Strange New World

Fate Legends: North, Central and Southern American Myths
By Valeria

Introduction

The New World. The Land of Opportunity. There's so many names for these lands, lands that stand so different to the Old World. The legends of these lands are often new, recent and yet no less marvelous for it. But beneath the ever eye-catching, boisterous nature of the United States of America lies a very old history, one that can certainly match that of Europe or Africa or Asia.

The New World is the lands of North and South America. From the ancient tales of Meso-America to the relatively recent exploits of Billy the Kid or Nikola Tesla, a stunning variety of times and events is on offer. Great wars, fantastic voyages, revolutions successful and failed, even wonderful advancements in human technology and ability were first founded here.

Nowhere else better embodies the ideals of making something of yourself. But for every ray of hopeful light, there exists a bloody secret or dark past. Can you bring yourself above the muck and stand as a beacon of what America and these lands should represent? Or will the endless, all-devouring march of progress render you just another monster or sacrifice?

You may be spending ten years here or a lot longer but either way, you've got 1000CP to buy things from this document with.

Location/Timeframe

Where and when will you end up? It's a surprisingly big range. In fact, you can appear anywhere in North, Central or South America that you like, so long as it's outside and in a relatively public location. No secret lairs or divine sanctuaries. And when? That's even bigger. Any time between 10AD and 1943 can be chosen for your stay in this world. You can either stay for the usual ten years or, if you like, extend your stay until you reach the year 1953 or later, whichever comes first. You could stay for almost 2000 years if you start at the earliest or only stay for the few hundred years between America's colonisation and the end of World War 2. A few areas of interest have been outlined below as sample places to go.

Times of Progress- 1880CE

Civilisation pushes onward. Technology grows faster and faster. Few times are more evident than now, when every year unveils a new invention and the world revolutionises in tech every few years in some way. It is in these times that the great inventors like Thomas Edison and Nikola Tesla make their mark at their best.

Cowboys and Indians- 1860CE

The peak of the wild west, when cowboys, outlaws, Indians and lawmen rode the untamed wilderness of America. Civilisation began to creep inwards and throughout the country but there's still money to be made and secrets to find before everything is fully mapped out. This is the time of Geronimo and Billy the Kid, along with countless other legends of the Wild West.

Witch Trials- 1692CE

A little place called Salem is about to have some troubles with Witches. The most famous of Witch Hunts short of the Inquisition itself, the way they manifest in this world may be different from what you've heard. There's an unnatural secret behind the Witch Hunts this time around, one that could potentially threaten the entire planet and beyond.

Fallen Star- 10CE

It has been just a scant few years since the Gods of Central America appeared. The star from above fell, carrying them and letting them be born anew as Gods of Gaia. It may be over a millennium until civilisation arrives from the East but there are still thriving kingdoms present here, particularly with the guidance of Quetzalcoatl in all his shining glory. It will be centuries until the Mystery fades enough that the Gods will only rarely appear through mortals. Until then, the reign of the Gods in Central America shall continue.

Origins

The thing that will describe your background and history in this world, as well as the discounts and freebies you obtain later. You may pick one of the following. Any of the following Origins may be treated as a Drop In origin, giving you no history or memory to work with but otherwise acting as normal.

Lion

The lions that lead man to the future. You're one of them, those great men that stand at the forefront of development. The ones who will lead humanity to the stars and beyond, to reach their destiny. At least, that's the plan. Right now, you're just an academic or scholar of some sort. A student that just graduated a top university, a scientist tinkering in a home-made laboratory. Even a fairly ordinary Magus perhaps. There is potential in you, you're smart and have good foundations in scientific knowledge and you're hard working, but like with many things in nature, it must be cultivated first. Learn, grow, develop. Then one day, you won't be standing on the shoulders of giants. You'll be standing as a peer to those giants.

Folk Hero

America sure does love it's heroes. Even the ones that aren't normally the sort you'd look to be heroes. The outlaws that fight against the government for what the common man sees as right, not what politics dictate is good. The freedom fighter working to save his people from the oppression of invaders who want his land. The hard working, simple man who brings the country to life with his sweat and blood. You've got the beginnings of that in you. You might be a Native American yourself, a skilled young hunter. Maybe a canny cowboy or a charming outlaw. You could even be a humble lumberjack, plying your trade in some great forest and dreaming big. Real big.

Phantom

There's a long and murky past to these lands. People get confused. They see things that might not be real. So they get talking. Giant wolves in the shadows, strange ships in the skies. And sometimes, enough people talk that something like you appears. A phantom that shouldn't exist but does nonetheless. You're like the materialisation of one of the folk stories or tall tales of America. You're weak now. A minor spirit, a relatively weak monster that a few good men could hunt down. But you can grow strong in time. Be cunning, wary and hungry.

Strange Being

Living legends and the spirits above, there's stranger things then that in this world. Especially the things that come from outside this world. The monsters that roam the woods at night are nothing compared to the creatures that exist between time and space and outside of both. They're the things you're descended from, a foolish ancestor mating with a horrifying creature, for worship or for power. It's had it's effects on you, even so many generations later. You see and hear things that others don't. Things they say are hallucinations but you know better. You're stronger than any man your size should be, just by a bit, and your body moves more flexibly than should be possible. You've got a few clues on your lineage from some family research, enough to lead you in the right direction if you're brave enough to look.

Divinity- 300/1200

Mystery may have bled out from this world as the ages crawled by but not every mysterious being has disappeared. And not every time you might go to in this world is so empty of wonders. A divine

spirit is among the greatest of beings in this world, the gods and greatest monsters of legends. Those that represent the mythologies and histories of each country and people. There are young such spirits, those linked to the country of America, and older beings, such as the Mesoamerican Pantheon, and not all are even from this world. But as a member among their ranks, you're pretty special now.

Two options are before you now. The first Divine path costs 300CP to take and makes you a moderately powerful but overall minor Divine Spirit. With the physical and magical power to smash down fortresses and destroy a small forest in a few minutes, it's not hard to convince the common folk to worship you. But you're not impossible for a mortal hero to kill, not the stronger ones, and there are plenty of great spirits and other gods that could quash you like a bug. You do have your specialties though. The Authority is the province of the Divine Spirit, a special gift from the planet or the universe itself in some cases that allows the wielder to manipulate a given subject, thing or concept. The broader the Authority, or at least how you interpret the Authority as you make it now, the less raw power it will have. Using your Authority of Fire, you could scorch that small forest above to cinders in seconds or manipulate things related to fire, such as rage or smithing. Or give up the ability to do more than control raw fire and instead find yourself burning down even the greater forests of America in a few minutes, though that may bring you a lot of unhappy visitors. But an Authority won't improve with your power. Your magical power has no influence on your Authority, meaning that while it will not improve with you, it also costs you nothing to use constantly. You have three such Authorities of this moderate but powerful level to pick here and now. Additionally, you can design a new form for yourself to fit your Godly nature and new Authorities. A house sized panther made of shadow and steel and blood? A fluid obsidian spider with eight hundred legs that end in human faces? Let your imagination run wild.

Your second choice is quite a bit more costly. For 1200CP, you'll be a match for the Sun God Quetzalcoatl, at least in it's current incarnation. More on that later. Right now, it's all about you and just how amazing you now are. It's time to think more planetary. Your arms are the arms that can smash the moon to pieces or shatter the planet into a bunch of big bits. If nothing stops you, the planet probably isn't going to accept you doing that and she's a fair bit stronger than you still. But you can still roast everything on the surface of the planet with your magical power, since that's about equal to your physical abilities. The Authorities you hold are still three in number but they're a lot bigger now. An Authority of Water previously may have let you drown a town or send a tidal wave alongside a lot of the American coastline, one of them anyway. Now that same Authority would let you freely command every drop of water on the planet while still allowing you incredible control over associated concepts, such as exerting significant influence on civilisations by controlling the flow of people and ideas across the world. But as great as these powers are, you may find it difficult to exert them. Using your Authority on such a scale will invariably mean intruding on the plans and dominions of countless lesser beings, divine spirits included, and even some of your peers at times. You have power but you are not without peers nor is it impossible for those much weaker than you to still pose significant threats. There is a final path available to you, should you take this option, but it will be revealed to you in the Challenges section near the end of this script.

Whichever path you choose, it's worth talking about your heritage. Wherever you call your home as a Divine Spirit, it turns out you've got a little bit of Mexico in you. The blood of the Mesoamerican Pantheon flows in you and there's something a little special about that. These Divine Spirits aren't from Earth originally. In fact, they crash landed via a meteor from space, arriving as or alongside all sorts of space germs. No one's really sure and it looks like the ones that know get all embarrassed

about it when you ask. For the most part, it's more of an interesting dinner topic but the one notable effect it has on you is that you find it astonishingly easy to inhabit mortal vessels. So long as they're willing, you can slip into them with ease, though depending on quality and compatibility, you'll only have access to some smaller portion of your power. Even if they resist, you also find it fairly easy to possess most living beings too, though a good fight can keep you out.

Look to the end of the jump for a section detailing Authorities in detail.

Your gender may be freely chosen in this jump. Your age depends on your origin. A Lion or Folk Hero will be 20+3d8 years old. A Phantom will be newly born, having just manifested in this world. A Strange Being will be 10+2d8 years old. Finally, a Divinity will be hundreds to thousands of years old and may choose any age between 100 and 2000 to match.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

USA USA USA- 50

Patriotism? Patriotism!? They've never seen a American like you. You're not some red blooded fool. You're red-white-blue blooded! When you appear over the horizon, eagles cry to announce your presence. When you enter battle, the national anthem begins to play in the ears of every ally and foe on the battlefield. Your powers sometimes manifest not as they normally are but in the most American of ways, like your balls of fire turning into shining white stars, like on that great star spangled flag. The harsh power of American machinery, the pumping passion of American sports, the ambition gleam in the eye of every young American child that looks up and sees you and knows that the spirit of freedom lives on, so long as you fight! So long as you desire to call yourself a citizen of this great nation, even the very spirits of the Presidents of past, present and future will appear to aid you, giving you guidance in times of greatest need and calling out the names of your hot blooded special attacks when in the heat of battle. You can give this American feeling and theme to everything that's a part of you, from your clothes to your powers to your body to even the property you own or the allies you bring with you. You may also freely summon eagles to carry you aloft to wherever you want to go.

Lion

Sweat, Tears and Genius- 100
Great inventors rarely come about everything through that one single stroke of genius. Mostly, it's a lot of hard work and effort put in with a dash of creative thinking. Good thing you're able to put in that and more, with a seemingly endless focus for tasks you undertake, incredible endurance in regard to mental fatigue to work for days on end without faltering and, since it does come in handy, a habit of strokes of brilliance every now and then. Strangely, it seems that the more tired you get working on something, the more common these flashes of sudden progress or realisation will become. Working that late all the time probably isn't great for your health though.

Great Man- 200
There's no dullards to be found here. You're a great mind and there's no doubt about it. A mind to match the likes of Nikola Tesla or the other Great Men of these modern times, you have intelligence and creative ability beyond any common man by far. Your knowledge of the sciences is vast, covering many different fields to quite great depth. One day you might work on plans to transform how the world sees energy, the next on weapons that could rock the military world to it's core. You're knowledge outside of the sciences is quite limited, perhaps they never interested you as a child, but you do have one of two special qualities of your own.

Either way, you're a brilliant and creative man but the first special advantage is great talent for improving and iterating upon the inventions of others. So long as another made it, you find yourself naturally realising how and where it could be improved, finding it easy to accomplish these further developments and even having some skill ta taking the parts you like of a technology and applying them to something else. The other special trait you may choose is to instead focus on the advancement of technology yourself, making new technology comes far faster to you, especially if no one else has explored the present field. You'll find the strange, the fantastical and the considered-impossible to be much easier for you to make possible and even feasible.

You can buy this perk again to gain the second benefit.

System Keuranos- 400
The lightning stolen from the gods' own hands has come to rest in your own. Through scientific process or miracle event, the power of electromagnetism is at your fingertips. You have the ability to manipulate the electromagnetic force for a huge array of tasks. Bolts of lightning or blasts of force that can send a entire row of houses tumbling down, manipulating hundreds of metal weapons at once to simulate the attacks of an army or finely controlling the electric flow through powered machinery to turn it to your own uses. The power may be lacking, right now, compared to other abilities but the breadth of things possible as you gain more skill in the use of this can be incredible. Furthermore, your control also allows you to convert other forms of energy near you into electricity that you can manipulate, even magical energy. While your capacity for this is small for now, it will grow with use, and lets you turn what would be attacks against you by these stagnant magi into brutal strikes back on them in the form of your bolts of lightning.

Promethean Man- 600
It is mankind's destiny to grow beyond this world. The Gods fear this destiny. It's why they've tried to enslave us, hinder us and even exterminate us. Even the world itself fears our potential. And it is because of men like you that this is the case. Men who can look at the magic of the world, that thing

which makes a mockery of logic and reason, and force it to bend to our wills. To make the light of the gods into the light of mankind. So long as you can perceive it, through your senses or through the application of technological tools, you have the capability to begin to decipher natural and supernatural phenomena and create new technologies based on that phenomena. Observing the lightning in the sky, the thing considered only to be controlled by Gods, would allow for the discovery or advancement of electrical power. Watching and observing as a Magus creates a Bounded Field may open up a field of technology that allows for the warping and alteration of the fabric of space. Even the strangest supernatural acts, such as the manipulation of platonic ideals or concepts or abstract ideas, could eventually be something you make controlled via technology and science. All you need to do is put in the work, have the creativity and that special bit of genius to make this all work.

Folk Hero

Man of the West- 100
The men of the west are a varied bunch. You've got your cowboys and you've got your Indians. That's enough variety, isn't it? It's what you have to choose from, seeing as you've got a whole life behind you in the shoes of one of these two lifestyles. Whichever you choose, you've got a general competence when it comes to hurting other people and for tricking others.

A cowboy's going to be one of the best horse hands in the country, able to ride and corral and tame and train the beasts with enough skill that some say you can talk to horses directly. They're great shots with most firearms of the time, gifted with befriending others and bantering and even good in general at farmhand tasks.

Deciding to be a Native, or be raised like one, will make you one of the sneakiest guys on this side of the country, such that slipping through guarded camps to kill targets or free your brethren is a breeze. You've got a strong connection with nature as well, both in your skills to survive and thrive alongside it and your actual affinity for natural spirits that leads them to sometimes aid you.

You may buy this perk again for the second benefit as well.

Man of the People- 200
Folk heroes aren't defined by their own feats, so much as what the folk think of them. The name makes it obvious, huh? You're a natural for the role as you have a habit of almost tripping into great fame, popularity and even adoration from the masses. That's if you're not really doing all that much, since you'll get raised into a minor folk hero just by living. Actually performing heroic feats and legendary deeds? You'll see that reputation of yours rapidly grow and that the common people see you as closer to a modern day saint, the man they can rely on above all else. Sometimes they might exaggerate your exploits a bit but with this, it'll never be too far beyond your actual abilities, in case you need to prove your worth. The sort of belief you inspire in people does give you a lot of influence though.

Man of the Spirits- 400
After many years of training, you finally managed to master the spiritual arts of the Shaman, learning the ways to control and bind and summon all sorts of spirits. The shamanic training primarily focuses on the various spirits of the world, such as those in nature or those connected to families and people, and allows you to search out these things, summon them to you, bind them to your commands or even enact strange rituals to temporarily combine with them. Your skills are such that even powerful spirits such as the Coyote or the ancestral spirits of entire nations can be summoned by you, beings that threaten entire armies. Outside of just spirits, your training as a Shaman makes you a highly capable Magus as well. Your stores of prana are fairly extensive, hours of magical battle would not tire you, and you are skilled in elemental magecraft and the more generalised common forms. At the very least, you can knock over a building in a single spell.

Man of Gun- 600
It was the gun that tamed the west and it was your hand that tamed the very concept of the gun. So long as there is a firearm in your hand, there's little you cannot do, as your mastery of the gun has reached the very peak. Every bullet always hits it's target short of intense magical interference, even bending through the air or warping space to strike through nothing but the fact of your skill. Bullets

split into fragments to strike multiple targets, fly ten times further than should be possible or ignore the weather entirely when you fire. Conceptually perfect marksmanship, some might say, though you can pull off some pretty perfect quick draws and fancy tricks with your guns too. You've got the potential to do this for stuff beyond guns too. You can reach this sort of 'perfect' level of skill with pretty much any kind of skill, though some might take longer than others. Helps that you learn pretty quick though, as you reached your current proficiency with firearms in about half a decade of regular use.

Phantom

Beast of Legend- 100
In the woods of olden times, strange things roamed. Things that science couldn't explain yet they still existed. One of those things might even be what you've become now, a beast of folktales and legends. Taking this grants you a new form, even a transformation from a normal human form if you want, that turns you into a massive, monstrous version of an animal native to the Americas. A mighty wolf with a head the size of a man's body and unnatural speed, a vampiric bat with a wingspan greater than a house that sucks horses dry of blood in one gulp, an invisible predator with too many deadly talons and legs or even a murderous duck capable of swallowing people whole. Whatever form is chosen, you gain excellent instincts for using that form in combat or hunting and most normal people will be unable to put up much resistance, even with basic firearms, against your might.

Night of the Living Dead- 200
The boundary of life and death hasn't been breached, just poked past a tiny bit. The living dead they call you, since that does seem to be what you are. While your body still animates as normal, your living functions no longer appear vital. You're very difficult to kill through physical means as a undead being, requiring your body to be mashed up quite well to die, but magical attacks can still threaten you, especially those targeting things beyond the physical form. You can control your body parts from a distance as long as they're intact and despite being mostly dead, you still seem to be able to enjoy things like food or sleep. Finally, since you're more dead than alive, it appears nature is much more amiable to you and it is now much easier to befriend any animal, even a legendary beast.

Long Sought Execution- 400
Humanity's thoughts and feelings are what shape the course of history. Is it so strange that feelings as strong as your own could warp the world? Not when they're such dark emotions. When pursuing goals motivated by hate, vengeance, rage and other negative feelings, you can find that these goals become unnaturally easy to achieve the stronger those feelings get. The fabric of reality twists in ways to make normally difficult things easy and near impossible things achievable, at least if you are deep enough in your fury. The impossible cannot be made possible but enemies that would normally dodge your attacks may find you moving faster than should be possible for your body or that your strikes tear deeply into their normally too-tough flesh.

BIG GIRL- 600
What's with all this magic and trickery and sneaking? Why do you need to cast a spell or hit someone from behind? Do it like a real American and stomp your foes with your big boot. The biggest boot. Get huge. Be huge. You're already huge? I didn't even notice! How are you so huge!?

You're BIG now, in case you didn't realise. Big enough that people can mistake you for a small mountain. You're a 2 mile tall titan, even the tallest redwood tree can't even come up to your ankle. A stomp from you can be felt as a powerful earthquake across the country and you could take apart or put together mountains with your bare hands. You're stronger than you look, as crazy as that sounds, as your flesh becomes more like iron than soft human meat. But you don't need to stay so big. You control how big you are, able to swap between your original, non-giant height and your fullest size or anywhere in between. People somehow don't notice the height change unless you point it out or do something drastic like pick them up with two fingers. Most things get drastic when you're more than a thousand feet tall though. You'll stay stronger than normal when little, so you

can still punch through a sturdy brick wall easily enough but you're only a heavy weight when you're…a heavy weight.

Strange Being

Lurid Lovecraft- 100
It's always the cute ones you need to look out for. Those rosy cheeks and youthful eyes? They're hiding a psychopathic cannibal, I'll bet you. You're the worst of them all when it comes to the unassuming crazies. You're about the cutest thing anyone's ever laid their eyes on, or maybe one of the most beautiful or handsome such people instead, and it's so much that often people without a strong reason, good will or dark intentions can't bring themselves to want to upset you. But being cute or pretty is just the tip of the awful iceberg that is you. The longer people spend around you, the longer that cuteness of yours seems to change them. They slowly become more obsessed with you, seeing you as a higher sort of being, having uncontrollable and highly inappropriate thoughts about you, even going half mad after enough time gazing at you. It'll take a few weeks of constant contact for most to do this but the crazier, stranger and even just more lewd you appear yourself, the faster this will get. You could also choose to not do this and just be a cute little girl but that's just boring.

Words Like Worms- 200
These days are filled with superstitious folk. They'll believe anything you tell them, if you say it the right way. Especially if it's something nasty. It's like everyone just wants to believe the worst in everyone else. Maybe they just want a scapegoat. You're happy to provide. Manipulating, directing and fanning the negative thoughts and emotions of those around you is an effortless task, taking only a few words from you to plant the seeds of hate, mistrust and doubt in people. More prolonged efforts can let you make people into pariahs or hated targets of the community, even starting something like the old (or new) witch hunts against someone that's even slightly suspicious. While a few days or weeks of convincing can let you do some terrible things, this effect will actually become stronger the more people in a close group you can get feeling the same way. Get all the local church goers to listen to your hateful sermons and they'll have the whole town in a fanatical hunt all by themselves.

Child of the Stars- 400
It is only unnatural that you are who you are. An outsider to any world you go to. Apparently, some other beings in this world can sympathise. You've found yourself beloved by the eldritch beings that hail from outside reality, the gribbly things in the cracks of space-time and the monstrous gods that do not exist yet continue to act. This is to the point that lesser such beings and creatures of the mythos often act as loyal and quite cuddly pets to you while the senior ones, such as the Old Ones or other higher beings, usually dote on you as older siblings or parents might, protecting you when they notice you in danger or leaving little helping gifts in your path. Those you specifically anger, while difficult to do so, will ignore this mostly and they, unless you befriend them more, usually do not make extreme efforts for you without reason. Of course, while this affection can bring great boons, it can also bring great danger. The minds of these beings are often strange even in regards to the weak creatures, much less the ancient and unknowable outer beings, so their gifts may seem more like threats or danger, though rarely would it be without a silver lining.

Eldritch Vessel- 600
You weren't meant for this world. You weren't even made in it. An Eldritch Vessel, a being intended to take on the power of the gods from outside of this reality, is what you were made to be and only recently did you begin to awaken to your true nature. Physically and magically, you are quite enhanced. You'd hardly be shaking mountains but mundane man-made weapons of these times

cease to pose a threat to you and your magical power could at least turn most towns into smoking craters, though you have little knowledge to use that with.

Your powers are primarily linked to the eldritch being that created you. Being created by the Key and the Gate would lead to powers over space and time, such that you could warp them across an entire town, travel great distance instantly or rot foes to dust in minutes, along with many more applications. An association with Shub Niggurath may allow for the creation of house sized monsters in their dozens in just seconds, spreading viruses for miles around you or warping the flesh of any you see, again, with more potential to be seen. The powers, while strong, are hardly earth shaking at the start. With time and practice, you could awaken more and more of your potential power, until you could easily pose a rather Beastly threat to this entire world. Perhaps you may one day grow even further and become something like your creator. You may also summon the servants associated with your parent to serve you, as well as the more generalised monsters of the Lovecraftian mythos, though doing this requires magical energy to create them.

However, you can draw on more power without waiting year and years for it to 'naturally' grow. By loosening your hold on both your own sanity and form as well as drawing yourself closer to what your parent is like, you can draw on more and more power. Truly giving yourself over could even let you come close to the above potential but doing so would require other people to bring you back over to sanity if you wished to recover.

While you are very favoured by the parent God that created you, and it's servants, being an eldritch being is not all positives. Abilities that work well against such things will do grievous harm to you while using these powers, your powers are often very dangerous for any of your allies to even see, let alone be near the use of, and you may find yourself pulled into schemes associated with your parent, from cults summoning you by accident or intention to your patron wishing you to summon them into reality.

Divinity

Rise of the Jaguar Men- 100
There was always one animal that got most closely associated with you in all the stories. Tigers, panthers, spiders, a lot of gods have something going on when it comes to animals and you're another just like this. There's a very strong affinity between you and one normal kind of animal, such as the above examples or another mundane creature that lived between 10AD and 1953AD. Not only does this make these animals act as well trained and affectionate pets towards you when wild and untamed, even sapient versions of these animals or beings that are only partly connected to them will be much friendlier to you and feel a bond with you. You may also find magic connected to these beings to be significantly stronger than normal. Lastly, you can partially or fully transform yourself into your animal and pass that gift along to whoever you please.

Godly Personality- 200
Power may be what initially draws worshippers to your cause but it is your mind and heart that keeps them there and grows them into the devoted worshippers you most desire. A mind ideal for a god is what you possess. You have the mental capacity to listen and answer to thousands of individual prayers and rituals at once, the intelligence to accurately predict the effects of your divine actions and interference for years in advance and the charisma to create cults and religions that dominate entire countries, inspiring love and worship. Truly, your demeanour is one that makes the sun rise in the hearts of men and inspires them to do great things for you, especially as it is those men who are more civilised that find themselves naturally drawn to your beliefs, making the more advanced and developed nations believe in you more easily as opposed to the barbarians.

Prophecy of Divine Return- 400
Gods are rarely slain in legends. Least of all by mere mortal beings. Even when a god is laid low, the common myth is that their return to greatness is prophesised, for good or ill. Your return to greatness is similarly fated, at least in part, for whenever you are diminished, you find yourself eventually returning to power. Should you be weakened, harmed, crippled or even killed, you will find yourself provided with at least one chance to return to your state before the act was done to you. Provided you can take that chance that clearly provides itself to you and are not interrupted. You may be fated to return but that fate can be broken and if such is done, it cannot be used again for the same thing. Should someone re-harm a supernaturally crippled arm of yours before you can use this chance to heal it, this power will not provide another chance for you. This power does however, work on more than just physical injuries. Losing wealth, social positions, material objects or even loved ones can all be affected. While you are in the chain, should you fail to return from death by succesfully grasping the chance presented to you, it will count as a final death unless you possess something else to mitigate death once more.

National Deity- 600
Gods can grow and change with the right impetus, even their vaunted authorities are not as static as many might like. But none have the control that you seem to have. This perk grants an extra Authority of the Gods, perhaps even your first if you were not a God already. Equal to your other Authorities if you had some or around the level of a lower level God if not, such that offensive use of the Authority could destroy a small mountain at best. What is unique about this Authority is that you are able to change it and attach it to groups of things that you have fully created or majorly contributed to the creation of. A country that you founded, a faction that you were part of the

founding members, lands that you formed and populated, even a family line that was first birthed from you.

Your ‘floating’ Authority can attach to one of these things at a time, allowing you to control and manipulate it. The Authority will grow in power as it’s subject grows, depending on what it is. A country will expand your Authority as it grows in size, military power, economic power, political influence and more. A family Authority may expand as the power of loyal family members grows or the size of the family does. Uniquely, as your Authority grows, it will also improve your physical and magical power as a God to match and even, at a much smaller rate, grow other Authorities you possess so that they are at least in the same range of power as your floating Authority from this perk. When you swap the target of this Authority, it will reset the power of this Authority but the growth to your personal power and your other Authorities will remain, though they will not grow again until your custom Authority reaches the power it had before swapping.

Finally, you are able to split off fragments of your custom Authority and with it fragments of your other powers. This allows you to gift them to other beings, imbuing them with not only minor Authorities over this concept themselves but also enhanced or entirely new abilities elsewhere. Prophets of God, as it were. These can be recalled at any time.

A section at the end gives further details to Authorities.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Blue Bull- 50

What's that snuggly little creature you have there? Actually, that's not very little at all. That's one big fucking bull you have there. And blue! Or maybe it's not a bull at all but a dinosaur. Or a jackalope. Or just a really happy bison.

Point is, you have a new friend. Now they can be an American animal. North or South. Or they can be something a little more special. A creature from a tall tale or bit of folklore or even from ancient history, like a person sized dinosaur. Whatever you pick won't be too powerful. It can probably kill a normal human easily enough but that's the limit. It'll be big enough for you to ride and somehow able to carry you no matter what you weight, even if it's normally too weak for that. And most importantly, it is the cutest, most loyal and most cuddly pet you'll ever find.

Lion

W F D- 100
Strange tools made by a strange madman. Reports say he had the head of a lion and ran off after these fell out of his pocket, screaming about the Presidents having secret missions for him. Best not think about it.

But what do you have here? Three marvels of science which seem to have gone a bit beyond any of their kind. A camera that by looking through the lense, reveals things that are concealed by supernatural means, even allowing a normal person to see spirits. A pocket phonograph that when played, sounds out any noise that is concealed from the area around you, making those of unnatural stealth the loudest around. Finally, a light bulb that when flicked on, reveals all things within it's range. Not only temporarily revealing concealed beings but also the true forms of any within range, the presence of the supernatural and even when someone is being controlled by another. Each tool is very sturdy, rarely breaking, yet seem quite difficult to figure out their mechanisms. It may take some time to do so.

You may import similar tools into the similar objects here. A camera into a camera, an audio-playing device into the phonograph and a light producing tool into the lightbulb.

Presidential Suit- 200
Future proofed and fit for the top man of the nation, this fantastical armour is a sight to see for any red blooded American. Clad in red, white and blue, this full body suit of high tech armour does more than just make you strong enough to throw a truck with one hand and tough enough to take that same truck to the face. It also produces large amounts of electricity in the lightbulbs mounted on each shoulder, letting you fire off blasts from your hands or even charge up an especially powerful beam from your chest cannon. Which you have now. It's made of pure gold. Anyone tries to deny you funding, just melt down their entire mansion with one shot from this baby. The suit can also do some unimportant stuff about greatly improving the efficiency and concentration/power of any energy channeled within the suit or your body, providing half again the effectiveness in each category, but who cares about that when you can punch out an ox, fry it with your lightning fingers and eat it for breakfast. Also comes with a animating lion helmet.

You may import a set of armour or clothing into this.

Progressive Estate- 400
No man of science is complete without his laboratory of choice and neither can a proper magus be found without a workshop to house his life's work. It's much more rare that both are found in the same place however. This rather luxurious, lush and expansive estate you now own, with a few hundred acres of land and very sizeable manor house, is really just the window dressing. Attached to that fancy house up there is a combined laboratory/mansion the size of the very mansion it is attached to. Filled with technology and academic research at the very cutting edge of the 20th century, and somehow a few steps further in some cases, on three different fields of technology as well as a wide range of magecraft tools, research and notes on three magical topics of choice that would be well regarded even in the upper echelon's of the Mages' Association. While each side is already quite impressive, it is the small library regarding the efforts of the previous owner of the home to find applications towards mixing each side that is the hidden gold here. Notes on how to truly bring out the potential of technology with magecraft and vice versa are here. As well as all this,

the entire estate, manor and laboratory are surrounded with multiple layers of defense and obfuscation of both technological and magical means. A small army could not break in, even if they could find the place.

You may import a property into this.

Wardenclyffe Warmachine- 600
The culmination of Tesla's life work, which would never have appeared in normal history. Yet here it stands, the Wardenclyffe Warmachine. A tool of science, progress and war. A large building is the form it takes, a mostly blocky and sturdy construction that serves as the base and generator for the large tower that sits atop the building. This tower has two purposes, each terrifying in their scale. It is capable of projecting electricity through the air over a great enough distance that were it placed on one coast of America, it could reach the other coast easily. This projected energy allows machines to be powered without plug or power source, as the energy is directed directly into the machine, and the amount of energy is so much that even an entire modern day city could be powered at once solely through Wardenclyffe's output. The facility also has tools to turn this transmitted electricity into information. Less useful in this time but with more stations or in an era with some sort of information network across the world, startlingly powerful.

But what will make every cower in fear is not the power this station can generate. It is the weapon that exists in this tower. A true Death Ray of sorts, called Teleforce, is what he made and while the exact mechanics are as yet a mystery that must be unlocked, the results cannot be missed. Instantaneous destruction of anything within 200 miles. An energy attack that can be made so fine and accurate as to slice the eyelashes off a man or so powerful as to reduce a city to ash or turn half a mountain into molten slag in seconds. The Teleforce draws heavily on Wardenclyffe's generators to function and will inhibit power projection elsewhere while firing but the station appears to rapidly generate power without any apparent source. There are notes in the building, apparently left by Tesla himself, that detail a force known as the ionosphere but they are incomplete and appear to delve far more into the occult then was thought of the man. So much power and yet even more potential awaits the canny mind that finds this place.
You may import a property into this.

Folk Hero

Outlaw's Garb- 100
If they knew the real you, you just wouldn't be nearly so fun to hear stories about. Part of the fame of outlaws like yourself is that people never really know what's true and what isn't. You can't disappoint your audience and so this quite concealing outfit will give you a helping hand. From a cowboy's hat, poncho and stirrups to the full body paints some of the Indians wear, you have ready and easy access to some kind of outfit that conceals your identity amazingly well. People can barely remember distinguishing features of your appearance, spells used to scry you give back partial or fuzzy images, even the evidence you leave behind that might link to you is damaged or partial at best. People can usually find out that it was you, they just can't find out who you are.

You may import a outfit into this item.

Trusty Sidearm- 200
When push comes to shove, as long as you have some iron in your pocket, you'll be right. If the other guy's dead, who's to say what really happened? With a gun like this, it'll be a rare time for you to be outshot by someone. One of the classic revolvers of the Old West, it takes the form of, but it's far more than any simple gun. Not only does the gun never seem to run out of bullets, even if you still need to go through the motions of reloading, the bullets fired form the gun possess supernatural power and speed. One shot can stop a train dead in it's tracks if fired head on or blow a hole in the head of a middle league Servant, who aren't going to be able to dodge or block as easily given the bullets move several times as fast as before. The final trick is that when holding the gun, your perception of time will slow to a crawl, letting you see the wings on a fly slowly beat in the air. It's a lot easier to do a trick shot when the world takes a breather to let you do it, though you can adjust this down if needed.

You may import a gun you already own into this item.

Merry Men- 400
Your own band of merry men, fighting against oppression or just fighting for more shiny gold. You've got two options to choose from to see how this new band of 35 loyal, trained and powerful fighters you have manifests. The first is as a small contingent of Apache warriors, extraordinary hunters, warriors and shamans one and all. Each one could certainly take down a hundred normal men without a sweat and even kill minor supernatural threats on their own. Working together, they could even act as a powerful shaman, though not quite to the level of the 400CP perk of the Folk Hero line.

The second choice is to have a band of outlaws, criminals and never-do-wells. They don't have any magic or strange mystic bullshit but they're one and all brilliant in a brawl or a shoot-out. You could take on a small army and win with just these men or set up a racket stretching across half the country. They're all armed with gun and horse but what makes each man special is that they all have a unique skill taken to near supernatural levels. One man can pick even magical locks with pure skill, another can take down a fortress with three sticks of dynamite, another can follow week old tracks through a hurricane.

Personal Guardian- 600
It's useful, sure. It's saved your life, yeah. But it was only once it bonded to you personally that you realised, the spirits are really annoying life companions. One of the Great Spirits of this land has seen

fit to bond with you and become something like a personal totem. It hangs around you, commentates on what you do in your head, even messes around with the environment around you now and then, especially if it's the sort that likes tricks. Like that damn Coyote. But what it'll also do is act as a mighty weapon for you, attacking your enemies and automatically acting to protect you form any foes. A Great Spirit of the rivers could crush and drown entire towns, the Great Spirit of the mid-day sun may incinerate an entire army that seeks to attack you, Coyote himself could slip through the shadows, tearing out the throats and hearts of dozens of men each second. Far from a higher level Divine Spirit, the Great Spirit you have contracted sees you as a friend and is willing to use it's power for you, provided you don't grossly violate it's morals.

Phantom

Infinite Wood!?- 100
A weapon to surpass all lumberjacks. Who has a need for axes and chainsaws when you've already attained Infinite Wood? Unlimited, endless, eternal! Every kind of wood in the world. Ash, Oak, Pine, Morning- maybe not that last one. But still! You've got an unlimited supply of every normal sort of wood in the world, in uncut logs and all sorts of prepared shapes. None of it's rotted or infested with bugs either. There aren't even any spiders!

Wisconsin Death Trip- 200
It's loud, it's noisy, it's positively furious. It's the most offensive chainsaw ever made and there are so many ways to apply that. Bright pink and screaming, the Death Trip is a chainsaw with some impressive qualities, beyond the fact that it can chew through magically enhanced steel or diamond like it was a thin twig. The chainsaw is especially effective against magical targets and while it can't cut through everything, it'd take a very powerful magus or spirit to resist it fully. What it does cut won't heal for a long time either, the brutally jagged wounds left by the saw blades take much longer to heal even with supernatural aid. The chainsaw's always useful as well, since it'll grow in size to match you regardless of how BIG you become, is summoned to your hand with a thought and never runs empty on fuel. It'll barely weight anything to you as well. As you get angrier, the saws will spin faster too, so with enough rage in you, you might even find the wind around the blade is dangerous just by itself!

You may import a melee weapon into this item but it must become at least partially a chainsaw. Wisconsin Death Trip never stops, no matter the form it takes.

Strange Mud- 400
A big barrel of black mud, the really stinky sort, that seems to refill every morning. Sometimes it makes nasty faces at you but it doesn't actually seem bad to touch. Not really like the mud at all, if you know what it normally is. Maybe it's got a specific function? Mix it with some food from a certain country and you'll definitely find out what that is. Doing that thing, mixing it with country-specific food, results in the creation of a heroic spirit coming from that country, like a hero or villain or creature of note. They're fairly strong, but far from being on the level of a great spirit or shaman master or really too far beyond what a strong magus could do. They're still pretty cool, given just how wide and varied heroic spirits can be even when limited. They'll follow your lead for the most part but there can be troubles, since they're a little weird when summoned this way. Very weird in fact and often fairly psychotic and murderous, even excluding other various eccentricities. They look a little strange too, more cartoon-like then they should in reality. Thankfully, they don't last long, so even if you accidentally cause them to go on a murderous rampage, they'll turn back into mud after a few days. At least they won't be rampaging at you though, right? Also if you really want, you can just throw the mud at people and unless they're pretty badass when it comes to resisting nasty shit in their minds, they won't be having a fun time.

America Striker- 600
With the cry of an Eagle, the might of America crashes down on the foe! You have a American Flag that when held high, summons the Spirit of America itself, taking the form of one of the many folk heroes or legends of the country's past. Imbued with the conceptual power of the history of America in the current world, it strikes down at the foe with annihilating force. Even a mountain could not stand up to this fantastic summon but the spirit can only maintain itself for a few minutes before it fades. The spirit will actually grow in power with the America in the current world, becoming stronger the more developed, expanded and powerful the United States has become and lasting

longer as well! It won't get weaker then here but the spirit does seem sadder when summoned in worlds with a weak or missing US of A. The spirit may or may not actually just be Paul Bunyan dressing up in different crummy outfits that look like other American heroes and legends. Up to the user. Fuck yeah!

You may import a country you possess into this item instead to make it the spirit of said country, rather than of America. Traitor.

Strange Being

Childhood Diary- 100
A ratty little diary with a simply pen tied to it. The pages look like they're about 50 years old but they seem sturdy enough to write on. The book might look like a reject among rejects but it's got a special trait. It can bring to life the imaginary people written about in the book, like it once brought about the existence of young children's imaginary friends. It's not a very useful power, as it only works for ordinary people and simple animals and they don't know anything the user wouldn't, but much comfort can be had from making the perfect friend for yourself. Normally, they'd only last as long as the book does, but some say that with a strong enough emotional connection, these beings could become real alongside you.

You may import an existing book into this item.

Black Church- 200
Aren't you a little young to be a priest? Not like your flock appears to care all that much. In fact, that youth might only play into it more. You're the head of a religious congregation of your own, based in quite a large and beautiful church in the countryside, surrounded by a reasonably sized village or town. The flock is devout and the majority of the surrounding centre's populace are adherents, though only a few dozen are so deep as to be fanatics. They can be either a puritan Christian faith, who somehow ignore the most traits of yours that might go against their beliefs, but who are very easily directed as a weapon against anyone you wish. Almost like they're looking for heretics and witches to burn wherever they see. It's particularly easy to spread this faith to others as well, meaning that armies of hundreds or potentially thousands of the faithful can be raised, should you take the time to spread your fiery words to other counties and towns as well.

But if this option is less interesting, you may also choose for this Christian faith to only be so on the outer front, with the real truth hiding a eldritch cult that worships the gods from beyond. This true side to the cult consists only of those few dozen fanatics and bringing more into the fold takes time. However, each one is a practicing magus of some small skill, largely focused on summoning the minions of the gods you all worship. They are able assistants in rituals and while not offensively focused themselves, can serve as effective weapons against normal folk. They also see you as something of a divine prophet, even more easily controlled than the actual puritans above. Either way, the church also holds significant amounts of valuable relics and art, good for emergency funds and prettying up the service.

You may import an existing property into this item, which may alter the nature of your flock somewhat.

Book of Horrors- 400
A leather bound book, depicting several screaming faces on each cover side. The book has no name and no author written into it but what is within could horrify even the bravest of souls. A ritual book of the old and outer gods, the sort of cruel artefact intended to bring about the time when the stars align and much more. Within the tome are the instructions and chants required for the summoning and binding of a great many eldritch monsters, from cruel spirits to bug-like alien beings to shapes-shifting monsters from the icy poles. Even the Great Ones and beings higher than them can potentially be summoned and controlled, to some variable degree, with the right ritual. But many of these things have costs, perhaps too great to bear. For those unwilling to do such things, the book also contains a very extensive library of spells, allowing for moderate ability in over a dozen broad fields of magic when studied extensively, though many of these spells will twist or warp reality to be

cast. There are even more powerful magics within the book but they will require an experienced and skillful magus to unlock, as the book has protections to prevent you unwittingly harming your own mind too easily. As a final measure of defense for it's master, the book is also able to act as a small-scale weapon, suddenly extruding many very large and very sharp tentacle-mouths and mouth-tentacles to attack foes within few dozen feet, crushing and grinding and chewing up most bodies, leaving the book purring in contentment.

You may import an existing book into this item.

Silver Inheritance- 600
A arcane artefact, one not of this world. The thing before you is a central object of worship and power to one of the Old Gods, the void things and monsters from out of time and space. It serves as a powerful magical tool, depending on what God it is associated with. The Silver Key of Sut Typhon can unlock any lock and open any gate regardless of place or physicality, the Crimson Staff of Cthugha can create blood-red firestorms that scorch armies of men, entire lakes or even other fires till nothing remains and so on. Whatever the artefact is, it will be a highly powerful weapon for these times, and also have the ability to awaken any latent eldritch powers when touched to a being, such as distant heritage to a Lovecraftian beast in their familial past. If they already had such powers, combining the artefact with their bodies could not only massively enhance those otherworldly abilities and make them far easier to control but also grant them new ones similar to what the artefact itself possessed or enhance further still the ones they already have if the being already had similar powers. The Silver Key with a heir of Sut Typhon could result in a being that can travel to any place, any time, any dimension with ease and little time spent.

You may import an existing item or artefact into this option, becoming the newly chosen artefact of whatever god you pick.

Divinity

Mortal Vessel- 100
At once both impossibly rare and pointlessly common. A proper human is so hard to find, at least when you're looking for one that can hold you. Since you were already able to swap forms, the downsides of all that godly power as a Divine Spirit and the difficulties of finding the right human to be a host, maybe not so important. So here's one that fits just right. The perfect human vessel for you, one empty of mind or spirit but fully capable of holding you and your divine power in all it's glory without bursting like a balloon or going up in flames. The appearance can be of your own design and the vessel returns to you if broken a few days later. The vessel isn't a copy of your own body, nor does it have all of your powers, it can merely handle you as a host no matter what you are and survive you channeling your powers through it, regardless of what level those powers are at, so long as they actually can be channeled thus.

El Dorado- 200
At last, we find out where the lost city of El Dorado was. In your backyard. At least a good portion of it. These several massive temples and surrounding buildings are entirely made of gold, filled with golden treasures and furnished with golden furnishings. Even the water fountains are liquid gold. There are no magical treasures to be found, beyond whatever keeps all this gold in such good condition and so plentiful, but it makes for quite the perfect roost for any dragon-like being. And if you're so crass, there's a very, very large amount of money to made from selling bits of this stuff off. Not that anyone but you will get the chance, given the hefty supernatural wards that prevent others from reaching this place or finding it at all without heavy duty magic of their own.

Heart of the Sun- 400
A grand Meso-American temple, like one of the ancient Aztec or Mayan pieces. Mounted on top is a near 4 meter wide stone monument, carved in the likeness of the sun itself. The monument, and the temple itself, is a artefact dedicated to the gods, a tool meant to empower them. You can summon this temple to you in mere moment, materialising behind you when you have need of it. When summoned and near you, it will unlock a significant portion of any divine powers you might have but be unable to access, at least a third of your overall power, and massively enhance any divine abilities that are not locked away from you, magnifying them 6 fold from their normal level. The downside is that the temple's summoning unleashes the solar winds associated with this monument, causing destruction over a wide area around the temple, as if a powerful hurricane had appeared. Fitting for a wrathful god but dangerous to one with kinder intentions.

You may import a property you own into this item.

Quetzalcoatl- 600
The favour of the Sun God certainly shines upon you, as the favoured Phantasmal Beast of Quetzalcoatl has landed before you, pledging it's aid, service and friendship to you, no matter your goals. This being, a Quetzalcoatl of unsurpassed size and power among it's race, has reached the realm of the Divine Beasts. It is a creature capable of contending with the weaker Dragonkind and no mortal army could threaten it. In mere physical power, the beast is incredible and in flight it can cross the continent in less than an hour. It's true power is the connection with the weather and when wishing to do so, it can easily call up destructive storms, enormous tornadoes, massive lightning strikes or supernatural heat or cold, even across all of Central America at once. A natural power of it, the Quetzalcoatl can manipulate the weather at almost no cost to itself. While it has not yet given you a name to call it by, it has expressed a great interest in something called 'Lucha'. Is it

simply affected by it’s god overly much or is there something more to what this Phantasmal creature is?

Companions

Import- 50

A band of brothers is far from complete without brothers there to fill it. Each purchase of this option lets you import an existing companion or make a new one, deciding on their personality and appearance and relationship to you as you see fit. Either way, they may take a free origin and have 600CP to spend, which they may also spend on the Divinity origin. They gain all freebies and discounts as normal.

Canon- 50

Every purchase of this option allows you the chance to convince any one character in this world whose story primarily takes place in the American Continents to come with you as a companion. They do need to accept but so long as they do, through whatever means, they will join you as companions at the end of your time here.

Drawbacks

You may take up to 1000CP in drawbacks from the following section.

Phantasmal Lands- +100

The world isn't all that strange anymore. Not all that different to the modern day. The Magi are still around and if you look really hard, you can find some strange things. But America is not the land of strange things as it once was, not unless you take this. This drawback renders the Americas lands filled with mystery, much like the legendary Arthurian Britain. Every folk tale, myth, rumour and legend of the American culture of these times is true, at least in someway. From roaming jackalopes to titanic wandering lumberjacks to perhaps even the odd Unidentified Flying Object hovering through the skies, the land is much more dangerous but far more interesting. Especially since you're assured to often come in contact with the legends of the Americas.

Wanted Man- +100

A life of crime has it's rewards but as ever, it comes with a cost. A cost you're really starting to feel now. You're a wanted man from the top of North America to the very tip of South America. What'd you do to piss off every country across two continents this way? You're not the most wanted but you're a fair ways up there and the very healthy reward on your head ensures that there's rarely a shortage of bounty hunters after you. Thankfully, they're usually the mundane sort and only rarely will someone of supernatural means come on your tail. Except this one guy that just got obsessed with you. A lawman of sorts with unnatural guns and unnatural skill at using them, who thinks getting you to face justice is his life's calling, though he does have his own sense of honour. Perhaps showing him your good side might help.

Unwelcome Visitors- +100

America's not a great place to be for some sorts. Depending where and when you are in these lands, that sort can vary quite a lot. A black man won't be treated nicely by most places in the US in these times but a white man may find Central or Southern America to be very unwelcoming, depending on how far he goes back. Regardless of the exact circumstances, you'll find yourself transformed into something that will earn the ire and bigoted treatment from the majority of the people of the time and place you enter, along with a habit of unintentionally causing offence and anger to those around you, even when they don't hate you for existing. Can't catch a break in the land of opportunity.

Witch Hunts- +200

Burn the witch, they cry as they hunt you across the country. You had the misfortune of publicly exposing yourself in a way that convince a great deal of religious fellows across the country that you were a worshipper of Satan who must be put down. Now, thousands of religious adherents look for you from parishes and churches across the country. Worse still, the Church has answered the desires of it's flock and sent elite executioners to hunt for you, armed with powerful relics and prodigious hunters alike, even a few enslaved supernatural beasts of their own. Even some of the more powerful beings found in America could still be quite threatened by just one or two of these tools, much less them all aimed at once. It's good this continent is so big, gives you a lot of room to run and hide.

My Very Own Mass Produced Edison- +200

Wherever you go, he's there. Your eternal rival. The man who came up to you one day and declared that he'd see you humiliated and shamed for daring to oppose him in his specialty field. What field is

that and why does he think you're opposing him in it? In reverse order, no one but him knows why he's harassing you and whatever field you consider your specialty. Perhaps even fields. You see, this rival is more than just a mere man. He's someone who could claim to be nearly your equal in truth. Not actually even but close enough that the layman can't tell the difference easily. Especially when this rival likes to copy and steal your work, adding his own spin and passing it off as his own. He may not necessarily be hostile, especially if you aren't to him, but he'll constantly seek to interrupt and interfere with your goals, trying to outdo you in then and surpass you. If you get in on the game and try to surpass him back, he only seems happier. The spirit of competition, he exults, as he nicks your shit again and again.

COME LEARN WITH ME- +200
Something horrid this way comes. A beast of death and destruction, who seeks to claim all beautiful women for herself and devour all the snacks left lying out unattended. She'll take your gold and spend it on strange devices, never to be seen again, before rampaging across the country. No one knows the name the creature goes by, only that her visage- flame-like hair and baleful yellow eyes with a pure white costume- is one not meant for this world.

A time travelling monster from a terrible future, one where gambling rules all things, has arrived in America, followed by a ever-changing legion of horrific cartoon heroic spirits, each utterly loyal to their red-headed devil mistress. This hunter from the future is obsessed with you, viewing you as the prize to top all prizes in her personal harem. She'll send her legions out to hunt for you, to beat you down and drag you away to a fate worse than death. Thankfully, her heroic spirits rarely last long before disappearing and new ones appear at her side but she never runs short and is heavily guarded by many powerful allies. Evasion would be most suited to those without the bravery to march into the jaws of hell.

Kill her? She's not just time travelling it turns out. She's a dimensional horror that just pops up again, a new version of her from another universe appearing to continue to seek you out.

Lovecraft's America- +300
A strange world is one thing. A mad world is something a lot worse. The stars are right and thus the world has changed. The Old Ones returned and took power of this world and many others, turning the entire planet into a living hell for the humans left on it. Hordes of eldritch beasts roam the countryside now, with their Great One overlords ruling from the blasted wrecks of cities. Mutated men and women guard the shores of each coast and war with the freakish humans that returned to the ocean with their tentacled masters. Above it all, the Outer Beings look down from the starry sky, toying with sapient life for their own amusement, long having since obliterated the native divine spirits. The only silver lining is that all these beings prefer chaos or suffering to annihilation, rarely do the powerful Great Ones or Outer Beings do more than arrange events to cause you and other humans to struggle more or enter vicious conflict. Even if they might happen to really like you for some reason, it just gives them more incentive to cause trouble. They just love watching you so much. Probably best to not go to space if you take this, it's not quite so empty anymore.

I'm EX Ranked- +300
Sure, you're a Jumper. You've got all these special powers. We'll believe you when you can manage to show us more than a little spark. Seems like you've been boasting about having more than you actually do, or at least that's what everyone here is going to see. You've still got all your amazing powers, equipment, allies and skills from here and other places. They're just…not quite the level you

made everyone think. Some might say that where you once had EX ranks, you now have E ranks. All your stuff is still present, it's just very weak. About the level of a normal modern Magus perhaps. Those city roasting blasts of flame can probably light a lantern or set someone's head on fire. That golden sword that vaporised the moon? Eeeh. A couple horses maybe? It'll all come back to you after the jump ends but for now, you'll have to deal with everyone rightfully thinking you're just lying about how awesome you are.

Lost Lobo- +300

The phantom rider atop a devil beast. It's what you've been known by here for a few years now, being a phantom-like attachment to a somewhat intelligent monster, one of the incarnations of America's folk tales. It's not so bad, even if the beast has a habit of conflicting with humans violently, except that the beast has more control over your powers than you do. Your lives are linked and inseparable while here and it can draw on your abilities to use for itself while leaving you unable to access them as it does so, though never to a point that would kill you. Thankfully, it is willing to listen to guidance from you, though it appears immune to any attempt for you to use your abilities on it, but it's headstrong nature and desire to satisfy it's beastly impulses first over all else can make a peaceful or moral path difficult. It may require some effort to redeem this creature or to keep it and yourself safe as it gleefully throws itself into battle and hunt.

Challenges

Lucha Break

(Requires Divinity 1200CP taken and Start Date of 10AD)

Potential. Power. Fame. Glory. The power from the stars that used to be yours. There is yet a way to reclaim it! You see! The cosmic origins of your pantheon were no lie. Despite your current power, and the power of many of your peers, there is a greater level. You were once gods of the stars, with the power to crumble even these mighty planet spirits before your light. But you are no longer that. Why? How?

Perhaps the answer lies in the heart of battle. Only by defeating your siblings, your extended family and divine descendants, can you hope to reclaim your true Divinity. This realisation spreads across the Pantheon like a virus and you and all others realise. The greatest battle of Cental America in history is about to begin. The gods are donning their masks and readying themselves for war with each other. Quetzalcoatl, Tezcatlipoca and all the others are preparing to fight each other for the right to this greatest power. You too are forced to participate, else the Gods hunt you down.

And what better a way to solve your differences of opinion on who should become the chief Meso-American Space Godking than a grand Luchadore battle to the death? Nothing. There's no better way.

Thus a tournament has been made. The dozens or hundreds or more Divine Spirits of this pantheon, in all their many incarnations, have appeared and made entrances. Many of them are weaker than you but will utilise all the cunning, trickery, unfair abilities and outright cheating to win. Some of them are a match for you in power already but will still pull out all the stops they can to take you down. Each match is a death-match and only the winner at the end will be granted all that divine power, remade into a being to whom even an entire solar system can be freely controlled with their Authorities. A prize that would let you control the fate of this entire world for certain.

Ending

The time in this land is now at an end. You've got to make your choice on where you go next.

Do you want to Stay Here?
Do you want to Go Home?
Do you want to Continue On?

Authority F.A.Q

What is an Authority?

An Authority is the divine power given to the gods by the world, investing in them the ability to command the world in certain ways to aid them. A god is a natural part of the world, a particularly powerful avatar of it's will, and thus an Authority is no different. It is not a magical spell or unique power of the god but that god asking the world to do something for them.

Authorities require no magical energy from a god to use, just a thought or a word about what they want to happen and enough allowance from the world in what their authority can do. If the God of Fire tells the world to incinerate an enemy army, the army will be lit in a raging inferno in moments even if the god was empty of magical energy. But the same God asking for something above the level of his authority, like vaporising a moon, would find no answer to his questions.

However, authorities are not infinitely usable despite requiring no magical energy. Asking too much from the source of the authority may see it take time to answer you. The God of Fire mentioned so far might create a enormously powerful elemental of fire or fire demon or similar being but find that their authority, perhaps even just in regards to creating more beings, might refuse to answer their desires for hours. An allowance spent for the time, in a way. It should be quite rare to encounter the issue unless a god is creating permanent things of a high level or using their power at the maximum level continuously, over straining what the world is willing to grant them.

Authorities all have an overall level of power or allowance, usually described in terms of maximum destructive potency in the option granting the authority. These can vary greatly, with older and more powerful gods having much more that the world allows them to do. These translate to non-combat feats in general scale. A God of Civilisation who is from a perk that granted continent destroying force with the Authority could certainly use their Authority over Civilisations on a continent spanning range, holding potent control over Civilisations within that reach. This power can vary from this maximum depending on how broad an Authority is, detailed later on.

In general, a god will also have a natural instinct for how their Authority works, what it can do and what it's limits are, making it easy to both stretch it to the limit and to avoid over extending with it.

Additionally and very importantly, all Authorities regardless of focus confer lower level abilities to Gods. While only a fraction of the overall power of the main Authority, it allows Gods to act as if they can cast a wide variety of magecraft or even magic like effects without cost. Manipulating energy to attack or buff themselves and others, investing some of their Authority long term to create low powered Avatars that they can act through, manipulating the weather or creating mundane objects and creatures, manipulating the minds of others and more. While these effects are limited to just a fraction of the overall power of an Authority, only around a tenth the power at best, they greatly expand what a god can do. Like the rest of an Authority's uses, they can be overdrawn and left unanswering for a time. Unlike the actual focus of an Authority, gods do not have any innate talent for the low level uses of Authority and it may take practice and experimentation to find the details of what is and isn't possible here.

How do I pick an Authority?

Authorities can be almost anything. From the simple and direct like Fire to the broad and vague like 'Things that Flow'. Regardless of the title used for the Authority, the actual breadth (How much the Authority covers) and depth (The maximum power the Authority can get out of your overall potential with it) is mostly up to your choice.

Rather than depending on the words you choose, it depends on your intent. If you choose an Authority and keep it fairly well defined, you'll get the full power as described above. Fire that focused on the element of fire, even if it included magical fire and fire creatures and fire forms and fire effects, would be at full potential for an Authority. A continent level God would have continent level powers for the Authority.

However, a Fire Authority that instead covered a great many things connected to Fire might suffer in power. Expanding the Authority to cover heated emotions, evolution and progress, creation or smithing/manufacturing, destruction, rebirth and other ideas linked to 'Fire' through symbolic means and conceptual connections. The more it expands from just direct Fire, the weaker the overall Authority will become. An Authority that includes all the above in potential use might be reduced greatly, perhaps seeing a 'continent' level Authority go down to just a 'country' level Authority. Adding several focused and limited ideas to an Authority might see a small debuff despite the number, while adding extra broad ideas like destruction and creation could see a large debuff just for one or two.

You can take the same Authority more than once if you have each option differ in the above regard. You could have a narrow Fire Authority that focused on giving you the most power with Fire and direct Fire things, then have a second Authority that went for extreme breadth in regards to things connected to Fire. They would not stack in power, your narrow Authority will not increase the power of your broad Authority, but you will have the abilities of both at once. There’s no limit to this stacking, just keep in mind that they do not directly stack in power, just adding new abilities.

This breadth vs depth issue is decided when you gain the Authority and not changed later, at least not without external effects.

Outside of the above considerations, there aren't many limits about Authorities you take. The important thing to keep in mind is that just like above, Authorities are meant to be balanced with each other. The power of your Authority is the given amount in the perk. Choosing a concept that might have inordinate levels of power, like Magic or Humanity or Gods or whatever else, will not result in a better Authority outright than if you picked something like Fire or Progress or Monsters or Storms. It might be better for you by virtue of working well with an existing skill set but you will not see things like a Magic Authority letting you easily simulate many other Authorities at full power. Whether you handle it by greatly reducing the power by retaining the versatility, focusing the power on a specific interpretation of the Authority or some other means, as long as you're not getting more out of it for the sake of it, it'll work out.

Authorities and Authorities

Numerous extra details about Authorities will be placed below.

It’s important to look at active vs passive effects for Authorities. Authorities, since they are just effectively a sign that a god has the right to ask and receive a certain amount of assistance from the world, do not grant passive abilities innately. A Fire god is no more immune to fire than a normal human, though they’re likely naturally more durable by virtue of being a god. However, passive effects like these can be asked for through the Authority. In a sense, investing a certain, usually small, amount of the overall Authority into constantly having a passive effect lets you get them. Our god of Fire could easily ask for immunity to Fire attacks and effects that aren’t desired (Within his general power potential of his authority, as always) and gain it at little cost in power. But that cost in power would stay as long as he’s manifesting that passive ability. Once he releases it, he regains the full maximum power. Similarly, a god of Good could become immune to Good aligned attacks easily

enough but a god of Life might find themselves expending a more significant amount of power to become immune to attacks from living beings or gain some potent passive ability against life. But as always, the more overall power you have, the more you'll be able to do with it.

Authorities can also be used to modify or alter the self without semi-permanently sealing away power. A Life authority can heal the god it is held by, even potentially restoring something as esoteric as the Saint Graph, and not require long term investment. It can be a fine line to differentiate between these instant or short effects that are permanent but don't require investment, and things that do require investment to last longer. In general, instant effects that might be found in a spell can be cast without investment, while things that grant you new abilities or resistances will likely require investment.

Authorities can achieve greater than normal power for the potential they normally have if you combine knowledge, tools and/or skill with the Authorities use. In the same way that humans can lift more than their ancestors thought with proper technique for lifting, damage things normally thought uncrackable with the right hammer tool or create a much larger fire more easily with the right survival knowledge, a god can achieve more with the above things. You can achieve greater blasts of fire with your Fire authority if you work with the environment for fuel, using your Authority in concert with powerful magical tools could let you boost either side much higher and even just learning to use the Authority better in combat would see you more effective than just telling it to defeat your enemies.

Beyond just being smart about your use, you can also find that your Authorities can synergise to be greater than normal. This is done by using them both at once to the same or similar effect, at least if the Authorities have that potential. Using an Authority of Fire, one of Summer and one of Heat to create a offensive blast of flame would result in a more powerful attack than if you just relied on your Fire Authority, giving the same or similar commands through Fire, Summer and Heat to create this synergy. Direct synergy like this is the most obvious but indirect forms are also viable. An Authority of Life used to create the basic lifeform with flesh and bone while using your Authority of Fire to grant the lifeform several magical abilities relating to Fire and finishing off with using Civilisations Authority to have it able to replicate and learn at a extremely rapid pace. Creativity can allow for a great deal beyond what even your already incredible powers can do by themselves.

In battles between gods, Authorities can clash and override or effect each other. In most cases, it's usually a simple matter of who has the more powerful Authority. When each god is equal, it'll become about depth vs breadth again, most likely. A god with a direct Authority over something would be able to take command over something another god is controlling if that second god had an equal authority but only indirect connections to the target. A Fire god with a narrow focus will overwhelm a Elemental god who has fire as one of four focuses or a god of the Weather with only tangential connections to Fire. Exceptionally powerful gods can also simply smother the Authorities of those lesser than them, even if the Authorities have little connection or are complete opposites. A continent scale god of life would be able to outright override the authority of a less than country scale god of death should they come into conflict.

Notes

Special thanks to my ever so handsome partner, NuBee, for all his support and love.

Unlike other Fate/Legends, there is no Free perk to grant higher physical, mental and magical capabilities. The vast majority of the jump takes place long after these things have become much more rare, rather than other Legends jumps primarily taking place when these were fairly common things.

Strange Mud- The heroic spirits created from this mud are relatively low or middle powered beings. The weaker or average servants from Fate Stay Night and Fate Zero are good examples, such as Diarmuid or the Hassan or Paul Bunyan, the basis for the item. You're not going to shove some mud into a kebab and get Gilgamesh at his full power or even get Gilgamesh from Stay Night.

If you're a God, of either tier, you will automatically form a lucha mask whenever you agree to or enter a luchadore battle. You can also have that appear at will.