

Bane of Gemini [+200*] - This drawback can be taken twice. Choose one of the following for each purchase:

You have a split personality. Your primary personality is pure of heart, almost a saint in both the literal and figurative sense...but your other personality is wicked to the core, the absolute worst of your being and your vices piled together into a merciless sociopath. While you can force yourself to remain 'good' (or vice-versa), these two extremes will never compromise with each other and you must be constantly vigilant not to sink too far into one or the other, lest they change without your control. You may not forgive yourself for what you'll be responsible for with that wicked personality…

Or, you instead have a 'twin' who is identical to you in appearance and Cosmo ability, who stands against you and everything you believe in. They seek to make your life as miserable and possible, targeting your companions and interests with abandon and a wicked smile on their face. Though they may not equal you in power or resources, they know how to dance around your normal plans and strategies, always finding a way to live and come back another day...though this immunity finally disappears five years into the jump.

Senseless Sacrifice [+200] - Why is everyone so eager to give up their lives?! Don't they know they're more help to you when they're alive and well, not jumping at the first chance to make a heroic sacrifice they can?! Your allies and companions will continually leap to the conclusion that a heroic sacrifice is necessary to advance your goals, ESPECIALLY when it's completely unnecessary or that alternatives exist. While companions still return to life as per the normal rules of your chain, your other allies do not. Expect this to be a problem. Constantly.

Why Won't You Die…?! [+300] - Phoenix Ikki. Both a rogue and an anti-hero among the Bronze Saints, and the sole individual to wear the Phoenix Cloth in centuries. He has sensed your arrival, recognizing you as a threat...or perhaps a challenge. He will force you into situations where you must fight him one-on-one in a duel to the death, fighting you with all of his strength.

When he dies, he will return again not long after, no matter how thoroughly you killed him, trapped him, or even wiped him from existence. He's a good sport and has other things to worry about, so he'll at least postpone a rematch until next year...and it will begin again, except the same tricks you used to defeat him the first time will not work, his Cosmo flaring with greater strength than before. These yearly duels to the death will persist until the end of the jump, where he will be at his strongest and have a near-complete understanding your abilities. The duel will end in a close battle...but should you prove victorious, he will be willing to join you as a companion for free, though he will lose any non-canon abilities he made to fight back against you.

White Knight [+300] - The Saints will protect their Goddess, Athena, at all costs...even as she constantly sees fit to suffer for the sake of humanity or risk her own life regularly when she could handle a situation on her own otherwise. And lucky you, you now share this duty. The competence of the Bronze Saints has dropped incredibly, making it unlikely they will be able to protect or save their Goddess without your intervention...and should Athena die at any point, your chain is over. You will constantly race the clock to rescue her, regardless of your background or the God you originally serve, having to fight the likes of Gemini Saga, the Gold Saints, the entirety of the Mariners and the Specters, and even Hades himself. While the Saints will be happy to aid you, you must lead the charge, or else all will be lost.

If you have taken 'Divine War', one of your companions or someone with emotional importance to you will instead be kidnapped by the Triumvirate, their life forced tied to your chain in the same way. You must win the war within a single week, or else your chain will end even if you survive the cosmic onslaught.

The Divine War [+1000] - The Three Gods who still preside over planet Earth - Hades, Athena, and Poseidon - continually battle for the fate of humanity and the future of the blue planet. Athena wishes to safeguard humanity, for all of its faults and shortcomings, and let them build or destroy the future on their own. Poseidon wishes to drown it all in the sea and let a new future be built from the ruins, also to spite his eternal rival Athena. Hades, jaded and cynical from the endless sin and debauchery of humanity over millennia, wishes to eclipse the world in eternal darkness to snuff out the light of life and to begin a world more fitting to his image. As such, these Gods have existed in eternal conflict with each other, with their soldiers battling in a war for the sake of it.

However, before your arrival, they made a reluctant truce after a prophecy was spoken by a mysterious oracle. Telling of a being that traveled between universes and would one day surpass even the greatest of gods. A being that cared little for fate or destiny, and would destroy everything of value to them on a whim, that threatened the living and dead alike. A being...like you, Jumper.

Forming a Triumvirate in a reluctant alliance, Gemini Saga's sanity restored just long enough to help him bring Athena back into prominence and to bend the knee to her once more, the three Gods have united together and have brought their strongest servants and soldiers to bear. They have returned to the peak of their power, so much that even the strongest of the Gold Saints could only hope to scratch their divine forms, and have brought their weight to bear with one purpose: To kill you.

You must battle the entirety of the Saints, the Mariners, and the Specters at their strongest before defeating the Triumvirate of Gods that have united against you. Failure to do so within the decade (or the short time limit you've been given, for White Knight) will end your chain, as the Gods forcefully banish you from your chain and send you back to your home. Be ready for war.

Managed to survive ten years in this world, where the fate of the universe is decided behind a fist? Very well. What will you do next?

Go Home: Maybe you didn't survive after all. Or perhaps after all of these battles, you're ready to simply leave it all behind? Either way, you return home with all you've gained to this point.

Stay Here: Remain here? In service to Athena or others, or perhaps in a new world you've forged that doesn't need gods? Very well. You receive +1000 CP as a consolation prize, as well as immediately upgrading your armor to a God Cloth if you had lacked it already.

Onwards: Here we go.

Notes:

This jump is primarily based off of the original manga timeline of Saint Seiya, and as such, does not reference or acknowledge anime filler or otherwise. You may have the jump take place in the original anime version of events, though notes and perks function the same.

When in doubt, fanwank it.

Physics and Cosmo have a very tentative relationship together. While burning Cosmo enables superhuman and incredibly destructive feats, most of this galaxy-shaking power is usually contained to a single point to strike at a single foe...thus, you can likely easily minimize collateral damage with it unless you really DO want to destroy the planet/moon/star you happen to be fighting on. Also note that vacuum immunity isn't something the armors usually grant on their own. Something to consider.

Special thanks to SMTAnon, Valeria, Waddle, and Allen and everyone else in the IRC or thread who chimed in for helping me on this jump.

You can awaken Cosmo in others and train them further in it, should you so wish it. Note that it normally takes years of effort to make one aware of their sensitivity to Cosmo and for them to use it in combat, at least without the help of other perks or factors.