Fate/ Myth

In a World where heroes, demons, monsters, gods and the innocent all exist, all live, and do wonderous things, what shall you do, what will you be?
What Is Your Myth?

This World Exists in such a convoluted mess, All Myths are Real, and all are happening at the same time in this world, space and time fractured and all manner of things happening, this is a wild place Jumper, fit for one like you no? I shall grant you 1000CP, for a Start at least.

Starting Time and Place

Choose Anywhere and Anytime in Human History before 1900 AD/CE, You may travel the world as you will, but your start will always flavor your appearance and abilities with cultural clues and context from where you start, Thanks to this world being messed up Ancient Aztecs are living beside cowboys, Gilgamesh rules Uruk while Crusades ravage the land, King Arthur Rules a Britain at war with Richard the Lionhearted own version, Marie Antoinette And Charlemagne Rules Twin Frances while a Third is being Invaded by the Black Prince and Protected by Jeanne D'Arc, While in Yet another a Count ruthless and betrayed rules, Anywhere is fine to start just as anywhere is fine to go.

Origins

Innocent(Drop In Optional) - You are not a hero, not a villain, not a divine being and not a monster, you're just you, you could be anything, a smith, a traveler, or you could even be nobody.

Hero - You are the Hero, The Protagonist, The Person all look to to slay monsters and villains, larger than life is your existence.

Villain - Perhaps the world did you wrong, perhaps you were born this way, but you are A truly evil existence, though, not Inhuman.

Divinity - Perhaps you were born a God, perhaps you walked the path to enlightenment or maybe you were just blessed, but you have Divinity that is fact.

Monster - You are an inhuman monster, minotaur, oni, kitsune, Demons and Devils are your kin now, whether you were born that way or embraced that path yourself.

Perks

(100 CP are free for origin and the others are Half Price)

Innocent

(100 CP)**Strange Friend** - You are a Stranger to most you meet but with this that first meeting is never truly bad, if they have nothing to do they will happily talk with you, though if you mess up this first impression that is your own fault.

(100 CP)**Interesting Wanderer** - You are known to wander and walk about, and as you do you'll find yourself stumbling into and onto new and interesting things, from new people to new food to even a Gold Coin or two.

(100 CP)**Walk the Path** - Even if you lose your way you won't die alone in the wilderness, as long as you survive the dangers such as Dangerous Animals or Monsters you will be able to find people once again. This only guides you to civilization not protects you.

(200 CP)**You're The Hero Sir** - You gain great Skill in praising and flattering those that view themselves as your better, inflating their egos while making sure that even in a rage they wouldn't kill such a loyal dog like you.

(200 CP)**Pride of the Simple** - You are Proud, perhaps not to the level of great heroes or gods or what have you, but you have Pride in your skill, in any non-combat skill that

you have pride in you find your skill in it increasing the more pride you have it, be the best smith, farmer, dancer, playwright or whatever you always knew you were.

(200 CP)**Art Requires Sacrifice** - A dancer who moves until her feet bleed. A playwright who writes until his blisters blister and burst, who works until he passes out. A smith who douses his weapons in his own blood. A farmer who spends all day talking to his plants and waters them with his blood. The more you sacrifice for your chosen skill the more return you see from it, a dancer who danced until her bones touched the floor could easily be taken care of for the rest of her days, or maybe, if she managed to do this for a god of the underworld, she'd even bring back a lost lover into the world with her once again.

(400 CP)**My Best Friend** - No matter where you go, no matter what happens you'll always meet and become close personal friends with someone important though you'll never realize such until they save you. In Greece you might unknowingly befriend an Olympian or even a Great Hero such as Hercules or Achilles, and you will never find out the truth until your life is in danger. Maybe Hestia calms Zeus' rage at you, maybe Karna takes a blow meant to kill you, but soon after they save your life you'll learn your friend's true identity. This ability makes it so you are true friends, even if you or they normally can't feel such emotions you'll feel it for each other at the least. (Functions as a 1UP)

(400 CP)**Grand Teacher** - You find it easy to attract strong, focused, and happy to learn students, as well as having an easy time teaching them various things, from philosophy to combat you can teach it well, as long as you know it, you can even teach magic or ki or such things to those that don't have it, as long as you know it you can teach it, though it may take a while with complicated or completely foreign ideas.

(400 CP)**Consort** - You are not some grand king or hero, that doesn't mean you don't have their ear, or their bed. Your sexual skills and knowledge increased massively, even more so when you're with a Hero, King or God of some sort. You also find yourself receiving gifts and attention from beings higher than yourself. This attraction, trust and love is strong, but stronger still if you decide to focus it solely on one being, letting you become their most trusted lover and friend, this level could make even Artemis, Hestia or Athena break their oaths to marry you, though as Orion found out maybe that level affection isn't that great.

(600 CP)**Apostle** - You are a Follower, a lesser person to most, but those you follow know you're true, loyal and they love you for it, gifting you lesser powers, skills or items

based on their own, following Gilgamesh might see you gaining your own lesser vault or his force of will or charisma, following Jesus Christ might see you gain minor miracles and the love of god, who knows what all you'll gain here.

(600 CP)**Legendary** - Choose a Single, Mundane, Non-Combat Skill. Such as farming, acting, smithing or some other such thing and finding yourself the gods equal at it, even when you don't try, actually trying will see this skill and its effects enter conceptual territory. A Dancer could perform a Dance of Death killing and slaughtering entire towns, a Song of Healing from a Songstress could see the dead of that same town rising again.

(600 CP)**A Medic is like a Berserker, Right?** - Besides gaining the Skills of a Battlefield Medic beyond what a normal human can achieve this perk allows one to ignore their own pain, suffering, even madness as they work for the lives of others, in fact the more injured or endangered one is, the more powerful or skillful one can become, but they have to use this powers to help others, giving all that they are, to see those men return home.

(1000 CP)**Common Sense** - "People Die if they are Killed" is a statement that shouldn't need to be said, common sense is rare though, in both myth and life. With this perk you can enforce one bit of Logic or Common Sense onto all beings, in the example of "People Die if they are Killed" it would mean no second chances, no resurrections, no "I only pretended to die" or anything of the sort, with this, killing someone such as a god's avatar, would kill them completely, though it would also cancel out your own 1ups in turn, common sense is common to all, what other common sense does I'll leave to you, you can activate this perk once per jump and can't turn it off afterwards, you can choose a new common sense to enforce in each other jump you go to.(This only affects 1ups for you that activate after you are killed, such as bringing you back to life or sending your soul into another body, things that prevent death in the first place are unaffected)

Hero

(100 CP)**Shining Hope** - You will always even in the bleakest of times, have some hope, this is not willpower, this is hope, hope that things will be better, hope that you'll see your family, hope that can spread like wildfire to anyone near you, hope of living to see the next day that can push others onwards, just a little more, how could they not hope and dream when by your side?

(100 CP)**The Hero Is Here!** - This Perk lets you act larger than life, a Hero stands at the top of humanity, they must act like it! Dramatic Speeches, Partying and Laughing with friends, you can easily put on a Bombastic Mask, or truly embrace this personality to connect with and reassure people.

(100 CP)**Hunger is the Enemy** - You can eat, and I mean EAT! You can really pack it away, even devouring a whole castle's pantry wouldn't fill you, but you never get fat or even overweight, the food you eat seems to...just stay stored inside you until you need it, letting you stuff yourself like a bear preparing to hibernate if you needed to.

(200 CP)**Brotherhood** - Like King Arthur and the Knights of the Round Table, or indeed many other loyal and hardworking bands of heroes you find that, working together with those you have a personal connection to will make both your abilities and skills, as well as theirs increase the deeper the bonds between each member of the group is.

(200 CP)**Animal Person** - Something rather common is a Hero having some sort of special mount or pet. With this you'll find your own pets and mounts growing smarter, stronger, Faster and closer to you, letting you understand them, and them understand you without even a need to speak.

(200 CP)**Will Hero for Money** - Another thing heroes oft did was work for someone else or follow them on adventures, you will always find jobs that let you be the hero, with the payments for the jobs changing based on what the job is, Slaying a mad animal might get you some coin, Slaying a Minor Monster might gift you with a small plot of land and a title, though saving a princess or slaying a truly mighty beast would see you receiving something more like said princess' hand in marriage.

(400 CP)**Conquering Hero** - When you Conquer something or someone, as long as you have the physical or magical power to take what you want from them, it'll be considered legally and magically yours, Defeat a King and you can steal his wife or children, claiming them, or his armor, or weapons, whatever you want as Long as you have the power to claim it.

(400 CP)**The Great Adventure** - Every time you go to a new jump you can choose to undertake a grand quest, it will always be difficult for you to complete, but it offers you something based on this difficulty, and as you get ready for this Quests many Heroes or powerful friends will gather to travel with you, you will have an easier time making friends with these people and will find yourself loving them like your family.

(400 CP)**Will of Mankind** - Heroes hold the Will of Mankind, empowering not only their will but any other powers they have as well as they fight on the behalf of humanity. The More Humans that Want something the more power you gain when working towards it. Such as a Town Wanting a Monster Slain would see a minor boost to your power, but if something happened and all of humanity wished for a being to die, even an untrained child could fight on the level of a true hero.

(600)**Blessing of Growth** - A Hero, constrained to normal limits? To Normal Power Levels? That idea is simply anthema, Heroes have no limits, No Constraints, A True hero is a legend that doesn't fade, that doesn't wither, an existence that can hold the power of humanity at its Zenith, With this perk nothing will hold you back from advancing, while it may take a long, long while with this, a Normal human through training, could one day match Heracles with pure physical power.

(600)**Blessing of Monsters** - Many Heroes great and small gain something from the monsters they fight, or have some manner of Monstrous Power. King Arthur's Dragon heart and Massive Mana Regen, Siegfried's Bath in the Blood of Dragon, making his skin unbreakable anywhere except a spot on his back, These are two such abilities. Choose a Monster of Some Sort from myth and gain power based on them.

(600)**Blessing of Weaponry** - You are the master of any weapon you pick up, from a flint knife to the latest gun or whatever else you find on your travels, Though Choose one type of weapon, be it swords, spears, guns, bows, etc. and your skill with that one type shall massively increase, edging into Conceptual Territory, letting you do things like Gae Bolg's Causality Manipulation or Tsubame Gaeshi with pure skill and a mundane weapon.

(1000)**Blessing of Birth** - You were Blessed at birth, much like the Indian Hero Arjuna, the difference is you can choose which concept has blessed you, where Arjuna was blessed by "Blessing" as a concept. You can choose anything, from copying him, to any Concept you can imagine, how this works if you choose something else is largely up to you, just it must generally be equal to Arjuna's own blessings.

Villain

(100CP)**A Killer Smile** - Villains are normally quite good at hiding themself or fooling others into believing they are a simple and kind person, While this won't fool anyone

truly on their guard it will at least make first meetings, even ones in dark alleyways, seem friendly and open.

(100CP)**Mask of Nobility** - Another Mask for another Type of Villain, one who sits with the rich and famous, Rubes Elbows with Counts and Duchess, a Careful mask of poise and Nobility that can be broken at will, and those who witness it for the first time, the cold, menacing glare hidden underneath, will freeze even if only briefly, even Gilgamesh himself would be stunned, though one such as him would recover in less than a second.

(100CP)**Dramatic Vengeance** - Where Heroes spread happiness and joy you can spread anger, hatred, disgust and other such Emotions to people and are pretty good at twisting these feeling against your enemies with your dramatic explanations of how you were wronged, even if such things were completely fictional.

(200CP)**Witch** - A Minor Skill in magic, nothing great or world shaking. Though it comes with a wide range of knowledge, from curses, to hexes, to potions, poisons and more, knowledge enough to know quite a bit, and learn more with self study in any field that could be said to be connected to “Witches” it would take many years of isolation, hundreds, if not thousands, but maybe one day, Medea, Circe, Baba Yaga and others such as them will welcome a new sister into their Ranks.

(200CP)**Run For Your Life** - Perhaps not the most...Noble of ways, but it’s a time honored tradition. Running away to fight another day, and it’s something you’ve become quite good at. When you see the Tide is Turning against you, you can flee from the field and all that you do to simply run and hide, and not strike back, not yet at least, will see an increase in both luck and skill, bandaging your own wounds, hiding, covering tracks, Etc.

(200CP)**A Killer’s Time and Place** - Jack, the Ripper, Killer of Woman, Killer of the Mist, Killer in the Night. Like Jack you can set three conditions, fulfilling these conditions would see your power increasing little by little, or massively, if the conditions are harsh for Example Jack’s conditions of “The Victim Must Be Female” would give about a 10% increase in a baseline earth, one with more women would see that percent lower, and with less women would see it higher, “It Must Be Night time” as this is guaranteed to happen on a Baseline Earth as well as lasting for a rather large amount of time so, again, a minor boost, maybe 5%, “It Must be Misty” surprisingly, this would see the greatest increase in power, at a total of about 30% as it’s far more uncommon than the other two, Something such as “It Must be The Day of Both a Lunar and Solar Eclipse” would see a truly massive boost in power, at around 200% though it would be hard to go

above that percent with a single Condition, if multiple Conditions are met then they are added together for your power up, if all conditions are met add all together and multiply the effect X2 for your total percent increase, a Killer, a Villain, has to be recognizable by their style, and this perk might just let you mould yourself some style.

(400)**Poisonous Master** - The higher your rank in society the more poisonous and deadly you become, and the more powerful any poison, Disease or acid based skills, powers and abilities become, at its base as a Beggar on the streets you'd be able to give someone a nasty cough, but as a sole ruler of a country, well, your glare could melt flesh from bone, magic resistance could let someone ignore such vitriol, your poison sliding off of them harmlessly if they were resistant enough.

(400)**Assassination Arts** - A Killer, an Assassin, A Villain. You are All These and More, whether a Member of the Hashashin Order, or a Ninja from the East, or some other type all together, you do not care for "Honor" or "Righteousness" if the job is done that's all that matters, and in pursuit of this you have learn to hide yourself, in plain sight and in the night, you have learned martial arts, weapons, tactics, minor magics, pick pocketing, singing, dancing, acting, sexual acts, torture, torture resistance, and much much more, around 60 total skills to help you in killing most at the level of expert, four you are a master of, and one you are a true grandmaster of, someone who stands far above even the best in that skill.

(400)**Motherhood** - Oddly enough, many Villains are women, and many then are mothers, Morgan le Fay, Medb, Grendel's Mother, the Birth of the End is done by Wicked women, With this perk you may ingest Genetic material of creatures or even the "Essence" of something such as drinking from a River, and can thus chose to impregnate yourself with it's child, even if you were a man, you can impregnate yourself with multiple things, such as Metal and Fire to make a golem of molten metal, If you take in multiple People's "Essence" you can even create a Child that belongs to all of them as well as yourself. And While you can birth the child right away, that would leave them weaker than their true power, a River Child could control enough water to do extremely minor things or just be a bit more flexible than average if born right away, if held in for the full nine months it could with some trouble, create new rivers thanks to it's control of water or perform impossible feats of agility and dexterity. A Child of King Arthur born right away would make a goodly knight true...but held in for Nine Months and you'd have a Child who could fight their father in full regalia while only using mundane equipment...The Child's other "Parent" has a big impact on their power level, based on how strong and important the other parent is, This perk does not give any "Loyalty" from the Child, nor any "Control" you would have to use other perks or simply

raise the child yourself properly to gain such things. You Do Not have to actually birth a child, you can spill your blood on the ground and have them be “Birthed” from that if you prefer, you also no long have to show your pregnancy if you do not wish to, appearing as thin as ever even if in your ninth month.

(600)**Villainous Genius** - Like Moriarty or Morgan you have Skills, Long Term Planning, and pure intellect to do massive things in the world, You also gain Knowledge in Torture and even “Mad Science” or “Magical Science”, You Could Make your Own Frankenstein’s Monster(Waifu or OG) and that’s just at the base level, as long as you continue to study you continue to learn.

(600)**Power Stolen From Gods** - With This Perk you have a few Abilities, The First is that you can change any power, perk, whatever you have to be Changed to work on any other type of energy you have. The Second is you can make any power or skill you have into a Technology if you spend enough time studying it. You can also replicate any Technology with Magic. The Third and most powerful is simple, Choose one type of God, Such as “Sky God”, “Ocean God”, “Love God”, “King God” or any other general description like that when you take this perk, and gain massive scientific knowledge across many fields for anything related to that type of god, allowing you to create and manipulate things, becoming like a minor god of similar type through pure technology. And Lastly the Fourth, Gods of your Chosen Description, Cannot Harm you, or control you, Using their domain’s or powers, Lightning Gods Can’t strike you down with a bolt from the heavens a Love Goddess couldn’t enthrall your mind, A war God Could Punch you in the face but couldn’t create a war solely to kill you, or guarantee you die in a battle. If Taken more than Once effects don’t stack, instead you must choose a different God Type

(600)**Dragon Witch** - You are a True Witch, a monster in your own right, intense and overwhelming dark Magical Power flows through you. Even More So than other Magic Users you stand atop them all, Circe, Medea, Morgan le Fay, and others such as them fall short of you, though they are still in sight of you. Besides the magical power Choose one Monster from any Myth, and gain Magics Based around it, Such as Dragon Giving you Fire, flight, controlling dragons, ETC, if you choose a specific named one, such as Fafnir or Nidhogg you can choose instead to gain magics based on their myth, instead of the general myth of “Dragons”, It doesn’t have to be dragons though it can be any mythological being.

(1000)**Bastard** - This is literal in fact, in this jump and in future jumps you may choose one person, it can be anyone and can be a certain named character or a general thing,

such as “A King”. Whoever you choose you’ll become a bastard of theirs a Black mark on their honor, besides being their child and whatever that gives you you have a few guarantees, 1. They will not hate you or have you killed, they will always start as feeling neutral for you at the least, 2. You will inherit powers similar to their own, but opposite, Meaning if they use holy magic you’d gain demonic magic of the same power or vice versa and lastly 3. You’ll be part of their line of succession, even if you’re the last, behind their “Trueborn” children.

Divinity

(100)**Peaceful Martial Arts** - This Perk lets one learn and practice softer martial arts at an increased rate, ones not made for killing or breaking, best used for disabling or deflecting while you talk down the young fools who’ve lost their way.

(100)**Father, I Have Sinned** - This perk is...Odd, it lets you learn exactly what you must do to make up for a Sin after you admit to having committed it. It could be more than you’re willing to do, but you'll always have a way of knowing how to fix what you’ve done or at least, earn forgiveness for these sins.

(100)**Mien of a Great Sage** - While this doesn’t make you a teacher, or smarter it does make it so anyone you come across thinks of you as a “Great Sage” or “Mystical Teacher” first, before anything else.

(200)**Meditation** - When you calm yourself and focus on breathing and meditating you find it seems like time itself is slowly down, letting you think long, hard and calmly in a short space of time, about 1 hour is equal to 24 hours of thought.

(200)**Humble Lifestyle** - A Single Grain of Rice and a Single Cup of water is all you need to live, one of each, each day and you’ll find yourself getting all the nutrition of a balanced and healthy diet, of course you can eat more if you want to. Though, oddly enough you seem to get healthier and more fit the less you have.

(200)**Demigod** - More Demigod’s exist than you can shake a stick at, and now you’re one too. Choose a Divine Parent and gain minor abilities related to them as well as a small boost to all physical abilities, not “Captain America” or “Olympian” tier stuff Heracles could still kick your ass in every way but hey, he can most people...and things in general, but you’d be first or second on all high school teams including the academic ones, and similar in popularity, not truly up and beyond but still pretty damn great thanks to how wide it is, this applies to any race you become in the future as well.

(400)**Bodhisattva** - You who reached nirvana but stayed to teach others, you who should be proud at standing at the top of humanity have more Humility than most. You will never let your power, pride, lust, greed or any other such worldly feeling tie you down you are infinitely patient and can empathize with almost anyone, from the highest emperor to the lowest beggar, you can reach out and touch hearts with them, learning how to guide them onto the path to Nirvana, peace and happiness, When you do this you will feel every emotion they've ever felt, as well as every physical pain they've ever had dealt to them. If you do this every day for a month it can heal anyone of anything, from mental diseases to missing limbs to a soul shredded apart.

(400)**Family Person** - Most Pantheons are a Family, and you'll never fight with your family, not truly. You can solve issues with some of the most dysfunctional families, While Kronus would still eat his kids, you could convince Zeus to not Force himself on women and seduce them properly instead, and Hera to stop attacking Zeus' Demigods, as they are not at fault, Zeus is, can't solve all problems but can help.

(400)**Domain** - You are now a god, in truth, you have a divine domain, an authority to rule a part of the world, it starts small, about enough to burn a large city to the ground if you hold a Fire Domain, this grows with the more you are worshipped and revered, and perhaps, most interestingly, gives you lesser control and power over connected things, such as a god of fire finding it easy to use a forge and apply their magic or whatever to the various creations they make, or control heat, or even sand in the desert, it won't be as grand as your true domain, but it grows alongside your true domain.

(600)**Save Them All** - Many Would call this an Evil and Wicked Power, something to be feared, hated, scorned and reviled, but, oddly enough, you bare it with no shame, hate, anger or rage. You bare the Sins, all of them, from the beginning to the end, every evil intent rests on your shoulders. With all this you can curse those who you believe are evil, perform miracles and have unbreakable hope, you've suffered for the good of the world, and can still see the light, the good, after it all.(Probably need to expand/explain more on this later, based kinda mix of Jesus/Angra Mainyu in a lighter sight)

(600)**Suffering of Job** - You have been tried and Tested and have faced all sorts of suffering, all you had was taken, unjustly and without reason, in return, you have gain the "Blessing of God" All Divine beings you meet will feel for you, and shower blessing upon you, even if you sat in the ashes of what you once had you'd see it all returned and more by the Divine, You also see a Massive Boost in Faith, whatever you might have Faith in.

(600)**Truth of the World** - You have learned the World's truth, what this means or what Truth you've learned is up to you, as the world, and humanity, has many truths, but thanks to this knowledge, this truth, you've somehow managed to become part of the world itself in some odd way, this has given you more than one benefit. The first is that those that warp reality to their whims, gods and other such beings, ones who don't even have to use "Power" of any sort or other such high end beings can no longer affect the world so easily around you, in fact the stronger the "Reality Warping" being, the more effort they must put forth, A Mage could shoot you with lightning or a Fireball, but the Greatest God would exhaust themselves to destruction if they tried to simply deny your existence. The Second part to this is that once every jump, or ten years whichever came first if you should die you will be brought back to life three days and nights later. The Final is an odd effect, not so much a "Boost" to your willpower but making it constant, Even if you've starved for month, been tortured with every sin known to man and have watched all you love be burnt to ash, you'd still have the same amount of willpower and ability to deny an enemy what they might be wanting as if you were at your best.

(1000)**Protogenoi** - You are one of the oldest Gods or Goddess, your brothers and Sisters have long ago passed from this world. The Earth Mothers, Sky Fathers, the first primordial gods were those that you called your siblings and like them you have great power. Choose one thing, and you are tied to it, From "The Heavens" to "Water" to "Earth" as long as this exists so too, will you. Someone must destroy this thing or sever you from your power or connection to truly kill you. This "Domain" if you can call it something so mundane can be controlled at a Solar System level. You also cannot be simply "Unmade" or other such nonsense unless the being doing so can "Unmake" your very concept. You'll find all godly or holy powers being boosted to at least the level of a highly powerful god, such as an Olympian or similar being. As well As tapping into the faith of your followers to either boost your power, or to substitute their faith in you for other matters that need faith(Such as Dark Soul Miracles or a special door only opening if you have enough faith, whatever)

Monster

(100)**Fearsome** - You can channel your monstrous nature into your surroundings. This makes both you, and the area around you where you lair seem fearsome and frightening, warding off most normal people, though ghost stories and the like will spread.

(100)**Carrion Eater** - You won't get diseased or sickened by what you eat. As long as you can eat it at it's best you can eat it at its worst with no downsides. Rotted meat will taste just as good as perfectly cooked meat for a king.

(100)**Lesser Threat** - Unless you go around drawing attention and attacking innocents or standing directly in the hero's way most will think of you as a lesser threat compared to other monsters in the area, this is not perfect as some will still try to hunt you, but the big and strong ones will stay off your back for a while.

(200)**Gift of Flesh** - By giving bits of yourself such your eyes or hair or fur or blood, anything really you can give someone a weaker version of one of your powers, though they will transform a little, gaining monstrous traits that mark them as related to you, to more important the thing you give the more powerful the gifted perk or power is right away, but the more monstrous their new features.

(200)**Monstrous Form** - Pick a monster, any monster from Dragon to Cyclops to Siren, Even named ones such a Fafnir or such known monster, You'll become a small, young and weak member of that species or the child of a named monster, growing slowly to full power, a weaker monster takes less time to grow into, The only thing you cannot be are beings labeled as "Vampires" as they are a different existence than most monsters.

(200)**Stone of Curses** - If you Die you can turn your body into a stone that will curse not only all who approach but the people and land that caused your death, Famine, droughts and plagues will be upon those that harm you, this effect ends if your stone body is destroyed. And this gives you no special ability to come back after you die.

(400)**Demon of intoxication** - Besides Gaining Some Demonic blood you've developed an interesting ability, plainly put, intoxication, you can get others completely drunk with just a wink or a touch, Magic Resistance can negate this but you can brew with the best of them, and if given a day or two you can make alcohol from your own bodily fluids such as blood, sweat, tears and all others to get anything completely shitfaced. You need to see the being in person to properly brew the fluids for it though. You inspire Lust and Gluttony with just your very presence. And all shall know the party of the Demon of Intoxication.

(400)**Monstrous Strength of a Protector** - Well, this is odd, but much like a Certain monster from a different time you seem to be able to easily make friends with those who are children or childlike no matter how disgusting or deformed or monstrous you are, children will always see your true intentions, as well when fighting in defense of a Child

you'll find your strength massively increasing, the stronger your will to protect the child, the more strength you gain, so much so that a Single Minded Minotaur with all the Narrative Weight against him, demanding that he die to the Hero before him, would have more strength than Heracles in his maddest rage.

(400)**Innocent Monster** - You Gain a Slightly Monstrous human form, such as a dragon having horns and a tail or a minotaur having bull horns or something similar, you'll always have a tell, but in this Humanoid form you can use all your monster forms powers and abilities at about 75% power, as well as generating an aura of innocence. Though others will see through this if you're caught acting like a true monster or villain. And Some just won't care if you're innocent, such as certain Zealots or "Heroes" who believe in killing all monstrous things or things that displease them.

(600)**Chimera** - Any Alt Forms you have may now be mixed together, the powers that each Alt Form contributes gets more powerful for additional form given to it, Meaning an "Chimera Form" would have more power at 5 different fused forms than one with 3. In addition 5 is the maximum number of forms that can be mixed together into one "Chimera Form" though you can mix and match as you please changing what forms are made into a Chimera together at will, as long as you are not currently using the form needed.(IE if you are in the form of a Dragon Manticore Kryptonian, you can't make a new form using those alt forms, though if you have more alt-forms from different settings such as two different dragon forms, if you're in one it doesn't affect the other and your ability to Chimera with it)

(600)**Hero Killer** - You are a Monster, a Demon, Something truly Horrible and disgusting to most, perhaps it's thanks to this power. Something only a Monster would have, The Ability to kill Heroes. Fate, Prophecy, Narrative protection, None of this matters to you, every god in the world could proclaim someone "Unkillable" by their authority, and this would not affect you. In fact those that have such protections are much, much weaker to you, the stronger the protection they have, the easier time you have of killing them, almost like the hatred and curses of all those they have trampled, all those who failed and all those who didn't have those protections is now cursing them.

(600)**Bloodsucker** - Many beings can be labeled as "Vampires" here, from the Dead Apostles, to the Gorgon Medusa, Choose one Nasu-Verse/Type Moon "Vampire" besides True Ancestor and become a member of that species, Choosing Gorgon will set your Start to greece and on the island with your three new sisters.

(1000)**Master of the Demonic Mountain** - Many Demons exist, but most are weaklings, killed with the swing of a hero's sword or banished by a simple prayer by a priest. You are quite unlike such beings, you stand at the top of the demonic and monstrous races, this is enough of a boost to put any bloodsucker on par with the True Ancestors, in fact any race you are part of will see you standing far above it as a True Ancestor does over a Dead Apostle. As well all demons, devils, monsters and the like will see and know you as a king of them and will treat you as such, not acting against you unless you harm their plans directly, goblins and the like would cower from you while those like the White Princess would have a chat with you, as if talking to an equal. While an Existence on the level of the Crimson Moon would be more inclined to think of you as an amusing child more than anything.

Undiscounted

(Free)**Body of the Age of Gods** - This world seems to be stuck in the Age of the Gods, and you'll need a body built for this world as humans from this Age are vastly different from weaker later Age humans. You'll find that you can run far faster than most, outrunning horses isn't easy but is perfectly doable. Lifting a tonne or tearing through modern metal and stone is likewise possible for you. You do not have magic circuits, instead you have pure magic power running all through your body, using this is easier than magic circuits but still requires training or knowledge. You're also at least a 7/10 even in these mythic times.

(400, 800)**Beauty of the Age of Gods** - No longer will you age past your prime, no longer will you need to eat, drink or sleep, you are perfect in appearance and body, Where Helen's beauty caused a war between men, your own could cause one between pantheons of gods. Mighty Warriors will gather to defend you, kings will ask for your hand. You have a Beauty and Charisma so strong it has more in common with a curse than anything else, only those with truly great willpower can resist or say no to you. You also gain a resistance to anything trying to control your mind or body, only really affecting you if you allow it.
For 400 CP More, A Total of 800 you become Blessed by Gods and Goddesses of Love. You find your skills in bed massively increased, as well as the ability to force any one being in your current jump to fall utterly in love with you, there whole self becoming devoted to you, they will never harm you and will try their best to protect you, even

those who can't feel love will fall to this, just be careful, some people show love differently.

Items

Here, Take an Extra **400 CP** for use in the item section, think of it as a Gift, All Items can be imported into.

Innocent

(100)**A Good Dagger** - It's a Dagger and it always seems to be right where you need it, even reappearing if destroyed the next day, it's not magical or anything just a nice dagger.

(200)**Old Tool of the Trade** - Choose one Trade Skill you know and gain a tool for it, you'll find yourself able to do amazing work with that tool alone, though it may take more time than normal, if your a Smith and Choose a hammer you could still forge and create with just that hammer though it would take much longer, and if you had a proper forge you'd complete your work in a much shorter amount of time, always to the same standard.

(400)**Feast Hall** - A Large Building of some sort with long tables, when you invite people to sit and eat here with you, you'll find a feast soon brought out by beautiful men and women, Food must be eaten in the hall and can't be taken out of it, you know if someone tries to take food, oddly enough this hall is always close, just down this street and around the corner, or over that next hill.

(600)**Holy Grail** - A Wish Granting device, while you can't wish for the impossible, as long as there's even the slightest, tiniest, possibility you may wish for it, once per jump or once per 100 years, whichever is sooner. The more grandiose and far reaching the wish, the more that can go wrong, while the Grail won't Purposefully "Monkey Paw" you, it's not human and doesn't understand human thought, as such it will always complete a wish the easiest way you personally, or whoever used it, can think of. It also can't grant more CP or other Such BS, but it is pretty open ended here.

Hero

(100)**Golden Rule** - You can now Apply Gold to anything you own, from cutlery to weapons, and it won't affect the effectiveness.

(200)**City State** - You're now the owner/monarch/ruler of a small city state, based wherever you chose to start, or the closest equivalent in your future worlds. It's not the best or the greatest at anything but it is self sufficient and doesn't really need you to run it. You can just live in the modest palace you have with it.

(400)**Grand Defense** - Choose a property you own, now it's defense is massively increased and in fact gains Narrative Weight towards the concept of "Unbreakable" Only places like Troy could hope to match you.

(600)**Weapon of a Hero** - You can create or take a famous weapon for yourself, the power is about equal to Excalibur in pure power, sadly you can't take Ea or similar tier weapons, This weapon can be summoned to your hand, only taking a couple seconds to appear from thin air.

Villain

(100)**Plotting Room** - Added to a property you own this Room helps you think and plot, having maps, tools, and books containing knowledge on all you know for those you're currently plotting against, you also look quite dashing and villainous while you use this room.

(200)**Stolen Treasure** - You have a Room hidden somewhere filled with Stolen goods, and any goods you steal and hide here will not be found, it's like your own personal hoard, Someone can find it if they see you entering it though so be careful.

(400)**40 Thieves** - You gain a Skilled band of thieves never more than 40 at a time who see you as their boss and will follow your orders, though they are more enthusiastic and joyful when you order them to steal things. May break into song randomly they will happily give their lives to save you.

(600)**Magitech Castle** - You own a Castle, it's kinda run down and not the best at keeping people out, but what it is good at is helping you in your studies of magic and technology, doubly so when it involves both. You'll find all sorts of tools, equipment, books and hidden passages in this place.

Divine

(100)**Scent of Peace** - You have spices, candles, incense and other such things to help with meditation and self cleansing.

(200)**Place of Worship** - Whether it's a small temple, a clearing in the woods or something else, you have a place where you were first praised and worshipped, while all your powers gain a minor boost, but healing abilities have as much as a 50% boost in power.

(400)**Godly Harem** - At every Jump you visit you can invite one person to join your harem, if they agree they will appear in this luxurious palace that grows the more your harem does, they can't leave this palace but they will have all their needs met and you may visit them as you please, Harem members can be imported as Companions, but from then on will be under the same rules as companions.

(600)**Zealots** - A group of Fanatical Followers, these men and women will never doubt you and will obey every order eagerly, you may choose to have followers as numerous as the Crusades though weaker individually and having only a few heroes. Or have as Little as the Hashashin Order with everyone being a minor Hero with a Few Greater heroes mixed in. Buying Twice will give both options, and anyway how these Zealots Function is up to you. Whether they are Soldiers, Ministers, Assassins, Whatever it's your choice. You may make this choice with each purchase of this item.

Monster

(100)**Pet** - Pick a medium/small sized mundane animal, no bigger than a sheep or a goat, you now have one as a pet, it respawns a day after dying and loves you dearly and unconditionally, it's also able to keep itself fed.

(200)**Tattoos** - Get tattoos in a style of your choosing. These tattoos will have some minor magical effects such as warning you when someone uses Scrying to figure out your location or giving you a sort of "Danger Sense" that can wake you from sleep.

(400)**Isle of Jumper** - You have your own small island and most sensible people know to stay the hell away, it's in whatever climent is perfect for you and it doesn't storm or rain unless you want it to. You'll be visited by various types of monsters, though only those with human level or near intelligence and they will try not to fight while here, it's almost like a resort island for them.

(600)**Mountain of Demons** - Congrats, you own a Mountain, Filled with lesser monsters and demons who view you as the ruler and are all loyal to you. At the summit you have a lofty palace full of food and drink and all the pleasures of the flesh you could want. Friends from past jumps will often wander in to sit and drink with you, happily talking with you and knowing you no matter how you've changed.

Companions

(100)**Insert** - Bring in a friend to this World and Give them 1000CP to spend on their own.

(200)**Canon** - Pick up someone from this world to take as a friend with you on your trials ahead, They have their full strength, not confined to their "Servant" level strength. No Types may be bought as companions.

Drawbacks

(0)**True Myth** - Instead of the Type Moon/Nasuverse versions you get worlds filled with the historical Myths.

(+100)**One Ugly Monster** - You're ugly, repulsive and smelly, don't expect love at first Sight, honestly this can be worked through but you'll need some sort of magical self care tools to do it.

(+100)**Hunger May Be the Enemy but so is Shitty Food!** - All the Food you find or Eat will be bland, like eating dry, unflavored oats or grool. Now matter how it's cooked or seasoned you won't be able to enjoy any food.

(+100)**Beastly Lust** - You Need Sex, doesn't matter to you how you get it, you just need to lay with someone about once every three nights, becoming more bestial and maddened the longer you go without sex after that.

(+200)**Unwanted Attraction** - No matter where you go, or what you do, you'll attract powerful people who wish to lay with you, the problem is that none of them are your type at all, and you won't feel any attraction to them.

(+200)**Timelock** - You become locked into a certain time, only able to advance to other Times via living through all the years in your time period to move on to the next, and can never move back into prior time periods.

(+200)**Stick around** - From whenever you start you have to stay for at least 1000 years, though you can stay as long as you like.

(+400)**Worlds Unending** - So, Now the Various Worlds don't just hold the "True" Path, it now has paths to all possible Worlds in the various versions and tellings of these myths. So I'm counting at least three Heracles, Male and Female Gilgameshs in a few different ways...HOW MANY KING ARTHUR'S ARE THERE?!

(+400)**Lengthened Timeline** - The Timeline has Extended into the future, Grail Wars and other such things that heroes would be dragged into have appeared as well, and you find yourself dragged into at least a few of them.

(+400)**Never a Days Rest** - You will, for your entire time here constantly get dragged into helping or hindering various heroes and villains, you wont get more than a day or two of rest before you find yourself dragged out into the next quest or battlefield.

(+600)**Powerlocked** - You no longer can bring outside powers, abilities or tools from outside this jump into it. You May only use what you buy here.

(+600)**Total War** - Everything's Going Crazy and Everyone's Fighting Everyone, King Arthur invading Nobunaga?! Medb Charging against Iskander?! Pantheons Waring and destroying worlds!? And You're gonna constantly deal with this no matter where you go?!

(+1000)**War of Types** - So Yeah...The Types are here, the Ultimate Ones, and not just one no, Many and Many of Each type are spread across many different Worlds of many heroes and places and they wish to kill everything, on all worlds that exist here, Types are the most dangerous thing in this world, Heroes will have to work together to survive let alone win.

Note:Thanks to everyone helping with spelling and grammar and the like, honestly something I really struggle with personally.