Iron Druid Chronicles Jumpchain



You wouldn't know it, from the way he acts, but Atticus O'Sullivan is actually the last of the world's Druids, and is personally older than Christianity. He's been in hiding for the last two millennia because of an incident involving a pair of Irish gods and a stolen magical sword. These days he's hiding out in Tempe, Arizona. Unfortunately for him, all things must come to an end, and very soon the chase will finally come to an action-packed conclusion. Unfortunately for the world, that is only the beginning of its troubles.

You arrive in Tempe, Arizona, circa 2011, a few hours before the Morrigan warns her catspaw that he has been found.

You have 1000 Choice Points to prepare yourself for the coming events.

\+ 1000 CP

Origins

All origins may choose their sex for free, and pay 100 CP to pick their age.

Mortal (Free) Whether or not you know about magic and monsters and gods, you're broadly just a normal Bob Q Somebody. You've got a family, a job, and a whole life to deal with. Your age is 20+2d10.

Druid (200) You trained by Atticus, taught by one of the Tuatha De Danann, or are a recent escapee from a time bubble. Whatever your origins, you are one of the very few mortal Druids in the world at this point, debatably the only one. Your duty is simple: protect the Earth from assholes. Bad news: you're outnumbered. Good news: the Earth and its consciousness, Gaia, doesn't mind the occasional mass extinction, isn't particularly attached to humanity, and wants you to focus on supernatural threats like crazy people trying to eat elementals for power. That one is important - it's how we got the Sahara. Your age is 22+1d10.

Old Soul (400) You are a rarity in this world: a supernaturally long lived mortal. Whether you struck a deal with the Valkyries, stole a golden apple from Olympus, or learned how to magically steal bodies, you've been around for a very long time. Your age is 200+3d100s.

God (800) You are a god of one of the world's many diverse pantheons, though you might not use that title. Still, there's not actually much difference between a god and a Bodhisattva or saint. You were created or elevated by the beliefs of mortals, and though you spend most of your time on your own plane, you retain enough worshippers and awareness on Earth to maintain some serious magical power - far more than any mortal magician could possess. While some gods are blessed with power over many domains, you are among the many who only has one, though you may choose it. Your age is 600+5d1000s.

Perks

Discounts are half off, as usual.

How Men Solve Problems (Free) Despite what Granuaile will say, combat is often an important part of life for a magician or immortal. As such, you have become skilled with the use of one ancient weapon, in one fighting style, as well as the basic tactics involved with it. Your skill would be recognized as legitimate, if

unremarkable, by most immortals, and has been honed by a small amount of battlefield experience. With your level of skill a normal human could fight on par with a common vampire, for instance, but not defeat them.

Philosophy Major (Free) You have a bachelor's degree in Philosophy, and all the knowledge and accreditation that goes with it. This will carry over into future worlds, but good luck finding a job with this one.

Magician (400, First Purchase Discounted) You are a wizard. Or a witch, sorcerer, or magician. You might also be a priest, shaman, or holy warrior of some description. The details are unimportant. You are talented with one of the many forms of magic this world offers, and have at least two decades worth of intense education and practice with it, more if you're long-lived. As every faith and culture produces the spirits and gods it believes in, and every pantheon provides at least some of its servants with their form of sorcery, there is a multitude to choose from. Navajo shamanism, Jewish Kabbalah, Hermetic Qabalah, Solomonic Demonology, Vedic raksoyuj, Vodoun, ancient Egyptian heka, Slavic Zagovory, Taoist alchemy, Finnish spellsongs, and Norse Runeskaldry are all available, just to name a few. Though you cannot chose true Druidry with this perk, your options are unusually broad, so you may choose Faery bindings, and since it turns out that some fans take "hero worship" more literally than they realize, you may even dip

into pop culture and claim the magics thereof, even if they don't *strictly* have the gods, demons, and spirits necessary to make them magically viable. Just remember that magic is still magic, godly or otherwise, and that it is absorbed by iron, particularly cold (which is to say meteoric) iron.

Invader (200) There is some argument about whether or not certain powers work on another pantheon's plane, and evidence suggests it is on a case by case basis. You're one of the lucky ones, as this is not an issue for you, and never will be. Unless they're in *direct* competition with local equivalents, your powers and talisman will retain all their potency wherever you bring them to, nor will bringing them cause any issues in and of itself. Also you can grow mystic plants in environments where they should wither.

Other Thors (200, Discount Magician) Isn't it the worst when your patron god dies, is imprisoned, or casts you out? In case of these inevitabilities, you have a special skill. You can use a short ritual to contact other versions of your former patron, their relatives, or similar gods, and if they agree, begin drawing your magic from them instead. They will rarely say no. This may cause or require you to change the way you do magic, but it will be quick and easy, and will not weaken you. Depending on the god, it might even strengthen you.

Werewolf (400) With enhanced strength, speed, stamina, senses, and lifespans, werewolves are some of the most deadly creatures this side of gods, particularly when they're enraged, which only increases their power. They can painfully shift between man and wolf at will, but during the height of the full moon they must take wolf form, and less willful wolves may find themselves losing self-control to their wolf for its entirety, as well as during moments of extreme stress. Unless it is instantly fatal or dealt by silver, werewolves can quickly regenerate from wounds. They can also infect others by biting them under a full moon and communicate with their packmates telepathically. There is also the small matter of their nigh-invulnerability to any magic that is not specifically designed to counter them, which is much, much easier said than done. Even the most powerful magicians should fear a pack of wolves, for only gods have been known to blast through their magic resistance. You are one of the stronger werewolves - one who ate human flesh during their first transformation.

Unchosen (400) For once, not being the Chosen One is a good thing. Like Atticus at the start of the first book, some psychopomp or death god or Chooser of the Slain whose influence you fall under has developed a liking to you, and has sworn not to take you unless you give them absolutely no excuse, in which case they shall often warn you ahead of time. In a vacuum this means that you shall survive everyday life indefinitely and lead a very long life indeed, even if it is not pleasant. It also

means that you will almost certainly survive what battles you enter, avoid those you would not, and escape with your life when one turns into the other, assuming you are quick and clever. This protection shall follow you into later worlds. Mind you, this is less effective against threats of capture and maiming, and *no* protection against other death gods deciding you've lived long enough, if you attract their attention or worse, oppose them.

Pop Culture and Technology (100, Free Mortal) You are familiar with modern technology and popular culture, uncommonly so. Never again will you miss a reference or need to ask younger people for help using your computer. This updates every jump or decade, whichever is shorter.

Good Job (200, Discount Mortal) You're one of the best there is at what you do, but what you do… is completely normal. You have two decades of experience with a mundane profession of your choice and all the relevant education, and very few are better. Whether you are a bartender, shopkeeper, or lawyer, people will rarely walk away from your place of business unsatisfied.

Folklore and Mythology (400, Discount Mortal) You have read a great many sagas and epics. These and other sources have left you with in-depth and highly accurate understanding of the prominent monsters, spirits, demons, gods, myths,

and magics of this world and their behaviors, powers, histories, weaknesses, and famous stories. You also know how to detect, combat, contact, safely interact with, and appease them, if necessary and where possible. The details may be unpleasant. Rarer and more secretive creatures may slip past you, but you'll usually have at least heard of them. The other origins get that much for free. Mortals have to buy it, but there are two benefits to doing so: firstly, you gain a serious, almost supernatural, talent for realizing when your knowledge is out of date or wrong, and finding what you need to correct that. Secondly, at the beginning of each jump, this knowledge pool updates itself for the new setting, and whenever you move to another world outside of that, it begins to update automatically. After a year in a world, you will know just as much about its supernatural sides as you did about this one. With study, you will be able to cut that in half, or even a quarter, but the ratio of truth to fiction may decline depending on your other skills.

Apotheosis (600, Discount Mortal) While many gods purport to be humanity's creators, the truth is quite the opposite. Worship can cause gods to manifest ex nihilo, or elevate "lower" beings to godhood. You possess some mystical trait that makes this process happen much more quickly and more easily, even in worlds where it would not normally occur at all. While usually this would take decades or centuries, you can often make it happen in mere months. By creating or helping

the devoted create so much as a single shrine or temple to a particular god or pantheon and spending at least a week making the appropriate sacrifices, offerings, and prayers while observing the rules of their religion, you can get the ball rolling on their existence- even if you just made the god up yourself, and it will only get faster if you keep it up. The more narrow a god's domain is, the more people worship them, the more strict "their" decrees are, the more strictly obeyed they are, and the more extensive the sacrifices they receive, the faster the god will be born, particularly if any of those worshipers have this trait. The more the better. The god of a particular forest or mountain might be born within three months, with only a hundred or so casual worshippers, even without further assistance from you, but even at this speed creating a new monothesistic deity would take well over a decade, even with thousands of serious attendants. This is also slower when it comes to deifying beings that already exist. While spirits deify only slightly slower, it would take multiple decades to grant a living human the status of a deity, even with a *relatively* large cult, but once the process begins it will continue without your influence, so long as faith continues to flow. The benefits of this deification are guaranteed to synergize perfectly with any preexisting supernatural powers they might have, and might even relax or eventually remove their weaknesses. Regardless of whether they were mortal originally, you will find that pantheons can naturally grow, and the gods of worlds that have their own magic shall be stranger and likely stronger for it, particularly

if their worshippers have access to that magic, or if that world has native gods or similar that are created, empowered, or shaped by belief.

Druid (600, Free Druid) You are a fully trained Druid, one of the Earth's protectors, perhaps the first in two millennia. This means quite a bit. A decade or so of extensive training means you can speak several languages fluently, learn new languages very quickly, fight like a demon, survive in any environment, conceal your condescension, mostly control your braggadocio, receit numerous legends, sing, competently advise a king, equal a Doctorate in Environmental Science, tame manticores, and speak with the elemental nature spirits that make up the world, up to and including Gaia herself. After passing the tests and trails, you were ritually bound to the Earth via an intricate tattoo on your right side. Besides affording you the ability to draw magic and stamina from the Earth on contact and both the power to communicate with and instant respect of plant life and elementals, this gives you access to powerful rituals and Druidic spells called bindings. Unlike a normal Druid, you may repair your own tattoo (and thus your connection to the Earth) if it is damaged. There are two important limits to this magic: it has little power over unnatural materials, and it cannot be used to *directly* harm the Earth's creatures. You can win sword fights via your magically enhanced stamina, or create instant pit traps and then behead your foes, but trying to unbinding hearts will simply fail if you try - which is a lighter

consequence than most Druids would face. The undead and unintegrated extraterrestrials are fair game, however. Post-jump, you may make your tattoo invisible while not in use and in later jumps, it will grant you a similar connection to a world in the new jump, and you may bind others to the same via similar tattoos.

Sick Hippy's (200, Discount Druid) While all Druids understand herblore and farming, you take it to the next level, likely having learned from Airmid herself. While the recipe for brewing teas of immortality (Immortali-Tea, if you will) were not shared, almost all of the plant world's other secrets are opened to you, and you have developed the mystical ability to recognize the mundane and magical uses, properties, and needs of any plant you encounter. Even without the addition of magic, you can use simple herbs to create potions, medicines, chemicals, and poisons which will make drug companies jealous. When bindings are mixed in, you can do things that the pharmaceutical industry can only dream of.

Urban Druid (400, Discount Druid) Mannanan Mac Lir was given the unique ability to draw power from water as well as earth. Gaia has seen fit to give you a unique ability of your own, perhaps in recognition that the abodes of man are themselves environments, and increasingly common. Unlike other druids, the natural-synthetic divide no longer matters to your magic, and you may draw

magic through any material, so long as it is touching the ground. In fact, any power you possess where the divisions between natural and unnatural or worked and unworked can now ignore those distinctions when it benefits you.

Iron Jumper (600, Discount Druid) Iron suffuses your aura, making you something like a human elemental. This kinship prevents ferric metals from absorbing or resisting your magic as they ought to, though it has other benefits. All but the strongest curses wash off your skin, though beneficial spells pass right through, as do those that pierce your skin. While it has no impact on talisman, your touch kills monsters and destroys magic, with some exceptions. If this becomes inconvenient, you may suppress it at will. You also have the means to remove your material weaknesses by binding yourself to them in a slow and painful process, though druidry can accelerate it.

A Sense of Humor (100, Free Old Soul) Well, not just a sense of humor, though it does help. Besides the amazing abilities to laugh at yourself and take enough satisfaction and joy from the grind of daily life, certain hobbies, and life's small pleasures to willingly continue them ad infinitum, no matter how repetitive they grow, you also have the maturity and mental fortitude necessary to survive day to day life for truly vast periods of time, regardless of how unpleasant or boring it

may be, without regressing to a spoiled child or losing perspective. You have superb instincts for danger, which is something of a requirement for immortality.

Avoiding Anachronisms (200, Discount Old Soul) Through long practice, you have learned how to seamlessly adapt to new societies, languages, slang, technologies, and cultural trends. Over the course of a year or two, you can also update an obsolete skill to a new age, applying old insights to new circumstances, where possible. The gods are often ignorant of modernity, but those who live on Earth do not have that luxury.

Many Lifetimes of Experience (400, Discount Old Soul) As a hero or villain of the distant past, perhaps even the Iron Age, you are a quick and clear thinker in addition to being clever in a general sense, which will serve you well on your inevitable adventures, as it has since the beginning. Since then, you have been around the block many, many times. In your centuries of life, you have mastered half a dozen forms of fighting, over three dozen languages, and several different trades, some of which have aged better than others. You are also competent with ancient tactics, negotiation, camping, cooking, medicine, investigation, manipulation, and get rich slow schemes. Furthermore, even in an age of digital media, you have the skills to very easily dodge suspicion, assimilate into cultures, sneak around, construct hidden safehouses, and set up new identities, usually by

making use of your sixth sense for corruption. You *can* do it all without a hint of magic, but sorcery (like bribery) makes everything easier.

True Immortality (600, Discount Old Soul) While you must still mind your reserves of magical energy and fear iron, you possess a form of immortality that otherwise borders on invincibility, a rare power even among the gods. Injury no longer impedes you, short of outright dismemberment, and it certainly can't kill you. Though regenerating limbs is still quite difficult, otherwise permanent wounds may be healed over hours with an expenditure of magical energy, which can also let you bypass normal biological frailties of all sorts; eternal hedonism is perfectly viable with enough magic. Like the Olympians, you do need to worry about old age to an extent, but it will never kill you nor debilitate you more than the average senior citizen, as long as you have energy. Beyond this world, you are immune to and unaffected by most of the standard and general methods of permanently killing immortals, particularly the convenient ones, and unlike the rest of the benefits listed here, that immunity is not reliant on any input of energy.

Divinity (600, Free God) There is no two ways about it; you are a god, and that comes with a long list of powers. You can use magic to command your domain, brute force miracles, visit people in capital D-Dreams, make your voice sound

very dramatic, travel between your pantheon's planes, shapeshift into certain animals, take and shed physical form, survive physical death, resurrect yourself from the dead, make your eyes glow, and turn worshippers and priests into magicians. Godhood also comes with a mystical awareness which allows you to hear and sort through the rituals and prayers and blasphemies directed towards you and, if you wish to, send signs and miracles to inform, aid, empower, or punish in response. It also informs you when your sacred places are despoiled and provides *some* information about your sphere of influence. A psychopomp knows when they are needed, and a god of love can see the bonds of affection that bind people together, for instance. All of these abilities are fueled by the faith, offerings, rituals, and sometimes fear of those who believe in you, all of which can influence your personality, particularly when you try to resurrect yourself with it. Other forms of recognition can also provide appropriate returns of power.

Ceremony and Tradition (200, Discount God) Rituals and sacraments are *meant* to be elaborate. Therefore, you and your sorcerer-priests can redesign rites, rituals, offerings, and spells meant to invoke or honor a spirit or divinity to include symbolic and meaningful restrictions, requirements, and pageantry. Not only will this not interfere with the spellcasting aspects, the added impracticality and symbolism will make them proportionately more simple, efficient, and powerful. While there is leeway, they must be performed accurately. Failure to do so not

only forfeits the benefits, it ruins the ritual and will prove unpleasant for the patron.

Selectively Religious (400, Discount God) Most gods do not realize it, but they are heavily influenced by what people believe about them. Even as they are empowered, they are bound and controlled. Benevolent powers become reactive and secretive, while malevolent gods cannot be other than they are believed to be. At least one god has committed suicide upon realizing this. You will not end up like them, because you are free from such restrictions and influence. Even if your worshippers think you are just, you could be a real son of a bitch, and even if you are the sort of god people pray against rather than to, you can be a perfect saint. Even godly self-resurrection will not cause a dent in your personality. Other influences and corruptions equally find no purchase upon you.

Monotheism (600, Discount God) Most gods have multiple versions of themselves walking around. There's a smattering of Thors, several Jesuses, and both Zeus and Jupiter coexist, albeit because they have no choice. You needn't worry about such nonsense, because no matter how many regional variants of your legend or denominations of your religion there are (and there are at least half a dozen), there will only ever be one of you, and all the faith directed towards "you" shall be yours as long as its target recognizably *you* or some aspect thereof. You can even

travel to the planes where your various iterations *should* exist, and be recognized and play their roles without issue. The conflicting influences of varying beliefs will not cause *too* many issues for you, and while we're at it you do not need to worry about routine timeline splitting or similar - you'll probably have to deal with something along those lines eventually. Still, if it becomes too much trouble, you can also partially or completely break yourself down into your various denominational variants, who will act similarly to a hive mind, but with some minor to moderate differences in personality and thought process brought on by such differences as mood, physical age, ability, and the influence of faith. You may also, as some gods are believed to, split off specific personality traits or aspects of your being like your inner child or wrath in much the same way, though that costs energy and the personality differences will obviously be greater, so just to be safe you have been given the ability to withhold knowledge and experiences from these avatars as you create them. If you wish for more than one of your selves to have anything beyond your skills, the basic powers of a god (if you have them), and what you buy here, you must split your powers, energies, and perks between your various incarnations as they split from you. Whichever they are, however, you can reintegrate them at will, as long as two of your incarnations are touching, and they will never have any issue with that. Their portion of your might will also automatically reintegrate with your broader self upon their deaths. However,

recreating them after that will take magic equivalent to a resurrection, but if you can't afford that just wait until the next jump.

Omniscience (1000, Discount God) While all gods have some degree of mystical awareness, you are one of the few that goes beyond that. You know, in a word, everything. All information about the past, present, and the next thousand or so years of the various possible futures are all available to you. Scientific, metaphysical, and philosophical knowledge far in excess of modern understanding (based on wherever you are or have been) is absent, as is anything about life beyond the scope of the setting and similar, but beyond that you don't even need to wonder, because you already know, unless there's magical concealment surpassing your own power. While you have a brain, this information is far, far, *far* beyond what it can handle, so there is a convenient and intuitive filing system in place, which also partitions away eldritch truths and memetic hazards and similar before they can harm you.

Items

Destroyed items respawn after a week. Discounts are 50% off.

Introductory Texts (100, Free Mortal) A series of books that accurately describe the most common local monsters and magics, and explains the existence of gods.

It isn't enough to practice magic, but you could probably find a mentor. This updates every jump.

Home, Sweet Home (200, Free Mortal) A nice two story house with running water, electricity, WiFi, furniture, TV, plumbing, two yards, and room for a family. Which you don't need to pay taxes on. It can be imported into and updated for later jumps.

Vampire Census (400, Discount Mortal) This is a copy of a certain folder, hidden in Toronto, which contains the name and addresses of every vampire in the world. In later jumps, you may pick one supernatural species or criminal organization, and receive a similar folder.

The Hammers of Jumper (600, Discount Mortal) A relative of the Hammers of God, this is an international, interfaith organization with immense resources and an unwavering dedication to protecting humanity from the supernatural via judicious use of Kabbalahistic sorcerers and their weird beard-tentacles of doom. You are their leader, and no one will mind the minor quibbles of your religious affiliations (or lack thereof), magic style, and qualifications or lack thereof. Unless you are clearly in the wrong, they are willing to slay whoever you choose, and they

shall follow you into later jumps, regaining lost members, retaining upgrades, and somehow update their lore, methods, resources, and magic to combat local evils.

Irish Wolfhound (100, Free Druid) An Irish Wolfhound you can telepathically communicate with if they're nearby, and all the appropriate paperwork and food. They mostly understand a language of your choice, and are both loyal and well behaved. They're not very good with time though. Most dogs aren't. If killed, they will respawn three days later. You may freely import another dog if you have one.

Druidic Charms (200, Discount Druid) A set of amulets and charms, similar to what Atticus wears, but without the iron and composed of gold rather than silver. They will allow you to perform numerous minor bindings with a single word, and store magical energy for later. It also comes with the instructions for making more, and modifying them. It does not have a soulcatcher, but I'm sure you can figure that one out with time.

ThreeEye Books (400, Discount Druid) A well warded occult bookstore with lots of religious and mystical merchandise, some of which is even genuine. In addition, it also stocks some pretty good herbal remedies. There are two NPC workers, and all merchandise is restocked monthly, free of charge. Those who purchase the rare authentic grimoires can gain the benefits of the Magician perk. In future jumps,

you may import it into the setting and replace or supplement the merchandise with local resources.

Irish Sword (600, Discount Druid) A copy of an Irish magical sword. There are two options, Moraltach and Fragarach, both of which are powerful blades forged by the smith god Goibniu. Both are nearly indestructible, never rust, and never dull. Moralltach ("Great Fury") cannot go through armor, but it magically kills anything it strikes a solid hit upon, some immortals excluded. It's more dangerous than it sounds. Fragarach ("The Answerer") is more flexible. It cuts through armor like it doesn't exist, can control the wind (if the user provides power), deals wounds that do not heal properly, and when held to someone's throat, they are not only harmless, but must answer all questions the wielder asks truthfully and fully. Only the first purchase is discounted.

Fake IDs (100, Free Old Soul) You have three legal identifies, all of which are positively airtight and scrupulously updated, or not updated, to your specifications. It is easy for you to transfer funds between your three identities, and only the very observant will be able to prove you are more than one of them. You can freely pick what age each identity is believed to be, and at the beginning of each jump you receive three more.

Werewolf Lawyers (200, Discount Old Soul) You have a long standing contract with a highly skilled law firm, which happens to be staffed by lycanthropes. This contract, paid for by your benefactor, will even allow them to represent you in later worlds, and do so competently. They are also willing to provide you with new identities, for a price.

Personal Fortune (400, Discount Old Soul) Looks like all those get rich slow schemes have paid off. In dozens of separate bank accounts across the world is a vast amount of wealth, easily in the tens of millions. It is easy to access them regardless of what ID you are using. Additionally, unless it was spent on a physical item and that item was brought along to the new jump, the money not only imports itself into new jumps, but replenishes as it does so.

Elixir of Life (600, Free and Discount Old Soul) Most immortals require some resource to live indefinitely, usually a food which must be consumed monthly. Whether it is a tree that grows the Apples of Idunn, a herd of Manannan Mac Lir's pigs, a recipe for the Elixir of Life, or even a supply of Atticus's Immortali-Tea, you have enough to sustain yourself and two other humans indefinitely. This is in addition to all the knowledge needed to maintain, harvest, and prepare it. If you pick a recipe you will only be able to produce a small amount and will have a truly difficult time teaching others to make it. If you choose a plant or animal it will

require constant maintenance, but tend to spread of their own initiative. Post-jump, trees and herds of immortality may be accessed through the warehouse and all sources of immortality will otherwise be tended to, harvested, and prepared autonomously, but may also be imported into the jump. This may be purchased multiple times, but only the first is free for Old Souls.

Awareness (100, Free God) You have a place in history, in this and all later jumps. There are books about you, wikipedia pages on you, statues depicting you, artifacts of your worship, and the occasional documentary that dramatically asks who you were, once. If you're lucky, you might turn up in novels. It does not provide much power by godly standards and isn't of the right nature for deific self-resurrection, but there's enough to make you quite strong by mortal standards. Alternatively, you may have a very, very minor role in a major living religion. The power yielded is the same either way, and you may choose which each jump.

Cult (200, Discounted God) Wikipedia pages and documentaries are nice, but for a god to truly thrive they need direct worship. You have some. Not a lot, but a few thousand people worldwide who know your identity, read your scripture, abide your edicts, and do rituals in your name periodically. Some of them are priests (or equivalent) and magicians. They can be their own religion, or a particular order of

a more popular faith. Even if you're sharing the spotlight, you still get full power from it. You may purchase this up to six times, with each purchase multiplying your worshippers by ten. In later jumps, you will find that there is a similar group in place, though their numbers are adjusted to the new setting and you will need to decide which form they take.

Divine Weapon (400, Discounted God) You hold in your hands a weapon or weapon collection of archaic design but great power. It is nearly indestructible, focuses your divine powers, and has a small number of useful abilities. Like Mjolnir, it might always return when thrown, or like Vayu's Arrows, it might fly straight regardless of weather and always pierce the heart.

Jumper's Plane (600, Discounted God) Gods don't live on Earth, now do they? You have access to another plane of existence or group thereof, tethered to Earth on some spot, which serves as your pantheon's home and an afterlife for your worshippers, among other things. It is also filled with numerous, moderately powerful magical creatures, many of which serve you loyally. With great magical effort, you may create new tethers to this plane in new locations, even other jumps, but as long as you're on your chain this will not allow people to travel between jumps. You may freely design and designate both the planes and their inhabitants, but assuming they don't also belong to someone else, these planes

start out the size of a mountain range, and will grow as power and souls are fed into them.

Companions

Companion Import (50/300) You may import up to eight companions into this jump, with the last two being free if you import six. They gain 800 CP to build themselves and half the CP from any drawbacks you take.

Canon Character (100) You may select any canon character you like. You are guaranteed to have multiple meetings with them, and they will be positively disposed towards you. If you can convince them to come with you, they shall become companions on the rest of your chain. Companion Druids gain the fiat benefits of the Druid perk, and companion gods continue to receive energy from this world, and gain the benefits of the Jumper's Plane item, just as companion magicians gain the Magician perk.

The Morrigan (200) This Irish goddess is the Chooser of the Slain among the Tuatha De Danann, and she does not allow herself to make friends, but if you purchase this you'll become the one exception. Partially because by buying her

companionship this way, she gains the benefits of the Druid and Selectively Religious perks, the latter of which solves a major dilemma of hers.

Drawbacks

You may take these for extra Choice Point. Max +1000 CP

Not Funny (+100) You're convinced you're funny and can't stop cracking jokes unless things are very serious. You aren't funny, but you won't be convinced otherwise.

Bad at Blending In (+100 / 200 / 400) You mean to blend in, honest. But you keep slipping up and drawing attention to yourself. This is worth double points for Old Souls and Druids, and an extra 200 CP if taken with A Wrathful God.

Cold Iron (+200) It's not that your out of jump powers are gone, they are just now as susceptible to iron as any of the magic in this world. If you took it, you do not receive Iron Jumper until the end of the jump.

Faded Glories (+200) Once, you were much stronger, wealthier, more respected, the works. Alas, that time is past. While you still might be quite powerful, you are painfully aware of how far you have fallen, and it bothers you incessantly.

Iron Oaths (+300) You take serious oaths as seriously as people from the Iron Age do. You do not try to lawyer or weasel out of them, even when it would be to your benefit, and certainly never break them. This will land you in hot water at least once.

Grudge Against Thor (+300) Thor, that asshat, has grievously wronged you, and you *will* have revenge, one way or another, regardless of your normal feelings on that. Only blood will satisfy.

A Wrathful God (+300 / +600 / +900) Some god has it out for you. Fortunately, it's one of the gods who's weaker these days, like Aenghus Og or Bast. You are hidden from their direct divinations, but they will spend a not inconsiderable amount of their resources hunting you. Perhaps you should ally yourself with their other enemies? If you're not the violent sort, talking them down will be infeasible, but theoretically not impossible. For double points, your enemy is still relatively strong like Thor or Zeus, who can command vast storms and slaughter magic-resistant werewolves. For triple, you've somehow managed to piss off one of the major powers of this age, the kind of gods like Amaterasu, Allah, Brahman, or Jesus, who you shouldn't even look at on the magical spectrum. They tend to be

pretty reasonable, so you must have done something pretty bad, which will not make it easier to talk them down.

Age of Ideas (+400) Oh dear, it looks like it's the end of the current world order. Every god has just become immune to iron, magicians and most monsters are immune to it when it isn't delivered the old fashioned way, and all have received a very big power boost. Soon the gods and wizards shall reveal themselves again, and everything will change.

Bronze Druid (+400) You begin in 3,000 BC, rather than the second millennium CE. Besides the obvious downsides of not having access to flush toilets and the internet, gods and monsters alike are both stronger and less constrained without iron. At least you only need to stay for a decade. For an additional 200 CP, you forget how to make and use any anachronistic technology, and cannot rediscover or relearn it until the knowledge comes back naturally at the jump's end.

Apocalypse Now (+1000) You've landed on a doomed world. At least one of the mythological apocalypses is going to begin at some point during this jump, and you will be center stage. It will take all of your strength, courage, and cunning to stop it, no matter how much you have. If you cannot, the world shall end. This does not count against the drawback limit. Oh, and just in case you're not the sort

who cares about that sort of thing, you are filled with a deep desire to save this world. This does not count against your drawback limit.

Notes

Re; Magician. It keeps working post-jump, as though your patron were there. Don't ask why they don't run out of energy when they're frozen in time (and thus not regaining it) or how your summons reach you.

The Sisters of the Three Auroras never specifically name their particular brand of magic, but they describe it as Polish and being powered by the Zoryas. Zagovory is a real life tradition of Slavic folk magic that invokes Zorya, so I'm going to identify it as such.

Re; Apotheosis. Divine planes form with gods. The details of a god's personality, powers (true immortality, herculean strength, animal forms, domain(s), ease of self-resurrection, omniscience or lack thereof...), and the details of those planes are determined by the religion based around them.

Gods are generally amenable to ceremonies, traditions, and sacrifices, so it might be worth the effort to deify a cosmic horror you lack the strength to defeat, but if it's on the "what even are humans" scale there might be issues actually doing it,

and don't even get me started on those that are corrosive or hostile to our reality in and of itself or shouldn't be looked at or whatever, that's not going to end well, period.

For an example of "stranger and stronger" gods, a god created in the Dresdenverse would likely be unaffected by iron and probably quite strong by the standards of this world, but might need to worry about running water like the local wizards do. They would also have a demesne in the Nevernever instead of a plane of their own, and greater freedom to travel the Nevernever.

Re; Iron Jumper. Even if they are of a different nature, this perk removes all iron-based weaknesses, and binding will do similar. While it won't kill a selkie or vampire, your aura remains broadly lethal to magic and its creatures in later jumps.

Re; True Immortality. "Normal biological frailties" is pretty expansive. Brain damage, exhaustion, hunger, thirst, addiction, mental decline, disease, poison, bad mental habits, infertility, genetic diseases, overeating, addiction, hangovers, cramps, headaches, soreness, aches, information overload, muscle atrophy, skill atrophy, lactose intolerance, arthritis, dietary restrictions, and more are all included. This doesn't make you immune to pain in the moment though.

Also, self-resurrection and extra lives and reincarnation are included in immortality. Even if they're powered by or reliant on an outside source. Anyone who hopes to negate or bypass or pervert or steal or seal (or whatever) your powers of immortality (whatever they are and wherever they come from) you have is in for a nasty surprise. But keep in mind, being immune to the general and convenient immortal-killers (weapons and powers included) even if it's a perk or fiat-backed item meant for exactly that, is not being immune to *all* of them. In Dresdenverse terms, Halloween? Not dangerous for you. A killing ground you helped set up? Dangerous. Eye of Balor? Could go either way. I wouldn't risk it. Titans in general? Less likely.

Re; Godhood's self-resurrection. That works by harnessing belief specifically. Mere awareness isn't enough. Your new body will form on your pantheon's plane - or post-jump your warehouse or a dimension of your choice that you either own or serve.

Re; Ceremony and Tradition, redesigning does not invalidate the originals.

In the case of redesigned spells, "proportionately more efficient and powerful" also means they can be cast by sorcerers who normally wouldn't have the skills to

pull it off, and all benefits apply to both patron and magician. Rituals and offerings which strengthen or sustain a god or spirit will instead yield greater benefits.

The additions are best and most effective when the symbolism comes from the appropriate religion and culture(s).

Unless noon is a very big deal in its culture, a ritual hat can only be performed at noon would only be slightly improved (unless its dedicated to or draws upon a sun god) but one that must be performed at noon on a particular spot, in a dead language, by several members of a professional and celibate priesthood, on a particular day of the year, with specific offerings and consecrated objects, would be worth the effort.

Re: Monotheism. Allah, YHWH, and Christ are also close enough to be one god. Zeus and Jupiter are close enough to count as the same, Zeus and Indra are not, even if the theory that they share an IndoEuropean root proves true. Use those as your measuring sticks.

Whether they're iterations or avatars, they're still part of you. If it helps, think about it like an internal debate. Both "sides" of the argument are part of one person and make up a greater whole, but there *is* internal division. In this case,

both sides have different bodies and broader lines of thought, but they remain *one*, though divided.

Most powers that come from knowledge in and of itself are split as normal powers. Even if your last jump was Unsong and you picked up Open-Sorcery, that just means you've got two copies of a given perk to split. If you want more, hit the books and start over from zero. Max one copy per iteration with stuff like that.

Avatars can be created with their own identities, which will make them harder to control but also more potent. Doing so may cause them to have notably different versions, expressions, or equivalents of the powers and skills you possess and imbue them with, potentially on top of lesser versions of your main powers.

Re; Omniscience. This also lets you bypass most anti-memes.

Re; Elixir of Life. Dogs can survive on half what humans require.

Re; Faded Glories. This does not make you weaker, but your in-jump past was once stronger, and that bothers you.

Book series by Kevin Hearne, Jumpchain by Ze_Bri-0n.

Version 1.1

Changelog: fixed God discounts, reworded Iron Jumper, clarified Invader, buffed Monotheism in notes. Folklore and Mythology now makes you familiar with existing literature as a bonus. Added a new tier to A Wrathful God. Apocalypse Now no longer counts towards the drawback limit. General minor wording edits.