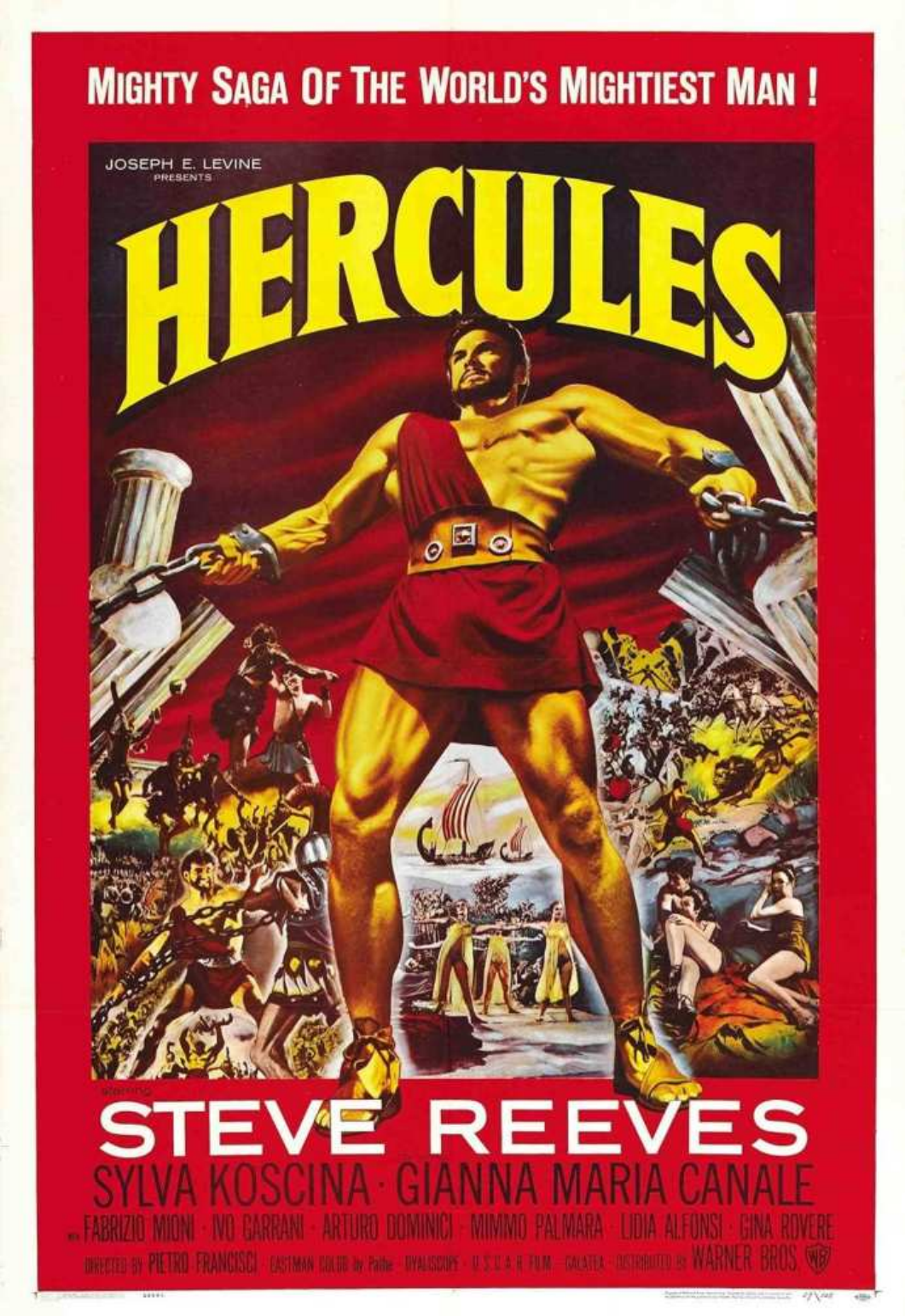
Hercules (peplum) Jump

Version 1.0.2



Huge and immortal was the strength of Hercules, as the world and the gods to which he belonged; but one day men crossed his path. They were ready to sacrifice their brief treasure, life, for knowledge, for justice, and for love… The narration doesn't tell us what Hercules decided to do due to this, but we are shown. His great strength turned to helping men, fighting for justice and for his own chance to find love.

Welcome to the world of Hercules, as interpreted by Italian film makers in the 1950s and 1960s. By default you will be entering into the world of the Hercules films directed by Pietro Francisci, either merely the first two starring Steve Reeves or the full trilogy which forms a single connected story. However you may choose to instead enter another of the Italian peplum films starring Hercules, or even a generic world as projected in them. This is a world of the Greco-Roman gods (with a lean towards their Roman interpretations despite the Greek setting), monsters, strong-men who stand brave and ready to sacrifice their lives for justice, swords, and sandals.

Will you write your own legend in this world? Or will you simply live within it and observe it? You will be spending a full decade in this world of myth and legend. Whether as friend or foe to Hercules, or even as Hercules himself. To help you with your time here, take these:

+1000 Choice Points

Good luck and good jumping.

Location:

You begin in the location of the film you've chosen to enter. If you didn't choose a film and instead wish to enter a generic Hercules peplum world you may roll below for free, or pay 50 CP to select any location of your choosing and any time period no later than 1970. You'll still find yourself in a world where the Roman gods are real, monsters exist, and peplum tropes are followed, but there were peplum films (renamed to be) about Hercules fighting pirates, mongols, the Spanish aristocracy in the 17th century, and one of his 'sons' fought amidst the ice age tribes. Sure they're Hercules films in name only, but they're still peplum films that in America were about Hercules. And while it wasn't a true peplum, there was *Hercules in New York* and it definitely owed a lot to these films.

1. Thebes: The traditional home of Hercules, and one of the larger and more prosperous cities in Greece.
2. Iolcus: Home city of Jason, currently ruled by his usurping uncle. Maybe you can get a place on Jason's boat when he begins to seek a crew.
3. Ithaca: Home city of Laertes and the young Ulysses. He's not a veteran yet, only a strapping youth, but he still shows promise, and the island city is peaceful and prosperous enough.
4. Mycenae: In theory the greatest Greek city of these times. But it's not really consistent in these films. Still you can trust it to be relatively powerful and militaristic.
5. Lydia: Home of Omphale the queen who, in mythology, was Hercules's second wife. What she'll be here varies whether she's the evil temptress, or even the princess to be won… or allowed to marry the mountain barbarian she loves despite how Hercules yearns for her beauty.
6. Troy: One of the finest cities known to the Greek world. Like most such cities it seems to have had the king's brother take control as regent until the king's daughter comes of age. A sea monster seems to be threatening it as well.
7. Judea: The kingdom of the jews. Currently occupied by the Philistines, though. Perhaps Samson could use some help.
8. Free Choice: Choose anywhere in or near the Mediterranean.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Hero: You are the strong man who wanders into the city-state. In these films that'd usually be Hercules, and if you want you can insert as Hercules (barring drawbacks that feature him), though this won't give you any advantages you don't pay for. Or maybe you'd rather pull a Maciste, enough of his films got renamed as Hercules or the Sons of Hercules, and just appear in the region from seemingly nowhere with neither history nor connections to the world; that is, this is the drop-in background if you want to drop-in.

Prince(ss): You are the rightful heir to your homeland, or your husband will be. Now before you get a big head, in this world that almost certainly means that your uncle has seized true power, or some invader has, and that while the people love you, you're at best a figure head being kept around till you get uncomfortably close to showing you have your own ideas, about to be married off to a husband that will serve to cement your uncle's control of the throne, or actively being hunted to be killed. Unless you purchase the city-state that will follow you (or the Amazon island), then you won't find your position currently usurped.

Usurper: Well maybe you're just a tyrant and not a usurper. Whatever you are you're a ruler and (unless you purchase a territory) one who lacks legitimacy. Maybe you're a regent ruling in the place of your dead brother until his son or daughter comes of age, but if so they will be soon and the people are chomping at the bit to see you replaced with their true king. Still you have authority, and luxury; you just have red in your ledger and are primed to lose your power and place of prestige shortly. How far will you go to keep it?

Temptress: You are a woman of power and position. Well you don't have to be a woman, but if you're not you'll stand out. You are probably a woman of power and position. You might not be a ruler in your own right, merely the ally of some tyrant or usurper, and possibly their main support, but you could even be a queen whose legitimacy is unquestioned. Still you are one who has a history of using your beauty and feminine wiles as a weapon to lure in and destroy the noble and good.

Monster: You're not even human. You're some form of monstrous being. Probably a killer animal, or a dragon, but rock men are also surprisingly common, and it's even possible to be the shapeshifting sea god Proteus who was reimagined as a monster in one of these films. Whatever you are you're not human, you probably kill humans on sight, and you do not have a place in human society and your place in these films is to be killed by the hero. You do not have discounted Perks, instead you possess free access to the Monstrous Form options. You do gain discounted Items as usual.

Age and Gender

If you are a Hero or Usurper and are not male already you may gain 50 CP by changing your gender to male. If you are a Prince(ss) or Temptress and are not female already you may you may gain 50 CP by changing your gender to female. Otherwise you may change your gender for free or retain the gender you possessed in your last jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Blacksmith (50 CP): You are an experienced smith, capable of working both iron and bronze. This is nothing superhuman, merely the mundane skills of an expert smith of the Bronze Age to the era of Imperial Rome, though you don't have to choose a period so will have an unrealistic breadth of experience.

Have You the Courage (50 CP): Are you not feeling brave enough for this world of heroes, tyrants, and mythical monsters? This perk should help with that. You are now brave, able to push through fear and keep it from taking a deep grip on your heart. You can still be cautious, and recognize danger, but when you have reason to face terrible odds you will not find your fear making you choose temporary safety that leads to long term loss, and have the bravery to face hydras, dragons, and men of stone even if like Jason or Theseus you are only a mortal.

Priest of Egypt (50 CP): You have been trained by the priesthood of Egypt in the preservation of dead bodies. Strangely this seems to be more taxidermy than mummification, as you can preserve corpses such that they look lifelike and are posed like statues and will remain fresh and undecayed for at least a lifetime. Depending upon the cause of death they might not look perfect, but if they died due to being submerged in the toxic liquids you would use in this process – for example – you could make them perfectly unblemished and look as if they were still alive.

Ritual Dancer (50 CP): You are a skilled dancer, easily able to move along with music and to pick up and learn choreographed movements. You already seem to know several dance numbers; these are less dances to perform with another and more to entertain an audience. You even seem to look better when performing these dances.

I Was Only a Child (100 CP): You've got a very good memory. While it's not truly perfect, it is sharper than the norm, and degrades much less with age.

Immortal (100 CP/300 CP; discounted with Herculean): Whether you're a demigod child of Jupiter, an ageless monster, or an actual god, immortality isn't unheard of in this world. For 100 CP you can be counted among them as you are now impervious to age, and mundane diseases. Even engineered superviruses and magical diseases will be less effective against you.

For the higher price of 300 CP, this resistance extends to corruptive effects and energies, from the mundane – such as radiation – to supernatural ones. It's possible for an effect to be strong enough to overcome this, but you could bathe in the light of the blood of an elder god which normally would be considered irresistible as it would always affect a normal human. This level will also generally reinforce your lifeforce, allowing you to survive more and greater injuries, and normally deadly effects.

The Arts of War (150 CP): You are a fully trained soldier and military commander of this age. You know how to use a spear, sword, and bow, how to ride a horse, and how to lead men in battle. You understand the proper use of chariots, cavalry, and siege engines and how to take a walled city or defend one. Actually while this is for this 'age' and it remains for the age, even ignoring how at least one of the Hercules peplum films took place in the time of Rome instead of before the Bronze Age Collapse, there's a certain anachronism to these films and it'd be better to say you are highly skilled as a warrior and commander with any form of ancient warfare (including naval) from the end of the B.C. period to prehistory, including ones that mix technologies and methods from within it. And you're not just skilled, but talented as well.

Herculean (300 CP): You possess great and mighty strength. You may not be the equal of Hercules or Samson with just this, but you're equal to Prince Glaucon who was merely a mortal going by the name of Hercules, and maybe some of the weaker Hercules in these films; such as the blacksmith from Hercules Against Rome who was merely a reincarnation.

You are still seemingly superhuman. You are strong enough to break iron chains, snap a sword that you hold in your hands, lift a large stone tabletop and toss it, or even to pull rocks from a stone wall if you were chained to them and they were not fitted with enough precision or the mortar was weak enough; all of this would take effort, but you are stronger than even a strong man should be with the strength of 2 or 3 strong men, and enough to break any real world records of strength by a large margin. And of course you possess control of this strength such that you could fight a normal man without injuring him unduly even as you chose to simply knock him out.

Magic of the Gods of Darkness (300 CP): You possess powers similar to those granted Christopher Lee by the Gods of Darkness. Or to Illo by the Gods of Darkness in *Hercules and the Haunted World*. These magical powers can be used to raise the dead as undead minions granting them more than human strength – though only mildly more than human well below **Herculean** – and being already dead they are able to survive normally mortal or fatal wounds, though the magic sustaining them can be broken or fade, and while you

need not fear the ending of a lunar eclipse, you will find that sunlight can end this magic. They may also curse others into a state of madness, though this is not a quick spell, and will need them to be in close proximity – such as living in the same house as you – for extended periods to set in; sunlight alone won't break this spell, though. Finally you can even change yourself into one of these undead should you fear death.

Oh Father, Jupiter (300 CP): Whether you're actually the son of Jupiter or not, the gods seem to as a whole smile upon you. You may still have enemies among them, but you will find that gods, fairies, and other beings that exist to administer the functions of reality or nature are inclined to like you all else being equal, and react more favorably to you. They even are inclined to treat you as if you were something closer to their equal, even if you are strictly a being of flesh and the world. The gods, or such beings that administer reality are more likely to hear your prayers, even if they normally wouldn't be able to simply hear prayers.

In addition, by requesting aid from the gods, either of your world or the Roman gods, you find that the world seems to sometimes respond. These responses will be nothing overtly supernatural, and it can't affect the wills and minds of others at least not of sapient beings, but the wind might stop at your plea to Jupiter or the god of the wind, chains being pulled at full force by elephants might break at your plea to Apollo, or other mild twists of the world around you. Things that *could* be coincidence. Only works as long as you keep the favor of the gods; if there aren't gods of a setting this is more the Roman gods. Keeping this favor, at least of the Roman gods, is actually fairly easy if you're respectful (though Jupiter can get upset if you're dishonorable or wicked), and even easier for you since, as already stated, they just seem to like you. Even open disrespect might be forgiven as long as it's not frequent.

Wits of Ulysses (300 CP): You possess wits and cleverness to rival Ulysses, or at least his surprisingly common portrayal in these films. While, like Hercules, he's not up to his mythic presentation, and this won't make you a master tactician, it will give you a quick and flexible mind, able to come up with clever answers on demand and leave you capable of thinking quickly in the face of imminent crisis. You're smart, and good at creative and out of the box solutions that aren't just using your raw strength against a foe.

Taken with **The Arts of War** you're not merely a skilled and talented commander, you are one of the greatest. Either side in a war would be most lucky to have you.

God of the Valley (400 CP; requires Immortality): You are a minor divinity associated with a natural place. This is a region no larger than a mountain valley, perhaps large

enough to have a small village within it. But in this place you are a god. You may exist here in a non-material form, simply being a disembodied spirit which inhabits the entire region. Your ability to influence the world will be non-existent until you materialize once more (and when material you are fully vulnerable), but you can observe what transpires in your valley in this form. As a god, even if so minor you might be described as a demigod not because of mortal blood but because of tiny scope and limited power, when in this valley you have great influence over the natural world. You are able to subtly influence the minds of animals that naturally inhabit the region, as well as influence the weather, and even make plants grow more rapidly (or blight them entirely), and control the flow of rivers to make them dry up or flood. You could probably cause a localized earthquake or rocks to tumble as well. Your powers aren't absolute and tend to fall within the scope and scale of what might naturally happen. You'd be hard pressed to make it snow in summer, an earthquake that's heavy enough to be significant outside of your valley is beyond you, you might make a plant grow a week's growth in an instant you won't be animating them to attack other individuals, and while you might be able to make an animal stupidly dart out of hiding to wear a waiting hunter can easily catch it you won't be able to compel them to totally unnatural behavior.

You possess a final power. You are able to teleport. This requires you to move through your territory for a minute or so, and enter into thick underbrush or a cave, or other such space (maybe submerging in a river). The range is limited to about a few days' walk for a normal man. You are able to teleport when outside of your territory in the same manner, but only to return to your territory and this has the same range as when you're leaving it.

At the start of each jump your domain will be reassigned either to some part of the natural environment in the new jump, or some property that follows you. You have no direct power over non-natural things in your territory. If your territory is substantially damaged such that the geographical features that define it are destroyed – a river valley losing its rivers permanently or having the neighboring mountains completely destroyed, or if you were the god of a cave having the cave collapse – or the natural ecosystem completely collapses, you will lose the benefits of this perk forcing you into a material form until the territory is restored.

Sybil (400 CP): You are a prophetess blessed by the gods to receive information foretelling the future. These prophecies function by standard Greco-Roman prophecy rules; they are vague and often open to interpretation but are accurate as they tell what is already written in fate, however many do allow for change as they include if, or unless, and it is on you to figure out which allow for change and which are already truly fixed and your attempts to change them would only fulfill them (though the prophecies already

know that). You can play the role of a proper sybil and consult the gods for answers to questions, and they will sometimes give answers; these answers will be more forthcoming if the questions are those asked of you by others (perhaps for a bit of a gratuity especially if some of that gratuity is spent on the temples of the gods and works in their favor) and not directly for yourself or goals, but they will answer your personal questions on occasion, just don't bother them with questions too often. You'll continue to receive these prophecies from the Greco-Roman gods even in other future worlds where they normally do not exist.

You are also the receptacle of other messages from the gods. From time to time you will receive insight into the will and desires of the gods – this would be the local gods to whatever jump you are in and not necessarily the Greco-Roman deities – giving you knowledge of what they plan or why they are pleased or displeased. This does make them more inclined to willingly give you information as well, and renders your mind receptive to their messages should they decide to send them to you.

You can shut your mind to these messages if you'd prefer not to receive prophecies or information on the will of the gods.

Child of the Earth Goddess (600 CP): Like the 'giant' Anteaus when you touch the ground you marshal your forces allowing you to draw stamina and recover from injuries simply by touching the Earth. Simply touching the surface of the Earth will constantly restore your stamina, such that as a normal human even if you were completely exhausted you would be fully rejuvenated the moment you touched the ground - if you have some far greater reserve of power it might merely be extremely fast recuperation of it. This also restores you from injuries, Hercules himself could beat you unconscious - or with force enough to kill a man - and you'd recover within a few moments of laying upon the ground. While the films don't show it, they do present Anteaus as immune to normal men due to this power so we'll assume this healing can even recover from bleeding wounds and deep cuts; in effect causing you to regenerate when touching the Earth such that when touching the surface of the Earth you cannot die.

Unfortunately, if you die while not touching the Earth it will not heal you afterwards, and the seabed, lakebeds, or riverbeds do not count as part of the Earth being under the dominion of Neptune or river gods as opposed to the Earth Goddess. A puddle won't put a stop to this power, but if there's standing water and it is normal for it to be there this won't be working.

Hero Perks

Your Gaze is Sincere (100 CP): There's something about you. When you're telling the truth you can tell it with firmness and conviction that seems to ooze out of you to be perceived by others. This won't necessarily make people believe just anything you say, even if it's true, but people are more likely to accept you at your word.

Unarmored and Unharmed (200 CP): For all his strength, Hercules in these films rarely directly demonstrates a resistance to blades and piercing. Even so he wears no armor, because his oiled pecs and well-formed muscles are the essential part of the aesthetic.

And now that's an essential part of your aesthetic as well. You'll find that the less you wear covering your face, torso, shoulders, upper arms, and the middle of your legs, the harder it seems to be to hit you, and the easier a time you have at dodging the blows of others. It's almost like by exposing your body you make it so that blows are made very wide, or swerve away from you. Whether it's due to decency or aesthetic there are some limitations. Covering your jawline or throat with a beard (fake or otherwise) does not count against this – just make sure it doesn't cover your chest – nor does covering anything from your navel to your midthigh (front or back), your wrists and the lower half of your forearm, your hands, your head outside of your face, your feet, or the lower half of your calves.

His Strength is a Challenge to All Evil (400 CP): Such is the legend of Hercules established in the film that birthed the genre, and while it is not true for all films, it is for many. From far and wide people come to him with their issues, his wanderings lead him to those in need, and his fame spreads across all the lands of the Hellenes and beyond.

Now the same may be true of you. You will find that should you wander the land with no true goal, you will be led subtly towards those in need, and places where injustice reigns. Even more people seem prone to seeking you out when they are in need, even if it's just asking someone – anyone – to help them. And if you do deeds of heroism and bravery, you will find that your reputation for heroism spreads easily, far, and wide, the echoes of your activity resounding out across the world. Even if you're new to a world, such as having just arrived as a drop-in, you may find your reputation preceding you, with people already knowing your name and associating it with a rumored hero that they have heard of from somewhere hard to place. You must still do deeds of heroism for them to spread, and should you play the villain you may have to rebuild your reputation, but building a reputation for heroism is now easy for you.

Of course this creates a feedback loop, where the more your fame spreads the more people and further abroad they will come to ask your aid. You may toggle this perk off (or on again) if you are ever tired of wielding your strength against evil. You may also toggle individual parts on or off, such as turning off the expansion of your reputation and the lure drawing those in need to you while retaining the aspect leading you to wander into places in need, or leave on the reputation expansion and turn off the other aspects.

A Winning Arm (600): In the first of these films, Hercules was described as having a winning arm and an open mind. How open your mind is remains on you, but you have a winning arm.

You are skilled in the arts of personal combat. Whether it's brawling, wrestling, or the use of classical weapons you are a master, able to hold your own against 3 or 4 armed and armored soldiers while completely unarmed yourself. You are most impressive with your aim of ranged weapons, though. Whether it's a makeshift weapon, a thrown discus or spear, or a bow you possess extraordinary range. While a makeshift weapon will be harder to use, with a spear or bow you could hit a bull's eye, or a Hercules thrown discus, out to the limits of your weapon's range even when that's far greater than the distance that should be possible for a human to throw, and do so quickly in a combat situation time and time again.

You also possess great strength. While this won't put you at the level of Hercules, or at least not most Hercules in these films, you are still seemingly superhuman. You are strong enough to break iron chains, snap a sword that you hold in your hands, lift a large stone tabletop and toss it, or even to pull rocks from a stone wall if you were chained to them and they were not fitted with enough precision or the mortar was weak enough; all of this would take effort, but you are stronger than even a strong man should be with the strength of 2 or 3 strong men, and enough to break any real world records of strength by a large margin. This puts you on par with the weakest Hercules in these films, or heroes such as Prince Glaucus who merely took on the appellation and were not truly Hercules. And of course you possess control of this strength such that you could fight a normal man without injuring him unduly even as you chose to simply knock him out.

If taken with **Herculean** this strength will increase yet further to the point that it is on par with Hercules himself. You are strong enough to wrestle and kill monster bulls, hold up large, heavy stone statues several times the size of a man, casually carry a half-dozen men like they weigh nearly nothing, use a club larger than your leg like it was weightless, break thick, strong iron chains like might be used to haul an anchor not to restrain a prisoner and use them as a whip-like weapon, pull down the front of a palace by tearing

down the pillars supporting it, throw people through stone walls, pull a ship out of the sea with a rope or hold one back against a full complement of oarsmen, or with another as strong as you and a pair of levers topple an entire stone temple, and are strictly superhuman. This strength even applies somewhat to feats such as running, letting you outrun a horse if you tried. You also seem to be somewhat resistant to normal cutting and piercing blows. While it's still possible to cut you, and I'd advise dodging swords and spears where possible even from normal mortals, it does seem to take more effort such that a stronger than normal lion would not do so with ease, a spear thrust might not pierce you through but merely threaten to cut the skin, and it'd be proof of a monster bull's monstrous strength that it could cut you with its horns as you wrestle it.

Prince(ss) Perks

It Is Very Difficult to Find a Girl So Beautiful as You Are (100 CP): You are beautiful. Whether it's the golden beauty of a young princess, the sensual seductive appeal of a tempting queen, the strapping, fine features of a heroic prince, or the sagacious and regal respectability of an aged king. You can choose your aesthetic yourself, but you naturally have looks worthy of a marble statue sculpted by the finest craftsmen of antiquity.

Voice from Afar (200 CP): When you are in danger, you can make your voice heard to your closest friends and allies from afar. Not like shouting, but instead they'll hear you in their dreams or mind even if you're trapped on a distant island or otherwise. It's as if your prayers have a way of reaching them. You aren't able to actively pass specific details and messages this way, at least not well, but they will get an idea of the urgency and general direction, and maybe flashes of your actual situation that can lead them to determine more specifics of the danger that you are in.

Holding Out for a Hero (400 CP): You seem to be a magnet for heroes and allies. When you are in need of aid, you will find that heroic individuals seem to arrive to provide you with that aid. These are heroic individuals so you need to be doing something mostly moral, but reclaiming your birthright, keeping your uncle from assassinating you to secure his hold on your father's throne, or slaying a monster to save a city are all the sorts of things they might help with. You might not always get someone on the scale of Hercules but these will be the sorts of figures who stand above the norm of the world.

In an overlapping, but not identical, manner you will find that you naturally draw in love interests as well. People you are inclined to fall for will fall for you, and usually they will be people of note and import: heroes, princes, queens, princesses, the daughter of Pluto, and the like. Not everyone will fall for you, but you do seem to be a living magnet for love, and when these two overlap you may draw in someone who will literally go to the underworld and back for your sake. As a note, this brings in love interests for a relationship, not victims that just happen to be enamored with you; you have to actually be looking for someone to love yourself for it to help you out.

The Bearing of a True Queen (600 CP): You possess that indescribable *something* that seems to draw the masses to you. You will find that people seem to naturally rally around you as a leader. This works even if you're only a figurehead, as it is a charisma which draws others to your side and any causes that you represent. It's as if people recognize your natural right to lead and rule. They are also naturally inclined to like you, as you seem to possess an inherent charisma about yourself.

People even seem to be willing to fight for you, and causes that you represent. Should a usurper take your kingdom, even if you were a woman who would never rule in your own right and merely choose a husband to do it for you, you might find the common people rising up in rebellion to restore you to your birthright. People are braver and more willing to fight when you are leading them or it is otherwise for you. They will fight better, and their morale will be substantially improved.

Usurper Perks

Kinslayer (100 CP): Well it doesn't actually have to be your kin, but in these films they usually are. You're good at devising ways and finding opportunities to surreptitiously kill someone. You're not immune to getting caught, but your brain is brimming with ideas, and you're fairly good at knowing when it wouldn't work to make it look like an accident. Be careful about failures, though, as they often leave additional evidence – and witnesses – compared to successful assassinations.

Tyrant (200 CP): For all the rebellions and resistance movements, it's not like the usurpers and tyrants of these films are necessarily bad rulers, it's just that they're usurpers or invaders. In fact there's enough where the issue is that their thriving and expansionist empires, it'd be more accurate to say that while they're not necessarily good at public relations (or human rights) they're probably as good, if not better, at the actual act of administration as their heroic nieces who simply delegate all those duties and are naively out of touch with events involved.

Like these villains, you're no political genius, and you don't have the skills needed to get people to love you or win an election in a democracy, but you are a highly competent governor of a territory. You know how to administer a pre-modern territory, and to rule it effectively so that it grows in power and influence. This might not optimize for the happiness of the people, and military expansion is often part of this (and this won't give you tactical or strategic genius), but if you wanted to treat the people well, or avoid military adventurism, you could probably do a good job contextually to those constraints/ That is to say, you don't have to rule unethically to benefit from this perk but it won't change that sometimes it is more successful and efficient.

If you had the charisma to go with it, you'd be a highly effective king or emperor of an ancient kingdom. As it is, maybe you should keep a likable figurehead around.

May the Gods Forgive Him for What He Did (400): The usurpers in these films die, that's true, and yet the heroes – often lacking a no-killing rule – do not kill them in cold blood, and give them chances to surrender. It's almost like the usurpers choose death over losing their position and power.

You will find that like a usurping king, especially Jason's uncle, people are strangely willing to forgive you for your past misdeeds if you just stop doing them. Kill your brother and force his son into hiding and you might be expected to step down and go into a comfortable exile away from power when said son returns, but he'll not take vengeance unless you try to do more misdeeds. In general as long as your crimes do not become a

pattern and merely one or two moments of misdeed you will find people are willing to forgive them as long as you give up your ill gotten gains. Of course this is based on the misdeeds they know of and you have been caught for; you could perform misdeeds for a decade and if you stopped once caught it'd not be a 'pattern,' and if you move beyond your reputation then any old pattern won't matter unless dealing with someone who knows you from your prior misdoings.

Obligation and Duty (600 CP): You are a master at manipulating societal rules of obligation and duty to turn them towards your end. Whether it's putting people in debts of honor, arranging so that someone will be forced into an honor duel with their new love's legally betrothed so that even if they win they will be banished for the deed of murder, or riling up a crowd against a hero because your son got himself killed while theoretically being the hero's pupil, you know how to use the weight of society for your purposes. Despite the name this goes for other societal rules too. You might not be well liked, but you are a master of turning any societal rules you may encounter to your uses, weaponizing them against your opponents, and ensuring that they are applied when they favor you at the risk of the people's eternal hatred for breaking them.

Temptress Perks

Relaxing Hospitality (100 CP): You are a wonderful host. You know how to treat guests and how to help them relax and let their worries fade away. Whether it's the proper menu, the proper entertainment, or just the timing of these things, you make a great host.

Feminine Wiles (200 CP): You possess a wily and deceitful mind. While this doesn't give you knowledge of how to manipulate the masses or play politics, you do know how to lie and deceive someone one on one. You have no tells or obvious signs when you're lying, able to do so with absolute ease, and you can easily hide your malice or darker aspects. You could easily take the role of someone's lover even as you planned to mummify them or have them turned into a tree the moment you grew tired of them without a single hint of malice escaping you; in fact you could play at being the perfect queen if you decided to take that role. You won't accidentally let slip anything that you're trying to hide.

Falling Into Your Grasp (400 CP): Allies in your time of need and lovers are useful, but what if you don't need or want such things? You will find that you seem to attract interesting individuals. Specifically, you seem to find important or interesting people in vulnerable situations. Whether they've drunk from a magical pool of amnesia, lost their food in a storm and arrived at your island desperate for more, or something else, somehow you seem to find these individuals in situations where they are at less than their best and are relatively vulnerable. Whether you aid them or take advantage to capture them is up to you, but somehow even on an isolated island you'd not be lacking in important figures to interact with. That is unless you choose to toggle this off which is an option.

Potion Maker (600 CP): You know how to brew and make potions of varying effects. Maybe it's herbology, maybe it's alchemy, maybe it's downright magic, or really it's almost certainly a mix of all three. You can make sleeping draughts able to put even a demigod to sleep, or even ones which make the imbiber give truthful answers to questions asked of them in their sleep. Drugs that could sap Hercules's strength to merely that of a strong man are within your capabilities, as are alchemical substances which burst into flame on contact with water to leave a flaming oily substance across the top of the sea. Even more fantastic things are possible such as a potion to change your appearance to that of another's, or means by which a person could be turned into a tree while still living or maybe even an animal. You might be able to develop more potions, but expect something like turning someone into a tree or an animal to be the most powerful effect you can manage.

Monstrous Features

Monsters do not gain any free or discounted perks. Instead they may access the following options which while not discounted are only available to those who took the Monster background.

All options purchased here build on Monster's Form to create a single distinct form, and post-jump all of them together become an alt-form.

Monster's Form (Free and Mandatory to Monsters): You possess a distinctly inhuman form. This could be the form of a real world beast or animal, some combined form such as a satyr, minotaur, or a centaur, or something unique of your own design, but whatever it is visibly distinct from a human. It can be close to a human, such as a one-eyed cyclops or strange looking golden skinned man, but it is not a human form. Without other purchases your form is terrestrial and cannot fly, must be at least the size of an eagle and cannot be larger than a centaur, or more dangerous than a particularly powerful and dangerous lion or bull.

Aquatic (50 CP): Your form is amphibious, suited for action both at sea and on land. You may choose to need to come up for air still, or to actually be able to breathe freely both underwater and in air.

Wings (100 CP): You possess a pair of wings which allow for you to fly. They do not necessarily have to flap, or be large enough for it to make sense, but they do need to be allowed to stretch out fully to be able to fly.

Fire Breathing (150 CP): Your form is one that is able to breathe forth gouts of flame. These flames can be dangerous, similar to a flamethrower. Of course the size of these flames will relate to your own size.

Macrofauna (150 CP): You are big. You may now exceed a centaur in size, and able to range up to be significantly larger than an elephant; you won't be larger than the largest dinosaurs or the size of a blue whale but you'll be pretty sizable. You won't be equalling the largest land animals ever in history but you can be pretty big with all the mass and strength that comes with it.

Three Heads (150 CP/250 CP): You possess 3 heads instead of one. You won't find dealing with 3 sets of sensory organs disorienting or confusing, instead you will naturally use them to check and compare with each other, helping you to be more precise in things such as directionality of sound, or your vision. For the lower price your actual brain is in

your central head and you need it to survive, the other two merely having sense organs and mouths, but for the higher price this also comes with 3 brains. These brains are theoretically capable of independent thought, but also of some form of communication to ensure they remain coordinated at all times, and you will be able to survive losing one or even two of these heads though this gives you no means of surviving the blood loss that results.

Armored (200 CP): Your body possesses a natural armor of scales or chitin which is hard enough to turn away spears and swords, even those wielded by strong men. You possess 2 options with this.

In the first your armor only truly covers your back and sides. That means your ventral side – your underbelly as a quadruped or your front as a human – is unarmored. You might possess underbelly scales or chitin as well, but it won't be harder or more difficult to pierce than that of a real world animal. Your armored portions, however, are tough enough that no mortal of the day could pierce you whether with sword, spear, or bow. Even for someone such as Hercules the effort would be enormous and it'd be a major feat on his part. It may also be somewhat easier to pierce at your joints, and of course doesn't cover the inside of your mouth or your open eyes in the same way.

In the second your armor covers your entire body. Well with the exception of places such as your eyes and the inside of your mouth. This armor lacks a weak spot that could be relatively easily penetrated, but it is not as strong. While normal humans would be hard pressed to hurt you, Hercules could drive a spear through you, and even a lesser hero might manage it, though it'd be a real feat for them and not done with a casual blow or ease.

For an additional 100 CP you may take both options. While this won't improve your back armor, it will ensure your underbelly is equally as tough.

Body of Stone (400 CP): You are composed of living stone, or maybe gold or silver. Whatever the material you possess great strength. You are strong enough to break iron chains, snap a sword that you hold in your hands, lift a large stone tabletop and toss it, or even to pull rocks from a stone wall if you were chained to them and they were not fitted with enough precision or the mortar was weak enough; all of this would take effort, but you are stronger than even a strong man should be with the strength of 2 or 3 strong men, and enough to break any real world records of strength by a large margin. But beyond strength, you possess great durability and resistance to harm. Even Hercules himself would have to struggle to cause you harm, as normal blows would do little more than hurt

you or stun you, and mortals would have no hope to overcome you with ordinary weapons; perhaps they could find a way to trap you, or use the environment against you, but swords, spears, and bows would have no hope to harm you. Even if they would, you do not bleed, nor do you particularly possess vulnerable organs inside of you, making most blows useless to kill you. Hercules could, though, manage it, but it would take smashing your body completely – such as shattering you against stone or some other similar feat.

Protean (400 CP): You are a shapeshifter. You can take the form of any animal from the size of an eagle to that of a bull, or from the size of your smallest alt-form to that of your largest. In addition to these animal forms you may take on the form of fire. You may only retain this shape for a short period, but it can be used to relatively quickly travel across the ground as a spreading fire.

You may also use this shapeshifting power to transform between alt-forms quickly enough to be used repeatedly in battle, as well as to mix and match qualities of various alt-forms to create new, monstrous forms, or to in effect turn on or off any perks or powers which change your physical form.

You may also take **Monster's Form** up to 3 times, each time creating a new monstrous alt-form from it and your **Monstrous Feature** options (these options do not have to be purchased for each form separately) that you can assume through this power.

Finally you may take this **Monstrous Feature** without being a Monster, but to do so you must pay an additional 300 CP. Doing so will unlock all other **Monstrous Feature**s to you for you to purchase.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Any property which inserts into a setting at the start of jump may be chosen to not insert into that jump and instead spend that jump frozen in a state of suspended existence.

Peplos (Free, additional purchases 50 CP each): The garment which lent its name to the genre. Or well… A lot of what's worn here aren't really the specific ancient woman's dress, but this is an outfit as might be seen in the films. It won't be a full soldier's kit, but just a simple outfit. Still it is self-repairing, and self-cleaning, and it's free.

If for some reason you purchase more, each additional purchase will increase the number of outfits you receive by an order of magnitude.

Discus (Free, additional purchases 25 CP each): This is a traditional Greek discus. It possesses no special traits other than those inherent to all items purchased for CP. Consider it a souvenir.

Horse (50 CP): This is a horse. Just an ordinary horse. If it dies you'll get a new horse shortly.

Additional purchases are not discounted. However each additional purchase will provide you with 1 more horse than the last purchase (so if you purchase it twice the second time you get 2 more horses for a total of 3, if you purchased it a 3rd time it would give you 3 more horses for a total of 6).

Mystic Pool (50 CP): This is a pool of water which will be inserted into the local jump somewhere appropriate. By holding your hand over this pool of water and willing it, you can summon any hand portable object from your warehouse, or any hand portable Item you gained directly from a jump document. Unfortunately if you drain the pool it will cease to function in this way until you fill it again.

Ritual Dancers (100 CP): Or maybe just dancing girls. This is a band of dancers who will appear when you call them to dance in any property you own or secure location that could be considered your domain or territory (including just a house you've bought in jump or even a camp you've stayed at for several days). They disappear again when no longer needed for their dancing performances.

Theban Tavern (100 CP): This is a tavern. It serves food and drink to its guests in exchange for payment. Yet you will find that it seems to attract good natured brawling. It will always have some guests which are ready and willing to engage in a full-blown melee with minimal provocation. To some extent the tavern seems to attract those who are looking for a chance to blow off their steam with a fight, but equally so it seems to make those who are visiting it more willing to fight without rancor or malice but just for the love of the fight. They also seem to care less for social status and position; when in the tavern differences in class matter little, only one's capabilities in a brawl.

The inevitable damage dealt to the tavern in all of these fights and brawls will repair itself quickly when it closes. Even if you bring it down completely it'd be back by tomorrow. The tavern staff is also masterful at the act of weaving through such violence to serve their guests and the tavern should make enough profit to sustain itself.

Island of Amazons (400): This is a sizable island with a pleasant Mediterranean climate. The sort that could be called an island paradise. There's about a hundred or so individuals living on the island, though there's space for more without it becoming overly population dense, and it is easy enough to support them with even ancient agriculture supplemented by hunting and gathering. These individuals are all Amazons, a tribe of women who are as a rule beautiful, fit, and healthy, but also fierce warriors superior in agility, reflexes, and archery to common male soldiers of this era, though not a match 1 to 1 for even lesser heroes. Still every individual on the island is a proficient warrior, ready to rally for its defense.

This tribe of amazons has accepted you as their queen, or if you're male their king. They've even exempted you from their normal rule of killing off men after no more than 10 days of being pampered and pleasured as a stud. Your rule over them isn't absolute, it'd take work even for you to get them not to kill men on the island, but you are a beloved and respected monarch and they won't try to overthrow you.

Underground Fortress (400 CP): This is a dormant volcano with a lava moat. Within this mountain there is a secret fortress, accessible by a small secret pass, and secret doors. The fortress within is full of traps, a few strangely sunny valleys, and is large enough for a small ancient city-state to live in, something that'd be a town by today's standards and not a huge one. There's even mechanisms which could be used to release the lava into certain areas to leave them uninhabitable and impassible. There's no population to the fortress, but the mountain and its fortress will be yours, inserting into future jumps and retaining modifications. You may, however, at the start of any jump choose to reset it to its factory default conditions.

Waters of Forgetfulness (450 CP): This magical spring emerges from the ground through a carven face. The waters of the spring erase the memories of those who drink from it, leaving them completely unable to recall their own past. They'll retain skills, but will forget everything related to their personal being. Memories can return eventually, with the willpower of the imbiber affecting the speed, and the more one is reminded of their past also increasing it. Water from the spring will lose potency after some time of being removed from it.

Hero Items

Club (100 CP): This is an oversized club. It is sturdy enough for you to use as a weapon, and generally tough enough that even Hercules would find it a challenge to break it, one he could not do with only purely his strength. The stronger you get the more durable it will become against all forms of harm and effects, always being durable enough that you could use it at full force with no fear of breaking it, and similarly resistant to active damage from others.

This club also has a way of appearing in your hands, or disappearing back to your warehouse, when you need it to and the ~~camera~~ focus of events shifts away from you. This won't happen if you're in a highly secure area where you'd have been stopped from bringing a club larger than a large man's leg, but if you're wandering in the woods or somewhere it'll really free up the hand, and make it easier to recover when you chuck it at someone.

Messenger Pigeon (200 CP): This is a pigeon, along with a simple wooden cage. The cage is nothing special, save that as a CP backed item it will be replaced if lost and repaired if damaged. The pigeon, however, is special. A homing pigeon, it seems to know how to return to the cage or to your dwelling place if released, but its flight can be somewhat more complicated than that. If you are imprisoned, captured, or otherwise rendered without your freedom – such as having your memories erased to be manipulated by someone – the pigeon will escape its cage and fly to your allies delivering a message that tells them your location and that you are in some form of danger. If you give this bird to someone else, when they release it it will fly to your location on its own, guiding them to you wherever you are.

Magic Ship (400 CP): This is a sailing ship as you might find in the era of antiquity; though, while it is able to move under sail, it can also use oarsmen if you desire them or want additional speed. However this ship has special qualities. Notably it doesn't really need a crew at all, as it can sail itself while you sleep. It might have to take detours for weather, and a crew can help, but if you give it a known destination it can sail there unassisted. It can even sail against the wind, and is highly resistant to storms. While it can be sunk by them, it'd take something like a freak hurricane stirred up by the gods themselves to prevent leaving the underworld or the like.

Trojan Horse (600 CP): No, not the one Ulysses built for the Trojan War. This is a beautiful white horse. It is also invulnerable, at least as far as humans in this world are concerned. Even Hercules could not hurt this horse with an arrow or weapon. Maybe Jupiter could, but anything beyond Hercules is untested. However hard it is to hurt by default, the horse will always be significantly harder to hurt than you are, and share any immunities to harm that you possess. The horse does need to eat, drink, and breathe, though, so don't let Hercules choke it out, but yours does not need to drink from the sacred grotto of Minerva, and can drink normal water.

But this is more than a mount that won't get killed out from under you. It shares this invulnerability with its rider. When riding this horse you will be as impervious to harm as it is. You can still be knocked off of the horse, and falling to the ground from it can hurt you, but if you can stay seated upon the horse blows will do you no harm and the weapons of man will bounce from your flesh.

Prince(ss) Items

Royal Chariot (100 CP): This is a chariot with 2 beautiful horses. You can choose the colors of their coats, but they are definitely well-shaped and beautiful. They are also fast and strong horses, of the absolute highest quality. These horses do not need care or attention. They don't seem to need to be fed or drink water, or have someone dry them off after they get sweaty. That's stuff for servants, and if you don't have servants it will just get done on its own.

These horses are also able to pull the chariot even over relatively difficult terrain. They can't go anywhere and everywhere, and dense underbrush will definitely slow them down, but the terrain this chariot can travel is a lot closer to what a single horse could travel across than what should be possible for a chariot.

Orphean Lyre (200 CP): This lyre is plain in appearance, but you will find that it seems to provide guidance to the player, allowing even a novice to play with masterful skill. Even more, it seems to be able to dub their voice with that of a highly skilled singer when the player sings along with it. Even if you are a master lyrist or singer already, the guidance will still help provide some enhancement to your skill as a player, and will help cover up any small imperfections or mistakes made in your singing; unless you don't want it to. Finally this lyre seems to provide inspiration for improvising songs and lyrics.

Athletic Grounds (400 CP): This is an expansive set of athletic training grounds. It comes with all the equipment you'd need for discus throwing, shotput, javelin, archery, and most Olympic track and field sports, and room enough to host Olympic games. Somehow training in these athletic grounds seems to be more efficient and effective than it would be done in other places, with those practicing here making gains at an accelerated rate.

By opening these training grounds to the public, neighboring states, or even the world, you will find individuals coming from far and wide to make use of them. These will include exceptional athletes, great warriors, and heroes, all seemingly drawn to these athletic grounds. If you allow them to use these grounds it will also make them more favorably inclined towards you, and likely to hear you out if you need assistance in some heroic journey such as traveling to a distant land to reclaim a golden ramskin.

This training grounds will insert into an appropriate location in future jumps.

City-State (600 CP): This is a large, by standards of the period, and prosperous city-state. Consider it a (potential) equal to Thebes, the home city of Hercules himself. And you are recognized as its rightful lord and ruler, though if you're not of the age of majority yet or simply don't want to bother with managing it your father, uncle, or aged advisor can be trusted to do so for you; in defiance of all precedence your uncle even won't try to usurp you. The people are highly loyal to you, loving you as their prince/princess/king/queen or whatever you are, and will support you in nearly anything you should desire even if many of them would die from it. As a city-state, it does include surrounding lands and possibly even a few outlying towns and villages.

If you desire this city-state will have a great wheel hidden underneath it, which if turned – a task that would strain an entire workforce though Hercules could do it – can be used to collapse the entire city-state, destroying every structure within it.

This city-state will insert into future jumps its inhabitants counting as followers. The city-state will retain changes, but you may choose to have it reset to its initial state in any new jump.

Usurper Items

Throne (100 CP): One doesn't usurp control of a city-state to sit on the floor like some plebeian. This is a throne. Designed for you and you alone, it is built to fit your frame in (relative) comfort whatever that frame is, while looking like a large and ornate seat. When sitting on this throne you seem to appear more dignified, and respectable, as if you were every inch a king.

Palace (200 CP): This is a palace as might be found in a city-state, whether one of Greece, the Levant, or even Babylon. It is a massive and luxurious living space, and it comes fully furnished and decorated. It should be comfortable, at least by pre-industrial standards. It comes with a staff of servants who are loyal to you. While nothing remarkable, and incapable of meaningfully fighting, they're loyal, and do not seem to need to be paid, or fed, or otherwise supplied for.

The palace can have several secret passages if you'd like, and as it's your palace you will know where all of them are. It can even have some pit traps if you'd like.

Soldiery (400 CP): Any good usurping king needs a military force. This is a group of 200 soldiers, fully armed and armored, with a good 40 with horses. These soldiers are followers and will be replaced over a few weeks if killed.

If purchased with the **Palace** you will get an additional group of guards for the palace. They'll only be a few dozen men, and no cavalry, and will remain in the palace and attendant grounds at all times.

If purchased with the **City-State** you will gain enough additional guards to serve as a military force for your city. These forces will include cavalry, as well as siege engines.

If purchased with the **Underground Fortress** you will gain an additional force of 200 soldiers to defend and patrol it, though they will not include additional cavalry.

If purchased with the **Symbiotic Island** you will gain an additional force of 200 soldiers to defend and patrol it.

If purchased with the **Island of the Amazons** you may choose to have the soldiers from this item be additional amazons. You won't get additional military forces – the Amazons are all already militarized – but besides making all of your soldiers (including additional forces from other purchases) beautiful women, they will be better fighters and especially more skilled with (and equipped with) bows.

Dagger of Jae (600 CP): This is a gold dagger with a golden scabbard which when drawn summons 7 muscular, bald ‘giants’ (only the size of a well-built man) with golden skin. They are stronger than humans, possessing strength similar to **Herculean**, and their skin is tough enough that swords and the weapons of these ancient times pierce their skin and can even break into pieces upon striking them. They may be truly indestructible as while Hercules could knock them around and stun them, even he can’t stop them short of something like bringing down a cave on them. Of course such a cave in isn’t implied to truly have killed them, merely have trapped them. Given they were part of a battle against the gods, before being bound to the dagger, it may be that they were even beyond Jupiter’s power to destroy.

Sheathing the dagger again will cause them to disappear. Once you sheath the dagger, you must wait a few minutes before drawing it again will work to summon them once more.

Temptress Items

Sleeping Draught (100 CP): This is a powder which when mixed with water – or wine – creates a powerful sleeping potion. It visibly bubbles when added, but it doesn't have a scent or taste. This potion is strong enough to put even a demigod like Hercules into a deep sleep which will last for hours, though it's only enough for one dose. This powder is replaced weekly if used.

Face Changing Potion (200 CP): This flask contains a magical potion which, when drunk, changes the imbiber's appearance to that of another individual. The potion will refill, just as its effects will also wear off, allowing you to maintain that individual's appearance indefinitely. When drinking the potion all you need to do is concentrate on whose appearance you want to replicate, though once it is set it cannot be changed again for 6 months. You don't even have to know them directly, as you can focus on the appearance of who someone else loves. You can even modify the appearance somewhat; perhaps you'd rather have red hair than black. It is, however, limited to human forms.

Power Sapping Herb (400 CP): This is a pouch containing powdered herbs which, when mixed within a drink, will drain the strength and powers of the imbiber. The pouch restocks at a rate that you could easily keep Hercules – maybe 2 or 3 Hercules – at the strength of a mere strong man, stripped completely of his divine strength. By upping the dosage you can increase the effect on an individual, and by lowering the dose you would have the ability to affect more individuals; it can also drain people to less than human strength.

Blood of Uranus (600 CP): This is a large glowing crystal. The blood of a god, it is beyond even Hercules's strength to damage or destroy it, but it doesn't do well with direct sunlight which can cause it to explode disastrously, but yours isn't enough to destroy a whole large island. When not being used as an explosive device, its glow provides other uses. With sufficient know-how it could probably be used as a power source, as it is releasing energy, but one must be careful handling it. The glow is able to mutate those who are bathed in it. While many people will be failures, having their body twisted and disfigured, others will be successes. In these successes it pales their skin, makes their hair a stark yellow, and shifts their features towards a preset norm while granting them strength similar to **Herculean**. You yourself will be immune to this mutating radiation, as will some beings – such as Hercules who is stronger than the radiation – but perhaps with time and knowledge you will be able to learn how to control this divine radiation, either being able to determine what makes a successful son of Uranus versus a failure, or even able to make it provide other transformations.

Monster Items

Cavern (100 CP): This is a cave situated somewhere isolated, and somewhat defensible. It is large enough for you to dwell in comfortably, and has a source of water, as well as a general climate fit for your comfort. If you have alt-forms of multiple sizes and requirements you may choose which one it is tailored to best – large enough for your largest alt-form or a small little nook for your smallest form to keep out large enemies. In future jumps this will insert into the setting somewhere appropriate.

Golden Fleece (200 CP): This is a ramskin covered in golden fur. This fleece is a sign of (royal) power and authority, though yours is not linked to a certain city-state nor does it have a message from a king. It does, however, seem to attract would-be thieves. You could let the information that you own it out and draw in those who seek to steal from far and wide, or you could simply hide it and use it as bait for someone who has broken into your lair to steal something else.

Golden Apple (400 CP): This is a wondrous apple of gold. It serves as a sort of passkey in and out of otherworldly realms. While it will not open portals and gateways to them on its own, while you carry it you, and those with you, are able to pass through natural passageways in and out of such realms, requiring an active attempt to block you in specific to prevent you from using them. It will also protect you from any passive dangers of the world. While actively made traps won't harm you, you will find you can breathe regardless of what otherworldly miasma it may have, eating the food of the underworld won't trap you within it, and so forth. This applies against all its normal dangers, though things that are extraordinary even for the realm will not be affected by this apple, unless they affect a native less badly than they would a foreigner; in which case they will affect you as a native. Finally you may, once per jump, sacrifice this apple to destroy one active barrier preventing you from entering or leaving an otherworldly dimension.

Symbiotic Island (600 CP): This is a small island – less than a square mile in size – which will insert into future worlds somewhere appropriate should you desire. By default the island is fairly barren, being merely sand and rocky outcroppings, it will retain modifications. You can, however, choose at the start of a jump to reset the island to its original state and undo all modifications which have been made to it.

Now as to the actual value of the island. While the island's composition won't change with you, the island is considered to be part of you. If you can project things from your body you can from it. If the island is touching something you're considered to be touching it; though the island isn't considered to be touching itself so it won't trigger

Child of the Earth Goddess on its own unless you're touching it, or its touching another landmass. This even extends to your senses, and you can see, hear, feel, even smell, anywhere on the island just by willing yourself to, though you may shut off these senses to avoid sensory overload. You may even move the island, causing it to 'swim' through the seas at your behest, or even submerge and disappear beneath the waves. The island's existence won't keep you alive, though, if your actual body is killed, though damage to the island won't damage you either. In addition it has a few other beneficial traits. Its rocky outcroppings can absorb creatures into them, though you'll need to restrain them to start the process, and hold them there while draining their blood and life force slowly to feed and sustain you. It is also able to project dense fog bank around it, or around another nearby island, working to conceal them from travelers.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon mortal character from these films, including monsters, other than Hercules, Samson, Maciste, Goliath, or Ursus.

The five named figures cost 100 CP each.

Full fledged gods cannot be recruited.

Dejanira (Free): No, not Hercules's wife. Probably. At the very least they are unmarried and aren't courting anyone except you. Consider this a Dejanira of your own. This is a beautiful princess who seems to have wonderful chemistry with you. You'll meet sometime into your stay here, if you're not already courting her. Unfortunately she will be struck with a dread curse that will strip her of her mind and sanity. It will take an epic quest – at least on the scale of traveling to the underworld and back despite the protestations of Pluto – to lift her curse, and then you'll have to deal with whatever forces cursed her, and most likely now control her kingdom. However if you do this you may take her as both wife and companion.

Alcibiades (50 CP): This is a man of keen intellect and ambition, who has few morals and less scruples. Even so he seems to be strangely loyal when it comes to you, though it's hard to say why. Still he is always willing to help you in some sort of scheme, and seems to constantly have a scheme in mind. He has the Kinslayer, May the Gods Forgive Him for What He Did, Obligation and Duty, and Wit of Ulysses perks.

Antiope (50 CP): This is a woman of significant power and authority. She has decided that she desires you to rule by her side as her paramour and consort. As a woman of power and authority she is used to getting her way, and intends to have it with you. She's willing to let you continue on your chain, with her at your side, as befits a woman of her

grandeur. She has the Relaxing Hospitality, Feminine Wiles, Potion Maker, and It Is Very Difficult to Find a Girl So Beautiful as You Are perks, as well as her own Amazon Island. The Amazons will *begrudgingly* accept your prolonged presence if you're male.

Catamitus (50 CP): A prince, albeit one who is more the spare than the heir. He's a very pretty man, fair of skin and voice, and would make a fine lover for a lucky individual, even if he is no hero himself. Still he has a way with people and is very well loved even the gods seeming to love him and being in need to find a place for himself out in the world would be pleased to join you. He has the It Is Very Difficult to Find a Girl So Beautiful as You Are, Voice from Afar, Bearing of a True Queen, Ritual Dancer, and Oh Father, Jupiter perks. He also has an Orphean Lyre, though his voice and skills as a lyrist don't really need it.

"Hercules" (50 CP): At least he has the gall to use that name. He's probably a prince or something, but he is pretty strong even if he's strictly all mortal. He's decided that he wants to travel with you, seeing new worlds and new challenges. He has the Have You the Courage, Arts of War, Your Gaze is Sincere, Unarmored and Unharmed, A Winning Arm & Tyrant perks.

Pet Dragon (50 CP): This is a large dragon. It's about the size of a Tyrannosaurus-Rex, actually noticeably larger though its neck and head are longer and thinner, and its body is lower to the ground and thicker and heavier. It doesn't have wings, but its scaly hide serves as effective armor, it is hard to kill and might be immortal, and its strength might be called Herculean. The dragon seems to like you quite a bit and be relatively tractable when you put your mind to it. In simple terms this is a beast with a Monstrous Form of a carnivorous take on a sauropod scaled to a large theropod via the Macrofauna feature, it also has the Armored feature in its generalized form as well as the Herculean and Immortal (300 CP version) perks. And it likes you.

Penthesilea (100 CP): This woman is rather odd. Normally the strong man in this world is very much a man. But this amazonian beauty has strength enough that surely it must be true that she is the daughter of Mars himself. Events will arrange themselves so that she falls in love with you, one way or another, and she is the kind to venture into Pluto's very realm to find a means to save the one she loves if it comes to that, so traveling along with you to other worlds is nothing much to ask. She has the It Is Very Difficult to Find a Girl So Beautiful as You Are, Have You the Courage, Arts of War, Your Gaze is Sincere, Unarmored and Unharmed, A Winning Arm, Herculean, Immortal (300 CP version), & Oh Father, Jupiter perks.

Persephone (100 CP): The daughter of Pluto… What you thought Persephone was his wife? No, that's Proserpina. Look when Persephone showed up in these films it was as the daughter of Pluto, and not the wife of Hades. Either way this isn't exactly the one from *Hercules and the Haunted World*. As the daughter of Pluto she is a minor goddess, and has the upgraded version of Immortality, as well as an improved version of Oh Father, Jupiter which allows her to enact her will upon the world in a more direct manner; she's far from an omnipotent reality warper, but she can command the winds and even summon storms, and influence all sorts of natural phenomenon; she might manage something like making chains snap at the pulling of a normal man, far too weak to break them instead of at an elephant, and the like. She is also able to teleport herself, even between different dimensions, enter afterlife realms and live in them unharmed, and her physical body seems completely optional as she can exist as a disembodied spirit and spread out her awareness far and wide. Unfortunately while she's able to enter afterlife realms, she has no special ability to leave them if such access is restricted; which it normally is. Also remember how she's the daughter of Pluto? Well he seems to be a rather protective father, intent on her coming back home and staying, and you keeping her away from him is offensive to him as a god. He will be sending plagues, poxes, famines, and generally messing with the world around you to try and force you to send her back lest you suffer, die, or get killed by the people who are suffering and dying in these disasters which oracles, augurs, and occasional overt signs point to you as the cause. If he manages to get her back into his realm and keep her there at the end of the jump she won't be able to come with you. And before you think this anger won't matter with Offensive to the Gods, if you took that drawback he will move up to directly sending supernatural agents to harass you incessantly.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. You may only gain CP from up to ***6 drawbacks*** *any further ones grant you no CP but might make things more interesting.*

The Sons of Hercules (Toggle): Don't want to enter into a Hercules film, or even a generic peplum Hercules world? Fine, you can enter into a Maciste, Ursus, Goliath, Samson, or other strong man hero peplum that lacks a jump, enough of them were renamed to star Hercules, or made into episodes of The Sons of Hercules. You can even go to a non-peplum Hercules film if you really want I guess.

Beast Slayer (+100 CP): Large animals don't like you. Maybe it's because you seem to be filled with an urge to kill any wild macrofauna you come across. The feeling is mutual though as they seem to want you dead as well; at least any that are a serious threat to humans. And somehow you find yourself running into dangerous large predators, and wild bulls of inordinate strength and power. They won't be the equal of Hercules, but some of them could threaten him and potentially kill him.

Chaser of Glory (+100 CP): You just can't seem to shake the reputation that you are one. Whatever you do, there will always be a sizable portion of the populace who are convinced you care only for personal fame and glory, and that your moral compass points only towards self-aggrandizement.

Drugged (+100 CP): You get drugged a lot. Sleeping potions, amnesia potions, potions that reduce your powers... You name it and you'll probably drink it at some point. Usually they're not used by people who are intending to immediately kill you, and their effects are strictly temporary, but still these potions can be dangerous and they will affect you.

Frightening Powers (+100 CP): It's only natural that when you bring in alien and superhuman powers, people will be scared and alienated by their displays, seeing you as something not quite human. Even mere superstrength can do it. Now normally this might not be a problem for you; your charm might be too great, your heroism too evident, or just in a world of gods and monsters the fact that you have powers as the son of a foreign god named Jumpchan isn't too surprising. Now, though, you will find that to the vast majority of people your powers make you something other. If you should display your powers to others, even superhuman ones from here or those derived from your gear and items, you will find that they grow distant and aloof. They might not hate you, or attempt to run you out of town, they may even treat you with (excessive) respect and deference,

but you will find no true friendship from those who know of your more than human might.

Inherent Misogyny (+100 CP; incompatible with True Monster): There's some rather strict gender roles in these films. Oh, the film that started the sub-genre had a good queen and a princess who went against her father's wishes and exerted her independence (though she still ended up throwing herself at the hero), and it's not actually the only exception, but in general women are meant to be a good passive love interest or are a villain. And you'll find that the world you're entering plays this to the hilt, and that it will affect you as a woman even if normally discrimination would not. If you seek to have or wield power or authority in your own right, or even just to deal with your own problems yourself instead of holding out for a hero, you can expect the world to treat you as a wicked and untrustworthy figure and like you're the evil queen out of some fairy tale. If you try and go out of the expected roles of your gender in any way you can expect the people around you to be displeased. And before you think you can get away from this because you're a man, think again, your gender is set as female and locked there, and you will find yourself unable to take on a form that lacks primary and secondary female sexual characteristics by any means. You can maybe get away from tertiary ones, but expect the attempt to be judged harshly by those around you.

Not Streaming in your Language (+100 CP): It'd seem that whatever film you are going to isn't available in a language you can speak. Where normally you automatically speak the main local language with a bit of auto-translation, that doesn't seem to work here. You don't know it and, while you can eventually learn it, you'll do so at slower than normal speed for a normal human and never better than broken.

Sandstoooooorm (+100 CP): You are plagued by random sandstorms. These sandstorms are always long, and while they're not any more dangerous than normal sandstorms – maybe even less so – they somehow always stop you from doing anything meaningful or entertaining until they have passed and they are long.

Leaper's Mighty Challenge (+100 CP): You seem not to be the only Jumper in this world. Or at least there is another being, even if purely from it, able to rival you and all you bring with you. And they are your… well enemy is too strong of a word. They have no desire to end you permanently, or ruin your life, and won't escalate things to anything chain ending unless you try to yourself. It's even possible for you to befriend them and team up with them. Even so you will end up fighting them from time to time and somehow whenever they enter your life – and they will more often than you like – somehow they make things more complicated and difficult for you. They bring new

enemies you need to fight. They fight you in a bout of mistaken identity. They help you win a princess's hand by jobbing to you in a fight, only to get upset about losing and start a brawl, etc. While they might end up helping you, it'll only be after causing more trouble than it's worth. Still maybe you'd like a worthy opponent that wasn't hellbent on killing you for a change.

New York or the Valley of Woe (+100 CP): You seem to be entering a comedic take on the world. Oh it will be just as dangerous, but things are sillier. People are sillier. Effects are sillier. Events around you are sillier. And most everything seems to be a gag. Unfortunately while things might have been funny in their native language, it seems that things have gotten translated, and you'll be missing a lot of the humor.

One Sandal (+100 CP/+200 CP): Your coming here seems to have been foretold. And the oracles are talking about you a lot. Somehow your enemies always seem to know you're coming for them and how to identify you. They won't necessarily know much more about you than how to recognize you when they – or their men – meet you, but somehow your enemies always can recognize you as their foe. This even works if you don't know they're your enemy yet, or haven't even been given a reason to consider them one. If you will become their enemy they will know. Still they don't know your powers or even that you're a jumper.

For the higher value they have a general idea of who you are and what powers you might bring to bear against them. Worse, they have a tendency to be able to go and seek out supernatural aid of some sort, stuff like getting their sorceress-mom to give them a magic dagger to secure their position. It won't always be as useful as the dagger of Jae, but it's not limited to being as weak as the dagger either. Either way you will find your foes often receiving boons and added power or defenses in preparation for you. And you will find yourself having at least a few enemies during your time here.

Mask of Moloch (+200 CP): Your face is deformed and absolutely hideous, a mutated mask which terrifies children and may make even adults mistake you as a monster sent by the gods to destroy. This deformity will follow you however you attempt to change your appearance, and while it can be hidden by a mask, expect it to need to be a large one to go around your misshapen visage. None of this would be that bad, heroism and bravery might still win you a place in society, maybe even love, but this deformity has left you resentful of those who are beautiful, and filled your heart with cruel hatred against those who lack such marring to their features.

If taken with True Monster, you will find the resentment of those who are beautiful growing greater. You will hunt such beings, and go to great lengths to find and destroy the beautiful. You will find this hatred of the beautiful filling your mind always as at least a background hum, and filling much of your days.

Puppet of Jupiter (+200 CP): You are dancing to the strings of Jove, king of the gods. When he gives you a duty or a mission, you will find yourself compelled to perform it whether you wish to or not. And he will be giving you many missions, using you as his chosen point man to fix social injustices, defend humanity from monsters, and put good men in positions of power. Thankfully this is very much the Roman Jupiter who shows less of the moral failings of his Greek counterpart, but human progress is moved in small steps, and while he's working towards a more just world, don't expect it to perfectly line up with modern sentiments.

Renounced Immortality (+200 CP): You have renounced your powers as Jumper, or maybe they have been stripped of you. Either way, you – and any companions you bring with you – are reduced to your body mod, losing all perks, powers, and the like from other jumps. Perhaps now you can experience love like a mortal does?

Usurped (+200 CP): It seems that someone has usurped your place and position. Or at least they have usurped your warehouse. Your warehouse and items from this and other worlds are now in the possession of another. Your properties from this and other worlds belong to them. Your followers, pets, and the like now follow them as they once did you. Your items recognize them as their rightful owner, and any locks or protections against theft or their use by others, now protect this usurper's claim. You can eventually reclaim these items, but you will be unable to do so alone, and will need the help of Hercules, or another superhumanly strong hero, to do so. You can find this help eventually, but it will be nearly a decade if you sit and do nothing, and years even if you make it your quest to find him for this assistance, and in the meantime the usurper will be using your possessions to increase their own power and prestige and who knows what else. *You must possess out of jump items to take this drawback; I don't like saying that, but in this case having them actually makes it worse instead of merely equalizing.*

Women are a Nuisance (+200 CP): First you suffer because you want a wife. Then you suffer because she is jealous. Once her jealousy has passed you suffer because she bosses you around. You might be attracted to men instead of women, but you'll find the pattern is the same whether it's a wife or a husband. You will fall in love, and you will suffer in the process of winning their heart. Then you will suffer due to their jealousy, and then

they will boss you and leave you henpecked. And then the cycle will begin again, and again throughout your time here.

Only One Plot (+200 CP/+300 CP): While it's not truly accurate to say that all these films have only one plot, there is one that is far more common than it should be. Hercules arrives as the strong man hero to put back onto the throne the rightful ruler whose throne is being usurped, usually by their uncle, and a beautiful princess – possibly the usurped ruler, his sister, or even the usurper's daughter – plays the love interest. Optionally a monster has to be slain, and a seductive queen attempts to get Hercules to fall in love with her instead. Sometimes the usurper is just a queen, and they're just trying to off their offspring, and there are variations, but you're going to be seeing this plot.

By taking this drawback you've ensured you're going to be playing out your role assigned by your Origin. If you're a Hero you're going to be arriving in city states claimed by usurping kings and their treacherous female accomplices who try and seduce you, and you'll be falling in love with the beautiful princesses. If you're a Prince(ss) you're going to find that you are usurped, and must for some reason rely on the help of others because you're incapable of doing things for yourself. If you're a Usurper you'll be usurping a throne, and finding your attempts to off the old ruler's heir strangely difficult, as herculean strongmen arrive to foil your plans. If you're a Temptress you'll find yourself drawn into seducing strapping heroes, and attempting to win their heart only for them to turn against you, and in so doing rock your power base to its foundations. If you're a Monster you'll be living estranged from humanity, occasionally having people come to kill you. This doesn't guarantee you'll lose as a usurper or win as a hero, but it does put you in situations which are balanced for that outcome. And you'll be running through these plot beats again and again; even if you somehow manage to succeed at your goals, becoming for example a successful usurper with no remaining threats to your power or king/queen of your city-state with no uncles left to steal your power, somehow you'll end up at square one again.

And this affects your personality, too. As a hero you will be brave, honorable, and true. As a prince(ss) you will be naive, trusting, and pure of heart. As a usurper you will be power hungry, short-sighted, and cruel. As a temptress you will be fickle, capricious, and untrustworthy. As a monster you will be bestial and blood thirsty. It also doesn't lock your actions 100% into those fitting the role, but you can expect to act in accordance with it most of the time, and to need effort to act outside of it.

This is worth only 200 CP as a Hero, as you're at least set up to win, or a Temptress, as you still have agency and as a female B-villain you can usually get off with just

humiliation. As a Prince(ss), Usurper, or Monster this is worth 300 CP. If taken with True Monster this is always worth 300 CP, unless you're a Monster where the value of this drawback drops to 200 CP (due to them overlapping significantly), but you may find fulfilling your role extra difficult, unless again you're a monster.

Against Hercules (+300 CP): Hercules hates you and wants you dead like you killed his wife or something. Jupiter is behind him 100% using his omnipotent powers to grant Hercules new strengths, and even Pluto is helping him as no matter what you do he won't stay dead. No matter how powerful you are with Jupiter's backing he will grow to be more powerful than you - and the more you style on him or kill him the faster it will be. If Leaper's Mighty Challenge was a scaling frenemy, this, this is the scaling enemy drawback.

Drank from the Spring of Forgetfulness (+300 CP): It seems like at the beginning of the jump you'll make the mistake of separating from your friends and allies and drinking from a certain spring. This being the spring of forgetfulness whose waters wipe away memory. And unlike Hercules your memories won't be coming back. You'll be spending the jump with no memory of who you were previously, and innately distrustful of those telling you the truth of your past.

Offensive to the Gods (+300 CP): Maybe it's something you did, maybe it's your hubris and self-importance thinking to style on settings and seeing yourself as above the gods, or maybe it's just your face, but you have offended the gods. As such, you will find that you bring curses and misfortune to yourself and those around you. Your luck has forsaken you, ill-fortune befalling those who you care about and you yourself, and anything that can go wrong going wrong. Beyond things that should normally be able to go wrong if you didn't live a charmed life, you can expect freak natural disasters, monsters, and supernatural happenings to undermine your peace and happiness on a regular basis. This does seem to strike at those you care about more than you personally, but you will find that if you're the sort of callous soul who only cares about yourself it will come barreling down all on you.

True Monster (+300 CP; incompatible with Inherent Mysogony): Normally you could take the Monster background, swap to a human alt-form, and just wander into town and be fine. You might even not need to turn human to do that. You don't necessarily have to deal with the isolation and social ostracism that comes with being a monster. Now, though, you do. You are form-locked into an overtly inhuman form which lacks usable hands. You will also be unable to communicate verbally. The people of this world will recognize you as a monster with all the fear, distrust, and hatred that that brings. Finally

you will be unable to bring followers, pets, or other sapient beings into this jump alongside you; companions are an exception as they may enter the world but only if you import them and while they will be able to live in this world and adventure here you will never meet them. If you don't have a suitable monstrous alt-form this will give you the form of either a lion or a larger than man-sized long necked reptile, but you won't get to keep it post-jump unless you take it as a **Monstrous Form**.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Yes, I understand that some of the films like *Hercules and the Masked Rider* really are just a guy named Hercules (and not even that in Italian), but they are still peplum films with a strong man hero so while I the only thing sourced from a renamed film was the Sandstoooooorm drawback (and that film was set in ancient Greece and if you didn't know it wasn't a Hercules film in Italian you'd not know from watching it other than it being lower quality than most of them) I figured allowing you to pick them, and even the non-peplum Hercules film *Hercules in New York* for your starting location if you paid 50 CP was acceptable.

Immortality is vague because… one of the few films where Hercules is confirmed immortal is the first one that started the boom, and it's confirmed when he gives up his immortality early in the film. Conquers Atlantis showed he could resist corruptive pseudo-radiation so it got that, and the general boost to life force and making you harder to kill because while Hercules doesn't get hit much in these films… In myth he took hydra venom to the face, and because that was taking too long to kill him he lit himself on fire and because that was taking too long the gods ascended his immortal half to Olympus so that his mortal half could be put out of its misery. He was tough, and while it's hard to say how much from the films, he was still tough. Similarly disease immunity was never discussed, and no one really got sick in these films, but it just is standard to immortality.

God of the Valley is a mess. It's based off of the centaur from *Goliath and the Dragon* but they only really showed the materialization, teleportation, and ability to make rivers swell. I had to make a lot of assumptions about limits and capabilities. Still it was a cool thing in one of the films that I could include, and felt should include because even as a minor god the centaur was on a mortal scale (Hercules killed him after all) unlike a major god.

Potion Maker represents the skills to make most of the Temptress items except the Blood of Uranus. The purchased items are superior in ease of use and probably somewhat easier for universal effect (you can make potions to sap someone's power, but one to drain a demigod's strength is probably a different potion than to drain super speed or counter a spell of strength where the purchased item just does that for you). Also you can use it with the item versions as a base to make better versions of them with Potion Maker. And

while Blood of Uranus isn't a potion, it might actually be possible to make potions of strength; they didn't show up in the films, but wouldn't be completely out of place.

I am uncertain if the invulnerable horses in Hercules and the Princess of Troy were supposed to grant the rider invulnerability or not. There was no showing of it, but people talked about how silly it was to try and kill someone riding one, saw the fact someone was riding one of them as a bigger threat than the fact one of them was Hercules, and someone who thought he was riding one but wasn't rode up to a sea monster like a suicidal idiot, but that might just have been that he was a bit of a brave fool. I went with it granting you invulnerability because that was a cool thing I could justify giving it.

The Golden Apples in *Hercules and the Dark World* weren't guarded by Ladon, just the wrath of the gods, but there was a stone man involved, and Monster needed a 400 CP item.

Symbiotic Island got some expansions based on Proteus's island (which was Proteus) from *Hercules and the Captive Women*/*Hercules Conquers Atlantis*. I tried to keep things to things it might have had, and just that things weren't too detailed, while making it appropriate as a 600 CP item.

If you take Only One Plot and Puppet of Jupiter, as a Hero you can expect to be even more extra busy with all the usurpers and tyrants and dealing with a lot of monsters that support them. If you take them together not as a Hero, you can expect to be in some weird situations.

Persephone is based on the version from *Hercules and the Haunted World* and could be the same version. I made her an 'OC' companion because I needed to define her powers since the movie didn't. I did my best to stay faithful to the film but had to make some assumptions and guesses, all she really showed was the ability to materialize and dematerialize – maybe teleportation maybe turning into a spirit and back – and some form of either clairvoyance or spying in spiritual form, but that was never implied to be her limits just all she had reason to do. Still as a minor goddess I figured I could put her in, unlike other gods who… Look I am not going to try and figure out what the capabilities and limits of a being who, in the language that gave us omnipotence as a word, was the original recipient of the term omnipotent.

Most perks are based off of general themes, and arguably Hercules and Hercules Unchained. Magic of the Gods of Darkness, Oh Father Jupiter, and Voice From Afar are exceptions in they're not something that'd be here if the jump was exclusive to those 2

films (Wits of Ulysses would maybe be gone too, or toned down heavily, and maybe Unarmored and Unharmed). Monstrous Features and Items not so much.

Items and their film inspirations

Peplos - So ubiquitous as to become the name of the genre.

Horse - Too many to count.

Mystic Pool - Triumph of Hercules (major stretch).

Ritual Dancers - Too many to count.

Theban Tavern - Hercules and the Captive Women

Island of Amazons - Hercules

Underground Fortress - Son of Hercules in the Land of Darkness/Hercules the Invincible

Waters of Forgetfulness - Hercules Unchained

Club - Too many to count.

Messenger Pigeons - Hercules Unchained/Hercules, Samson, and Ulysses.

Magic Ship - Hercules in the Haunted World

Trojan Horse - Hercules and the Princess of Troy

Royal Chariot - Hercules

Orphean Lyre - Hercules Unchained (major stretch)

Athletic Grounds - Hercules (significant stretch)

City-State - Too many to count.

Throne - Too many to count.

Palace - Too many to count.

Mercenaries - Too many to count.

Dagger of Jae - The Triumph of Hercules.

Sleeping Draught - Several.

Face Changing Potion - The Loves of Hercules.

Power Sapping Herb - Hercules Unchained.

The Blood of Uranus - Hercules and the Captive Women.

Cavern - Several.

Golden Fleece - Hercules.

Golden Apple - Hercules in the Haunted World.

Symbiotic Island - Hercules and the Captive Women.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added that the Symbiotic Island doesn't count as touching itself so that it doesn't trigger Child of the Earth Goddess. Fixed the note about Potion Maker a little (make it clear that strength enhancing potions weren't shown in the films but might be possible). Added the 50 CP Blacksmith perk. Added the Discus. Changed Proteus to Protean because one is a proper noun and name, and the other is the adjective derived from his name and since you aren't him it fits better. Clarified that Protean gives you 3 customizable monster alt forms instead of the one base for Monstrous Features. Added the Immortal perk. Tweaked Pet Dragon to have the Immortal perk. Added Persephone as an 'OC' companion. Added God of the Valley. Reduced the price on Sybil and Magic of the Gods of Darkness by 100 CP each, though tweaked the latter so that you couldn't set up auto-reanimation and merely just the ability to make yourself undead (with all the benefits and weaknesses there in) while alive.

Version 1.0.2: Gave Penthesilea the 300 CP level of Immortality because she is a genderbent Hercules.