# Generic Godly Lover

By: u/PriorPossible834



*‘Come my darling mortal… I have so much to show you’*

*Throughout Myth there have been many mortals capable of winning the hearts of the very gods themselves, causing even these divine beings to feel young and alive through nothing but the simple passion of a person with one life to live. Would it even be possible for such a trend to end simply because of advancing technology and changing cultures?*

*Welcome to a world superficially similar to the one you left behind with one critical exception the pantheons of your choice from human mythology are very real and still work to subtly influence the world- in some cases they still fall in love with mortals just like the ol' days.*

*Who are you? One of the mortals of course!*

*Take these **1000 CP** to create your new life.*

## *Origin*

***Mortal Lover***

*You are the Mortal Lover of a mythological deity of your choice- the exact story of how you met is up to your judgment but there are examples listed in the Companion Section of this Document.*

## *Perks*

*You may discount 1 Perk of each 'Price Tier' (100, 200, 400, 600) discounted 100 CP Perks are free.*

***Equality (100)***

*Your new Lover may be capable of drowning countries, smiting monsters, or cursing mortals like you for displeasing them… but what does any of that mean compared to the Love of a person like you? From now on you don't need to fear the inherent toxicity of a Mortal/God power dynamic as any friends, allies, or lovers you possess will never dream of using their powers on you without permission or holding your difference in status over your head. You may be a mortal and they are a god but more importantly you're partners.*

***Offerings (100)***

*How do gods typically receive love from others? People give them offerings and praise… Well when a god loves you you'll find they often default to offering you the same showering you in gifts from enchanted items to wealth or even Divine Blessings that give you some magical powers of your own- the deeper their affection for you the more frequent and valuable these gifts will become.*

***A Kind Heart (100)***

*Gods can be cruel… to mortals of course, but also to each other a divine pantheon can be a difficult place to find anything approaching true **safe** connection. You are the ultimate listener and an expert at empathizing with beings with vastly more life experience and an entirely different perspective than you. With a perk like this you can not only console a divine girlfriend when her friend destroys her favorite city you can even give advice from a **divine** perspective rather than that of a horrified mortal hearing why a natural disaster destroyed a city.*

***Parent's Love (100)***

*You're a skilled parent, more than capable of raising your children in a house of love and (relative) safety regardless of where life takes you- and so long as you take reasonable precautions even protect your young from monsters who may be after their heads.*

***Inner Fire (100)***

*With actual gods running around it can be easy to give up on self improvement as a lost cause and resign yourself to mediocrity- but you don't NEED to do that. You have the innate drive needed to be one of the great mortals of history, you can devote yourself to a skill, or a business, or a nation wholeheartedly and you make rapid progress proportional to the amount of personal investment you put in. You're one of those rare Mortals who could truly impress a god.*

***Wit (100)***

*You're a funny person, but more than that you know how to gently poke fun at someone in a way that doesn't truly offend them, even when dealing with someone as temperamental as a God. This means that as long as you don't mean to hurt someone you can banter with them freely with no risk of hurt feelings or bruised egos.*

***Names (200)***

*You may share your 'True Name' with another person and grant them the ability to do the same for you, a person's true name is less a* ***word*** *and more complete understanding, a person you share yours with will understand you fully and most likely love you for it. You will receive the same level of understanding when someone tells you their own name in this way.*

***Patronage (200)***

*Most mortals in your situation attract the attention of a God by proving themselves capable at some element of said God's domain- you now have a ability to make this more consistent (though not necessarily always romantic in case your existing lovers are the type to get jealous) Now by performing a suitably impressive feat of skill you may attract the attention of Gods or other supernatural beings associated with that skill, if they like what they see they may even come to meet you or if they're feeling shy just grant you blessings.*

*In addition to the above effect you may treat your skill in fields governed by a certain god as a 'social booster' with that god, they'll find you more likable the better you are at said skill and your relationships will progress quicker and generally be happier.*

***Face That Launched A Thousand Ships (200)***

*I lied up above when I mentioned that most mortals in your situation attract the Gods with their skills, most mortals possess a different appealing physical characteristic* ***beauty*** *and so do you. You're now just as attractive as the famed Helen Of Troy enough to drive mortals to obsession with a glance and even win the love of a God if they catch a glimpse of you… in fact your beauty and seduction technique are vastly* ***more*** *effective on the divine.*

***Wisdom (200)***

*You're incredibly wise, seeing to the true heart of matters with uncanny ease. It would be wise to listen to your counsel as you will now never make a mistake in a situation where you have all the information- you can make mistakes because of things you don't know but you will never fail to properly apply what you do.*

***Mother's Blessing (200)***

*In a realm of Gods and Monsters it can be easy to forget the fact that Humans are also capable of blessing and cursing one another… for every hero saved by his mother's whispered blessings there is another cast down by a rival's vengeful curse and now you to can tap into this phenomenon. You are now capable of bestowing Blessings or Curses on others, these are not true divine Blessings, instead they twist fate removing or causing misfortune for their recipient in a single instant. With power proportional to the emotional investment you feel of course.*

***Folk Wisdom (200)***

*You are familiar with the ancient secrets of herblore and alchemy allowing you to create magical concoctions to heal disease or grant brief immunity from a Monster's curse. Your wisdom is not the most potent of magics, but leveraged properly it can turn the tide of battles.*

***Demigods (400)***

*Immortal Blood is often 'diluted' by that of mortals for lack of a better word with the child possessing supernatural skill and some measure of divine power perhaps… but remaining fundamentally mortal, if you feel like you don't want that for your children this is the Perk for you. Now you may create a 'seed' of divine potential in any child of yours with only one divine parent, this potential will grow as they train with the powers granted by their heritage and perform great deeds making them more powerful and long lived, eventually allowing them to ascend to their own Godhood fully inheriting their birthright.*
*If you wish you may create a similar 'Jumper Seed' within your Offspring allowing them to earn access to your own Perks and Powers as they train and perform great feats.*

***Immortal (400)***

*Perhaps your paramour was unwilling to see you die after all? You are now both ageless and undying, remaining in your physical prime for the rest of eternity (theoretically) and remaining untouched by poison. You can still be wounded by blades or bullets but you will always recover given time returning from any mundane injury in a maximum of 1 year. It would require powerful magic to overpower this blessing and fully destroy you.*

***You Weaken Me (400)***

*Gods are cruel, this is not an unknown it is simply a fact, you are the one who can change that. You have a unique ability to make the gods more 'human' prolonged exposure and kindness from you will slowly engender a similar sense of kindness and humanity within divine beings- helping them to move on from their old ways and become kinder and better people. Even if you and they drift apart with time, or if you perish from any number of mortal frailties your beloved will remember your lessons even after centuries away from you.*

***Warrior Of Legend (400)***

*You're an incredibly skilled fighter, capable of slaying powerful monsters or even wounding a god with the proper tools and perhaps a modicum of divine support. This is the kind of skill that lets you use a sword to slay dozens of men with guns before they can blink.*

***Speak With The Spirits (400)***

*Every Object, animal, and even natural force has a Spirit. And you are capable of speaking with these minor gods. In addition to this you are beloved by them, creatures like Dryads and Naiads favor you by default and are often willing to do you favors provided you treat them and their domains with respect. By cultivating relationships with them you may even become capable of pseudo-magical feats such as asking a friendly boulder to move aside for you.*

***Oracle (400)***

*You are capable of seeing the future, however you only see fragments in the form of riddles- if properly deciphered these can provide great insight into events to come, however you should be warned that attempting to cheat fate is most often the cause of it coming to fruition.*

***NONE SHALL HARM YOU (600)***

*You are a truly remarkable being Jumper… to make a god feel love this deep, now much like Frigg did for her son Baldr your lover has traveled the world speaking to the spirits of every object, plant and animal, and **begging** them to never bring harm to your person- moved by this display of humility the world agreed. No animal will harm you, no weapon shall break your skin, and no poison will cause you to decay. All such harm will turn aside in the face of pure heartfelt love. However if you manage to somehow offend a spirit it may disregard its promise and allow itself to be used against you, and this protection only applies to the spirits of your native world, if you travel to new worlds in Jump this perk will not be effective for a full year while all the spirits of that new world are again convinced.*

***Favor (600)***

*This perk comes in two parts, both are extremely valuable gifts- the first is that you may 'dedicate' anything you do to a god of your choice, something that will instantly draw their attention to you. This action will be considered a act of worship which will empower the god you dedicated it too even if they're a type of god that doesn't normally benefit from worship the power boost they gain will be proportional to the scale of the actions impact, as well as how well it aligns with their domains. In addition they will also automatically begin to like you more (per the same rules as above, the scale of the impact and how well it aligns with their domains) are you with me so far? That was the first effect offered by this perk.*
*The second effect is honestly more 'quality of life' than anything else, normally when you earn a blessing from a god it's up to **them** what you get and that's **fine** but it could be **better**. Now your divine favor is represented by an 'energy pool' so to speak that accumulates as you do things to please a god, you may then choose to spend it to design a blessing or other boon of your choice that is within said god's abilities which you will gain. This ability to choose your own rewards so to speak is especially helpful when dealing with more eldritch deities or ones who otherwise have a warped idea of what constitutes a gift.*

***Most Beloved (600)***

*You may choose a single divine being every Jump to have a romantic relationship with that was established during your in Jump backstory (Drop-Ins will instead receive a summary of what the selected divinity **thinks** happened when they entered the Jump)*

***Handcrafted (600)***

*You weren't born conventionally, you were handcrafted by a deity which comes with many benefits. Firstly you are amongst the greatest of Mortals by default being inhumanly skilled at anything you try your hand at. Secondly you're incredibly strong, capable of wrestling a dozen men by yourself. And lastly you have a spark of Divine Inspiration allowing you to grant your most impressive works minor magical properties relating to what they are. Things like a sword that can only cut Tyrants but in exchange will always kill- or a spear that glows with ethereal fire.*

***Divine Intervention (600)***

*Perhaps you've gained a little more from your lover than I thought… Now you have the ability to expend your energy to bend chance around any situation you're aware of, making certain outcomes more or less likely depending on your intent. The more energy you expend the more you can twist fate.*

***Mage (600)***

*You're a practitioner of Magic, familiar with the Ancient Tongue that when properly mastered can bend reality itself, currently you only know a few weak phrases of this language… but its possibilities are theoretically infinite. Be warned however that trying to learn new phrases is a spiritually straining experience, and pushing too far too fast can result in death… or worse.*

## *Items*

*You may discount 1 Item of each 'Price Tier' (100, 200, 400, 600) discounted 100 CP Items are free.*

***Mortal Comforts (100)***

*You have a job you enjoy that both pays well and consumes minimal hours of your day, in addition you have a comfortable and well-furnished modern home that is fully paid for and easy to tend to. Put both of these things together and you're free to pursue your hobbies and goals in your plentiful free time.*

***Golden Apple (100)***

*'For The Fairest Of Them All'*

*Oh it's another one of THESE situations isn't it? This is a Apple made from solid gold engraved with the above text- any who see it will begin to desire it, gradually tying their self-worth to their status as the 'Fairest Of Them All' with enough time and exposure to the right people (or gods) they will begin to take steps to convince you to give it to THEM offering rewards and blessings in exchange.*

*Now you may be wondering 'this sounds so handy, why is it so cheap?' Well that's because this item grants no protection from the jealous wrath of all NOT chosen.*

***Mythical Survival Kit (100)***

*You're involved in a pretty scary world now and you need to be prepared to defend yourself, this 'Kit' consists of a sword, a shield, some leather armor and a small book that contains a basic rundown of the monsters and gods you're likely to meet and what to do if you do.*

*The book will update in future Jumps so that it always remains useful- old entries can be kept for sentimental reasons if desired.*

***Ambrosia (200)***

*The Food of the Gods! Not only does this strange golden bread provide enough energy to a human that they could live for a week off a single slice, it also (temporarily) makes the eater Immortal allowing them to heal from even mortal wounds over the course of a few minutes. You get a new loaf of Ambrosia every month and it doesn't spoil allowing you to form a stockpile. It almost doesn't feel worth mentioning… but it tastes great too- better than any other food you'll find in this world.*

***Enchanted Item (200)***

*You receive an enchanted item of some kind similar to low to mid tier magic items available in RPGs such as Boots of Speed or Flaming Swords. Nothing absurdly powerful but a useful tool that can turn the tides of battle in your favor if used properly.*

***Parenting For Dummies (200)***

*Love often leads to children particularly with the Gods… this can be a trial but fortunately for you this is the book with all the answers- this looks like a standard parenting manual however whenever you open it to a random page you'll receive personalized and perfectly accurate advice for whatever parenting questions you have at that exact moment. Following the listed advice will ensure that you raise a well-adjusted child.*

***Ichor (400)***

*Another term for God's Blood this goblet contains a plentiful and ever full supply of godly blood- while I'm sure a skilled enough fleshcrafter or magician could find a use for this on their own there is a intended use possible even for the Layman.*

*Introducing Godblood to a human's bloodstream causes them to develop some measure of divinity for themselves, suffering an incredibly painful and dangerous transformation that enhances their body, longevity, and capacity to learn new skills to a truly notable degree. Improving the benefits of this item is possible but it will require proportionally greater quantities of blood and consequently more danger.*

***Patron (400)***

*You have a Patron among the Divine, this God is a Mentor or perhaps a friend who will teach you their skill set and intercede on your behalf in Godly Matters. In future jumps you will find similar powerful and important individuals falling into this role on your behalf.*

***Harpe (400)***

*A Sword once wielded by the Hero Perseus and endowed with the power to kill immortals- this sword is sharp enough to wound divine beings and the wounds dealt are slow to heal, with enough damage it can even end their eternal lives.*

***Mortal Greatness (600)***

*You are a truly important mortal, a business leader perhaps or a head of state? Regardless of the specifics you possess immense wealth and political power amongst mortals such that you easily stand beyond the common man.*

***Eternal Resting Place (600)***

*A rather macabre gift, granted to you by a God seeking to immortalize you even after death- this grand resting place serves as a monument of their love for you and when you die it will capture your very soul within its walls allowing you to continue your chain as long as it remains intact.*

*You will be able to appear as a sort of specter to anyone who comes to visit you and should they hold one of your possessions you may travel to them wherever they go.*

*If you have possession based abilities they are greatly empowered within this space.*

***Slice Of Heaven (600)***

*You've been granted an all expense paid trip to the afterlife of your choice, as well as a vacation home that you can dwell in for a total of one third of your time spent in every Jump- consider it the Persephone arrangement.*

## *Companions*

***Old Friends (Free)***

*You may freely import any of your existing companions into this Jump with 600 CP to spend on Perks or Items, they also operate under the same discount rules as you yourself.*

***New Friends (Free)***

*Anyone you encounter who agrees to travel with you may be taken as a companion for no additional fee.*

## *Example Godly Lovers*

*By virtue of this Jump's core premise you will be in some way romantically entangled with a mythological god- this relationship is yours to define, both in how you met your mythical match and the broad strokes of your dynamics- the below are examples though they may be taken as a specific companion option section if you so wish.*

***Zeus***



*Zeus is the King of the Greek Gods and a famed Womanizer- being responsible for the birth of half the Olympian Council and only one by his wife, you couldn't be blamed for thinking you were only one in a long line of conquests Zeus himself certainly did… and yet there was something about you… some charming simplicity or honesty lacking amongst his family- and for giving the paranoid king a true safe harbor you have taken his heart and not just his lust.*

*The King of the Gods will do all in his power to provide for you, granting you great wealth (so as to keep you from needing to squander precious time you could spend in each others company), forcing the skies themselves to comply with your weather preferences, and even at his most protective striking down those who irritate or harass you with his lightning bolts.*
*But while the cage is certainly gilded you should be advised that Zeus is a possessive God, and he may not take any of your requests to back off and let you manage your own life well,*

***Poseidon***



*The King of the Sea has been working on himself of late, recognizing that his anger is becoming a toxic influence on his life he attended a support group- one you were leading, your compassion quickly won the Old Sea God over beginning a whirlwind romance, the free spirited god showing you every inch of his ocean domain and reveling in seeing his own love of the sea reflected through fresh eyes.*

*Remembering keenly the actions of his Brothers and his Father he is* ***actively*** *working to avoid coming across as overly possessive but instead sometimes seem disinterested instead- he may not contact you for a meetup for weeks or months at a time… but if you ever try to get in touch with* ***him*** *you may expect a prompt reply. To be honest he would be happy spending every minute of every day basking in your company at the bottom of the sea- and if you ever took the step and asked? The old God's joy would be immeasurable.*

***Hades***



*The last of the three brother gods of the Greek Pantheon, perhaps what drew you together was loneliness? In recent centuries Persphone has begun to encourage the king of the Underworld to find someone else to love during her time in the mortal world (a arrangement she benefits from as well taking her own share of mortal lovers) but Hades has failed to find anyone capable of measuring up to his wife in any meaningful way… and honestly it's sometimes hard to tell if you changed that opinion.*

*You met the quiet unassuming man in the library where you worked part time and something in his eyes drew your curiosity and eventually your attraction- it took time, and a great deal of effort but eventually you managed to score a date!*

*It took several months of casual dating for your new boyfriend? To reveal his true identity, this was around the same time he began to show you some of the shy, socially awkward man behind the reserved and hard working exterior- you showed him anime, he showed you Shakespeare, you both quite liked geeking out together.*

*While you have something close to love your actual interactions are more like two close friends who can depend on each other for anything*

***Calypso***



*You knew booking a flight with an airline you'd never heard of before was a bad idea… and you definitely smelled a rat when 'Ogygia Air' had no other passengers aboard… at least you got what you had paid for when the plane crashed and you found yourself stranded on a tropical island… what you had paid for and then some.*

*It's impossible not to describe the island as a magical paradise, waited on by spirits of the wind and doted on by your Titaness hostess- indeed if it wasn't for your inability to leave the isle it would be almost like a tropical vacation of your dreams! And as it stands… There are worse ways to get kidnapped.*

*While your feelings for her may be more nebulous there is no question that Calypso* ***loves*** *you truly and deeply, you being the first guest she's had since Odysseus all those long years ago… and if you could find some way for you both to leave? Well her adoration for you would know no bounds.*

***Hestia***



*The nurturing eldest sister of the Olympians is not normally one for romance- but after meeting you in a coffee shop she actually felt the desire to give love a try for the first time in her immortal life.*

*Old habits die hard and the goddess of the hearth will very often prove that her love language is food coming down from Olympus to visit with more to eat than you could fit in 10 refrigerators.*

*You should be advised that meeting her family is a… daunting prospect, but she will almost certainly be taking you home for dinner when you get serious… good luck surviving that.*

***Aphrodite***



*The Goddess of Love and Beauty became attracted to you because of your vast capacity for both- choosing to spend yet another mortal life time in the company of another beautiful fleeting soul, you are not her first lover nor will you be her last… Why would anyone bother to quantify such things at all? Love doesn't need to be justified or measured, only shared between two people in a way entirely unique to them.*

*And you **will** love each other, all such romances with the Lady of Doves are so- a romance for the ages that will be kept in her immortal heart forever even long after your passing.*

***Isis***



*The Egyptian Goddess of Magic and grieving wife of the God Osiris- she spent centuries laboring to give her son Horus the throne of Egypt and now that she has done so the success feels incredibly empty for the ambition oriented being.*

*If anything the long ages have caused old guilt to begin gnawing at her.., long suppressed shame over her betrayal of the Great God Ra. Looking for a distraction, Isis attended a conference held by a noted Egyptologist (you) who had been studying ancient traditions of magic and other religious beliefs.*

*Finding you unusually insightful for a mortal you met several more times to discuss the topic, in time you began to view each other in a more intimate light… It was around that time that the lingering forces of her brother Set came for your life the first time.*

***Nut***



*The Egyptian Goddess of the Sky, banished from the earth for all eternity… fortunately you're a pilot and more than interested in visiting her instead.*

*When a technical error nearly felled your plane you could hear the kind voice of a woman guiding your hand as the weather stabilized allowing you to land safely- from that day on you could hear her voice in your head whenever you're in the air… it's an odd relationship but it works for you.*

***Horus***



*The New King of the Gods, he's been looking for his mother for decades now- looking to apologize for old harms and reconcile- his search led him to an old archeological site where you were on holiday.*

*After an adventure or three and a fight or six you found yourself enjoying each other's company more than you hated each other's guts.*

***Nephthys***



*You're a volunteer at a shelter for battered women, you find a dark skinned woman with incredibly sad eyes one day- after she tells you her story, that her husband had murdered her brother and driven away her sister and Nephew… it wouldn't be a exaggeration to say you saw red and offered to beat him up for her… little did you know this particular abused wife was a goddess… and one who found your reckless offer very sweet.*

*Romance seemed to come naturally after that, and fortunately for you she doesn't seem inclined to make you keep your promise.*

***Odin***



*You found Odin for the first time in an internet chatroom, he seemed genuinely befuddled by the idea that people posting didn't want to have their perspectives corrected with additional information and was continually inadvertently causing Flame Wars. At first you thought he was some kind of troll, but after messaging him out of curiosity you realized this was a REALLY smart man who truly wanted to spread knowledge to others.*

*You started chatting then, talking about any and all subjects… and eventually talking about meeting up IRL, knowing he was a god wasn't even a surprise really, everyone lies about who they are online.*

***Thor***



*You met at the Bar, Where else would you meet Thor? You actually managed to out drink him which… well I'd call it shocking, after you woke up together you've stayed in touch though it's only recently that you learned he was a God. You might occasionally be asked to go on vacation to Jotunheim when the local giants start threatening Asgard.*

***Loki***



*You were conned out of your house, your car, and a date- after said date you got your house and your car back at least, and you made the acquaintance of this charismatic trickster. Fortunately he didn't bother with any more tricks like the first time. As this current form is just the smallest sliver of his soul that can escape his eternal torture he's often… distracted by moments of extreme pain, however they always seem less intense when you're around.*

***Freya***



*After the Vanir closed their halls to Midgard and Asgard alike Freya has been left without connection to the home of her kin, the forests of Midgard not comparing in anyway to the beauty of Vanaheim- you're a nature conservationist who encountered Freya for the first time in a national park where you shared your opinions on the environment with one another and eventually decided to meet up again, beginning to see one another.*

***Hel***



*After falling into a Deep Coma your soul temporarily detached from your body, joining the Goddess Hel in the halls of the dishonored dead- as you were still very much alive you were a curiosity to the Goddess and the two of you became very close, however it was doomed to come to an end when you inevitably woke… now you and Hel only communicate through scattered dreams.*

## *Drawbacks*

***Extended Stay (100)***

*You may take this drawback as many times as you desire- each time you do your time in this Jump will be extended by 10 years. You will only gain points the first three times you take this Drawback.*

***Blood Of A Traitor (100)***

*Your ancestor once wronged a minor god or potent monster, this being now holds a blood feud against you and all other members of your family- as it stands however there is no guarantee that it will be able to find you as it does not necessarily know you or other descendants exist.*

***Great Lessons (100)***

*Your life is watched particularly closely by the eye of Fate, and you will be penalized for any major acts of evil (defined here as harming those who have done you and yours no harm) by means of karmic punishment. If you strike a man unjustly you will find that his brother is an important city official who now holds a grudge against you for example.*

***Misplaced Soul (200)***

*Your soul was turned into a rock and lost on a beach, your emotions will be dulled and you'll be unable to use Magic until you retrieve it- if you fail to do so in Jump your soul will be returned when you leave.*

***Like-Minded (200)***

*You think like a Greek God, you view things in terms of power and reputation taking anything you can get away with and rolling over for those stronger than you- this cowardice and cruelty won't win you many friends.*

***Blood Drunk (200)***

*Someone in Jump wronged you and you'll stop at nothing to take their heads in revenge- regardless of morals or bonds you'll get your due.*

***12 Labors (400)***

*Turns out your new lover is a bit of a Tsundere… in order to prove yourself 'worthy' you'll need to perform 12 feats straight out of a Myth- if you fail or worse refuse? Well you'll make an immortal being cry… and then be on the receiving end of a curse from a heartbroken God who thinks you don't actually love them.*

***Dead (400)***

*Well…that's unfortunate- rather than being a living mortal you're a dead mortal in an afterlife of your choice… that isn't to say that you couldn't escape if you were clever enough! But you can expect to not be going to too many places this Jump.*

***A God Scorned (400)***

*Well this is awkward… turns out the gods usually have wives or husbands who don't take kindly to extramarital affairs… and now that god is going to be coming after you full force.*

***The Ones Left Behind (400)***

*You have a child to raise, either your own or gifted to you but they have the blood of your lover in their veins and a great destiny to be forged.*

*You'll remain in this Jump until they are 20 years old or perish on one of their Quests, you can train them, and prepare them as best you can- but beyond that you cannot help them directly or indirectly as they perform deeds out of legend.*

*They're destined to be a hero even if it tears your heart*

***Stay***

***Go Home***

***Move On***