The Trojan Cycle Jumpchain

Version 1.0.0



Sing, O goddess, the arrival of the Jumper wanderer of worlds…

Welcome to the end of the Bronze Age. The Achaeans amass before strong-walled Ilion to fulfill the oath of military alliance against any who steal away the beautiful Helen. They are led by the Atreides – godlike Agamemnon and Menelaus of Sparta – and include Odysseus whose wits would become the standard for heroic guile for millennia and Achilles who stands mightier than any mortal alive.

This is the world of Greek myth, though it is late in the cycles of the myths. The men of this age are mighty, mightier than those of the archaic age in which the poem was written, but the likes of Herakles, and even Theseus have passed, and the Argonauts are the glorious prior generation who were greater than those now. Still even if these are the last generation of mythical heroes, the gods are real and involved in this world. They will take their sides in the war that is beginning.

You will be arriving here as the Achaean ships near the shores of Troy. It is only a short time before the first battle of the Trojan War will begin. You will stay here, by default, for the full normal length of the Trojan War.

It is up to you and your deeds how you will leave your mark in this time when the mightiest mortals alive clash and kill each other in droves. Whether you fight for the Achaeans, strive to change the decisions of the gods and save sacred Ilion, or just want to sail off and see what you can find, you will need these:

+1000 Classics Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine your background in this world.

Drop-In: You are not native to this world. You have no memories of this world, and no history within it. You have simply appeared out of thin air. The Achaeans or Trojans you have appeared among seem to believe you're one of their number, at least for now.

Achaean: You are one of the warrior-elites among the Achaeans. You might be able to claim the title of king, like Odysseus and Achilles, or perhaps you're merely one of the aristocratic warriors fighting alongside their king like Patroclus.

Trojan: You are one of the warrior-elites among the men of Ilion or their allies. You might even be able to claim the title of son of Priam, like the many who died in this conflict, or perhaps you're merely one of the aristocratic warriors who have come to fight by their sides.

Location:

You will be arriving either in Ilion, if you are a Trojan (or a drop-in), or alongside the ships of the Achaeans if you are an Achaean (or a drop-in). Hector and his forces are leaving Ilion to prevent the Achaeans from making a beachhead in what will be the first battle of the Trojan War.

If you take **The Full Cycle** you will be arriving earlier in your homeland.

If you take **The Return** you will be arriving on a ship leaving Troy at the end of the Trojan War.

Age and Gender:

You will arrive with a suitable age and gender fitting your background in this world, or your status as a drop-in. If you're a woman among the Achaeans explaining it is up to you; among the Trojans perhaps you're one of their Amazon allies or simply an inhabitant of Ilion.

Perks:

You receive a 50% discount on 2 perks each of the 100 CP, 200 CP, 400 CP, and 600 CP price tiers. You gain an additional floating discount which can be used on any perk which costs 400 CP or less; if this floating discount is used on a 100 CP perk that perk is free instead.

Hero (Free): This is a time of heroes. While it's unclear how great the least warriors of the Trojan War were, it is clear that just as they are lesser than the men of Nestor's age they are greater than the men of Homer's age. You won't be hurling rocks that a strong man could barely lift with both hands, or even stringing Odysseus's bow, but you are stronger, faster, hardier, and generally physically better than even the best humans of Homer's age. You are also familiar with the use of common Achaean weapons such as swords and spears; this doesn't extend to more exotic and specialized weapons such as bows.

Amazonian (100 CP): The *Aethiopis* might be lost, but we do know that Penthesilea was both a powerful warrior, and a stunning, feminine beauty. You might not be either of these, but you'll find that you have a looser connection between your physique and physical capabilities, able to develop your muscles and physical fitness without gaining bulk – unless it's desired – or otherwise reducing your beauty.

Archer (100 CP): You are a skilled and proficient bowman. You may not be able to match Odysseus or the greatest archers of the Achaeans or the Trojans, but you are quite capable with bows. This extends to other missile and projectile weapons of the age that may need specialized training such as slings.

Breaker of Horses (100 CP): While mounted cavalry does not show up in the *Iliad*, being the final heyday of chariot warfare, horses were important for war. You are highly skilled in the taming and training of horses, as well as their care and breeding. You are a master at the art of horse husbandry, and training.

This also makes you a highly skilled horseman. Saddles won't exist for a few centuries, but you know how to ride bareback. More importantly, perhaps, you are an expert charioteer.

Father of Sons (100 CP): Priam has many children – sons and daughters both – and now maybe you will too. Not only are you substantially more fecund and likely to conceive, your children seem to be protected against many of the dangers of childhood and infancy. Miscarriages are less common, childhood illnesses less severe and less likely to be lethal, and your children are simply much more likely to make it through childhood. This also makes pregnancies with your children easier for the mother to carry.

Great Warcry (100 CP): You possess a great warcry. You have rather powerful lungs and a very loud voice when you feel the need to fully utilize it. Your battle cries may not match Ares's wounded howling, but can still cut through the noise and chaos of the battlefield whether you're simply venting your fury and war-like intent, or shouting orders across the field of battle.

Huntsman of Beasts (100 CP): You may not necessarily have been trained by Artemis herself, though if you were it'd not be a surprise with your skills, but you certainly are a hunter of renown. You are a skilled woodsman, and an expert tracker of beasts.

Night Scout (100 CP): Like Odysseus or Diomedes you excel as a scout or a spy, sent to sneak unnoticed into an enemy camp to observe them. This isn't modern espionage, but physical stealth, leaving you good at moving quietly or using the dark of night to hide your movements. You're not supernaturally stealthy, but you are a skilled scout.

No One Language Amongst Them (100 CP): While the Achaeans shared a language, the Trojan forces came from many places and spoke a multitude of languages. You however know all the languages of the Trojan forces, and you pick up new languages easily, learning them much more quickly than others would.

Perfect With Hands (100 CP): You are a master weaver capable of creating exceptionally beautiful cloth. You aren't good enough to challenge Athena in a weaving contest and have any realistic chance to win, but you are a master of the art. This skill also extends to needlework, embroidery, sewing, and similar crafts.

Shipwright (100 CP): Like Tecton who built the shapely ships which carried Alexander to Sparta, you are an exceptional shipwright, capable of building the finest ships of the age. This extends to the organization and management of men in the work of building such ships.

Steersman (100 CP): You are an expert sailor and navigator. You are one of the finest steersmen, navigators, and sailors that the Mediterranean has ever known. If the gods are sufficiently against you, it's not impossible for your ship to sink still, but if any mortal could get a ship through a storm safely it'd be you.

Ambidextrous (200 CP): You are fully ambidextrous with both arms being equally dominant and easy for you to use. Beyond this you find it unusually easy to use two weapons simultaneously. It might still be difficult to use two full sized weapons at once due to the danger of them hitting each other, but you would find it much easier to coordinate the movements of your body to make it work than even normal ambidextrous individuals, and you could do something like throw two spears at once with enough force and precision to be a threat to an armored and shield-bearing hero or two.

Beggar's Cloak (200 CP): You are an expert at the art of disguise. While this might not equal a disguise crafted by Athena herself, or guarantee you can disguise yourself as a specific individual, you are quite good at it. You are especially good at making yourself seem to be a beggar, servant, or other member of the lowest social echelons, and passing unnoticed as such even if you're built like a great hero or demigod, or otherwise should be distinct due to your physical superiority compared to the human norm.

Eloquent Orator (200 CP): You possess a quick and clever tongue, ideal for crafting speeches and weaving words and rhetoric with eloquence and skill. Yours is a gift for stirring speeches, and convincing oration to rival even cunning Odysseus. You might not match his quick and tricksy mind, but you can at least match his eloquence.

Fleet-Footed (200 CP): Most commonly an appellation of Achilles, though not limited to him. Even by the standards of the heroes of the Achaeans you are fast on your feet. While this certainly helps your running speed, pushing you to clearly superhuman levels compared to real-world humans, it's best for your footwork and movement on the battlefield, making you move about the field of battle with a speed second only to Achilles himself.

Great (200 CP): You're big. You stand head and shoulders over others who stand out from the crowd as large, and you are well-built for your height. This abnormally large size doesn't merely give you excellent reach and longer legs, but it comes with an almost surprising level of physical strength. You won't be the equal of Diomedes or Odysseus, but you're certainly mightier than the average man, and with **Epic Strength** you'd be in a class with Ajax and only Achilles would surpass you. With **Epic Strength** and **Greater Than Your Father** you would be noticeably stronger than Achilles himself.

At the start of each jump you may choose whether this perk will apply to your form for the jump, and may choose whether it applies to each alt-form you possess individually.

Protean Grasp (200 CP): That's some grip you've got there. Well it's not actually any stronger than before, or improved in any normal way, but it's very hard for things to get out of by use of special powers. Once you've grabbed hold of something, it will be unable to slip free from your grasp simply by transforming, no matter what it transforms into; you could grab someone who then turned into water and they'd find themselves unable to flow out of your grasp. This even protects you from harm from holding onto them if they turn into something dangerous to touch – you could hold onto magical fire without it burning your hands – though this won't necessarily protect you from their attacks so if they turn into a lion better hope you're holding them where they can't cut you with their claws. If they grow or shrink it won't affect your hold on them, nor will turning intangible or insubstantial. Simply put, no transformation can allow someone to slide free from your grip once it has been established.

And it's not just transformations which fail against your grasp. Supernatural powers, teleportation, and other things intended to 'cheat' out of your grip will not work. This won't stop them from using special powers to attack you, and maybe force you to relinquish your grip due to injuries, but they won't be able to use special powers or abilities to directly escape or break your hold on them.

This does only apply once you are physically holding onto them, though, so grab them before they're water and no magical bonds on them or even just tying them up will not count; you've got to be holding on to them yourself with your body.

Resolve (200 CP): Pretty words and the charisma of kings can sway many men. But not you. You are immune to charisma, and petty eloquence. While well-reasoned points, personal connections, and the will of the gods can possibly affect you, you won't be easily coerced by empty words or the overwhelming charisma of other individuals. It will be based on their actual arguments, not their aura of royal authority or kingly glory.

Shipwreck Survivor (200 CP): Unusually lucky in surviving shipwrecks; you will be able to float to a shore on wreckage if it's at all possible. This extends to other forms of crashes and wrecks of vehicles. You won't die from your chariot crashing, or a car wreck, and will not directly die from the destruction of a vehicle; though if there's no way for you to get back to a survivable environment you may die from exposure, though you are unusually likely to make it back to one in time if possible (water currents will bring you

to shore even if they'd normally drag you back out to sea, people will find your lifeboat, etc).

Singer (200 CP): You possess the voice of a skilled singer, or reciter of poetry. Beyond your excellent voice for the recitation of songs and epics, one suited for quite lengthy singing, you possess an excellent memory. You have a very strong and accurate memory, especially for words.

Skilled in Medicine (200 CP): You are fantastically skilled in battlefield medicine and surgery. Your skill and capabilities as a medic are sufficient to seem almost superhuman to the Greeks of Homer's time. You won't be matching Asclepius, or the medical work of Apollo or the gods, or even performing truly supernatural feats, but your medical skills are exceptional for this time or even the next millennia.

Tireless Warrior (200 CP): The heroes of the war likely all have superhuman endurance. But Hector deserves special mention. Like Hector you have the stamina to fight in the thickest centers of combat day after day, even while being expected to plan and organize the warriors at night, even despite taking injuries such as those from being battered by massive hurled rocks. Even by the standards of heroes your endurance and stamina are immense.

Augur (400 CP): You are an expert at augury whether from sacrifices or observing birds and signs from the gods. These arts of augury and divination give you more of an idea as to the general flow of events than precise prophecies. That is to say you could perhaps tell that it was a good or bad time for a battle, or that the gods desire a certain sacrifice, but you won't be matching Tiresias to provide Odysseus with a play by play of what to do or how he will die. These arts of divination continue to work in future settings whether that's because the Olympians still send you messages or because you are just able to pick them up from common cosmological principles of existence.

Epic Strength (400 CP): You possess strength to rival the likes of Odysseus, Diomedes, and the stronger heroes of the war. Whether it's a bow, a spear, or a hurled rock your strength shatters shields and is a threat to the life and well-being of your foes. You may not match Diomedes in his god-granted fury, Achilles, or even the massive Ajax, but you are among the stronger warriors here, and with the right other perks you will.

Great Hero (400 CP; requires Hero): You may not be Achilles's equal, but you are greater than the other men of this age. You are stronger, faster, hardier, and generally physically superior to the average named hero. This does not match the increases to physical aspects from the specialized perks for those aspects – that is to say **Fleet-Footed**

does more for your speed than this – but you are noticeably closer to them than with **Hero** alone. You are faster, stronger, hardier, and generally improved physically over what you were before without this perk.

Coupled with the more specialized physicality increasing perks you will no longer be comparable to the likes of Hector or Diomedes, but to Achilles himself. These won't make you his peer in skill at battle, but you will be his physical equal.

Heroic Aegis (400 CP): It might just be selection bias, but the heroes seem to have a good deal of luck when it comes to not dying to some random soldier's spear or arrow. If one of the heroes on either side is struck down it is by someone important, and even a wound from an arrow or thrown weapon is an event worthy of heavy focus. And that's when some goddess isn't directly working to ward away projectiles.

Call it fate, call it narrative importance, or call it a divine blessing, you possess this same protection. The blows and strikes of your foes seem to have a chance of being deflected, inadvertently dodged, or missing inversely proportional to how much they have made themselves stand out on the field of battle. Missiles and projectiles likewise have a similar chance of failure inversely proportional to how much the specific attack stands out; spray and pray is nearly meaningless, though a master marksman taking extra time to aim could be dangerous.

This does, however, require you to distinguish yourself on the field of battle. Just as it is less effective the more your foe has made themself stand out, its effectiveness increases proportionally to how much you are thrusting yourself into the heart of battle, and fixing the focus of the battlefield directly onto yourself.

Respected Counsel (400 CP): You seem to carry an air of respectability and wisdom with you. This inclines others to heed your word and counsel, and gives a feeling that like the aged Nestor you are someone to be listened to. Of course if you want to retain this respect, and have people continue to listen to you, you will need to give sage and wise counsel. No matter how wise you seem outwardly, if you develop a reputation for being wrong and fool people may cease to listen to you.

Skilled in Battle (400 CP): You are a skilled warrior, easily in contention for best – save for Achilles – on either side. You might lack Diomedes's great strength, but your skill is sufficient to match his which allowed him to threaten the Greater Ajax so much in a duel that the Achaeans had it ended in a draw for fear that Diomedes would seriously wound their great bulwark of defense. This includes an instinct for battle, knowing how to dodge well, when to strike, and simply being an exceptional warrior. You could storm across a

plain of battle, scattering battalions of men before you like they were nothing. Common combatants fall before you like wheat for a harvest, scattering and breaking before your exceptional skill and talent in battle. The named heroes of the battle might challenge you, but even most of these would fall in moments to your exceptional capabilities in battle.

And this talent for battle will help you learn other arts of individual combat. This will not help you learn to command forces of men or arrange their ranks, but your own, personal skills will grow and develop with ease due to your vast, natural talent for combat.

If taken with **Archer** you will begin with a similar level of skill with bows and other specialized weapons as Odysseus or the finest of Achaean or Trojan archers possess.

Smith (400 CP): We don't really see a mortal smith shown in the epics, though the reverence given to a goldsmith showed how valuable metalworkers could be, and gold is relatively easy to work compared to bronze and iron. You are a master metalworker whether it's gold, silver, bronze, or iron. You may not be a match to Hephaestus in such skills, you won't be creating something to match Achilles's armor which shone so bright others feared to look upon it or his shield, but you could make the finest arms and armor found among mortals, crafting weapons, shields, and even ornaments fit for the finest of the superhuman warrior-kings of this age.

Tactician (400 CP): Like Peteos' son Menestheus you seem to have been born for the arrangement in order of horses and shielded warriors. You are a master of battlefield positioning and tactics, capable of matching any in the Achaian forces, and perhaps even the commanders of the Trojans who held on for a decade despite being outnumbered more than 10 to 1.

Face That Launched a Thousand Ships (600 CP): You possess beauty worthy of legend, and to make you comparable to Helen herself. This is the beauty to become a beloved princess even if your becoming a princess threatens the nation itself, or to unite the lords of the Achaeans behind an oath to war against any man who steals you. You are, quite simply, beautiful.

Lifted Mist (600 CP): The mist has been removed from your eyes allowing you to see gods and other spiritual beings. You are capable of viewing spirits and spiritual entities which would normally be invisible to humans.

Not only can you see such spiritual beings, but you can physically interact with them. Even when gods, ghosts, spirits, and other such entities are in a normally immaterial form, you can strike them and interact with them as if they were material.

Lord of Men (600 CP): You possess a certain level of kingly charisma much like Agamemnon's own. Those who accept your authority are strangely loyal to you, and long suffering. Even as a narcissist and a tyrant, you will find it easy to keep your men loyal to you. Some may be resistant to this kingly charisma, especially if you personally wrong them; Achilles had enough of Agamemnon after a time. Even so most will fall prey to the desire not to oppose your authority once it has been legitimized; despite his mistreatment of Diomedes the most the 2nd greatest of the Achaeans did was talk back while supporting him.

Loved by the Gods (600 CP): Like the Trojan Aeneas, you seem to be particularly favored by gods and divine entities. These divine beings simply seem to be more inclined to like you. This doesn't mean you can't anger the gods – going directly against them is still a bad idea – but they are more likely to forgive minor faults or failings on your part, and more likely to reward good behavior and loyal worship. Were you to be a person who lived a life that was good in the eyes of the gods, even the gods on an opposing side might take mercy upon you; one as stubborn and hate-filled as Hera might be relatively unmoved but even she probably wouldn't stop Poseidon from aiding you.

If taken with Heroic Aegis you will find that the gods really do have a tendency to save you. It will only happen rarely, but the gods – by default the Olympians but possibly those native to future worlds – will on occasion when you are on the verge of defeat spirit you away in a mist or cloud, carrying you to safety. Hopefully your defeats will be as rare as the times the gods will save you.

Menos (600 CP): The very first word of the Iliad is "wrath" and it is with good reason. Whether it is Diomedes or Achilles, the greatest warriors of this era go far beyond themselves when they are caught up in a terrible blood fury. And it is an ability you possess as well. When you are overtaken by rage and fury, and allow your overflowing anger to take control, you will find your capabilities in battle improving. You are stronger, and faster, with greater stamina, and more able to resist wounds. It even provides a second wind which seems to restore your flagging stamina and energy.

This battle fury is not limited to your physical capabilities or restoring your physical stamina. Whether it's your strength of will, or personal stores of mystical energies they will be temporarily refilled when entering this state, though any energy added by it is lost at the end of it. This state also improves your non-physical battle capabilities, whether it's increasing the accuracy of your blows and improving your combat instincts or some other more esoteric capabilities. While no one trait is tripled, it'd be easy to claim you are thrice as powerful and dangerous as before.

This state of rage is not easy to renew once lost however, and even if you're wronged again once you have wrested your mind free from this battle fury or had the rage die down inside of you it will be some time before you can recall it even if you are wronged and driven to exceeding rage again.

Poet (600 CP): You are a poet to rival Homer himself seemingly blessed by the muses given your inspiration and sheer skill. You are a master poet who could write something that, like the *Iliad* or the *Odyssey*, could reign supreme as the greatest poem of its age and many which follow. Those works you create are particularly enduring, much like the *Iliad* and the *Odyssey* themselves, such that they could still be one of the most revered works two and a half thousand years after they were written.

Your poetry is especially effective when it comes to pleasing the gods and other higher beings. You seem to have the knack and talent for pleasing them with your odes and hymns.

Polymetis (600 CP): Yours is a mind fit to be described as possessing varied cunning. Like Odysseus, your mind is exceptionally clever and flexible, always seeming to be capable of coming up with a plan or a trick, while also possessing excellent self-control and ability to overcome your emotions. You may not possess Odysseus's eloquence and skill in rhetoric, but you are an expert liar and manipulator, able to come up with long and consistent lies off the top of your head, and many deceitful tricks. In short, your resourcefulness and tricksy cunning are worthy of legend.

Cyclops (1000 CP): You're no human, but one of the cyclopses. You are not of the cyclopses that were born of Gaia and Uranos and who aided the gods in the Titanomachy, but the cyclopses that occupied the islands visited by Odysseus. Even so you tower over humans, and possess immense physical strength. A ship's mast could serve as a walking stick for you. You could lift a man in each hand, and smash their heads to the ground as casually as a human would a puppy. A rock that no 22 of the best 4 wheeled wagons could move would be casual for you to lift and place back into position, and the 'peak' of a mountain could be torn off and thrown by you a great distance. You are massively powerful compared to mortal men, even the greatest heroes of this age.

Post-jump this massive, one-eyed form of monstrous power becomes an alt-form.

Items:

You receive a 50% discount on 2 perks each of the 100 CP, 200 CP, 400 CP, and 600 CP price tiers. You gain an additional floating discount which can be used on any item which costs 400 CP or less; if this floating discount is used on a 100 CP perk that item is free instead.

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

All arms and armor purchased here can be trusted to be of a quality fit for a named hero of the war, meaning that they are not only exceptionally well made, but beautifully made and ornamented.

All items (with the exception of specific objects from **Ancient Treasures**) will be replaced if lost or destroyed.

Chariot (Free): This is a chariot with a team of horses to pull it. The horses will be replaced if slain, but it's otherwise a rather typical chariot.

Hero's Panoply (Free): This is the basic wargear of a heroic warrior in this war. It won't include a bow, they're relatively specialized weapons, but it includes a pair of spears, a sword, a helmet, a cuirass, a war belt, a shield, and greaves.

Beeswax Earplugs (100 CP): This is a pair of earplugs made from beeswax. When inserted into your ears they will completely block all sounds from reaching your eardrums and completely block out your sense of hearing. Yes, this will completely deafen you when worn even if you have extra ears or can hear through your skin or hair.

Black Wine (100 CP): This is a goatskin of sweet red wine of unusual potency and flavor. It'd normally be diluted with 20 parts of water per part of wine; normal wine would be diluted at 1 to 3 parts of water per part of wine depending upon strength desired. Drink it with care, as undiluted the wine is more intoxicating than pure ethanol.

Coward's Weapon (100 CP): This is an ancient composite bow such as was used during the Trojan War. It may not be the equal of Odysseus's legendary bow, but it is fit for a named hero of the Trojan War. It comes with a quiver of arrows which will refill over time.

Exceptional Horses (100 CP): These are exceptional horses. Perhaps they are descended from immortal steeds, or are merely among the finest steeds of the Achaeans. Either way these horses are to those of archaic Greece like a **Hero** of the Trojan War is to the men of archaic Greece being truly exceptional equines. You get a pair fully trained to pull a chariot in battle.

Great Sword (100 CP): This is a particularly large sword by the standards of the time and bronze swords; they just didn't get as big as later Medieval blades. While it is not indestructible, its sturdiness will scale to your strength so that it will always be sturdy and strong enough for you to use it effectively as a weapon; just don't keep hitting armor with it unless you're actually strong enough to cleave it in two.

Lyre (100 CP): This lyre is splendid and carefully wrought with a bridge of silver upon it. It is clear-sounding of the highest quality that mortals of the age can make, and will always be perfectly tuned.

Shining Helmet (100 CP): The helmet of the **Panoply** is finely made, decorated and quite likely shining, but this helmet is the sort that one could become known for wearing it. It is not ridiculous in its construction, unless perhaps you want it to be, but it seems to shine brighter and stand out more on the battlefield. Something about this helmet simply makes it stand out as distinct and notable, making it – and its wearer – more easily identified in the midst of a packed battlefield.

Ancient Treasures (200 CP): This is less an individual item and more a delivery of goods. Each week you will receive some object of value such as might be taken as a prize in war upon the shores of Troy, given as gift by an Achaean king, or put forth as a prize for a sports contest. These are goods of the Bronze Age, often the likes of valuable tripods, pregnant mares, talents of gold, mules, fatted oxen, silver mixing bowls, swords with silver inlaid scabbards, bronze armor, and even highly skilled (and/or beautiful) slave girls. You won't get anything more valuable than one of the first place prizes at Patroclus's funeral in a single week, and these objects have no special qualities of their own – they won't even respawn if destroyed or lost – but you will receive another piece of treasure. These are not limited to prizes and treasures specifically named or given in the epics, but they will be things that would fit either as a prize or loot from battle in the era, and will be between the value of 12 oxen and half an oxen (a skilled female slave being about 4 oxen, and the armor of Diomedes being worth 9 oxen).

Ash Spear (200 CP): This is a bronze headed spear of good, strong wood. It will never rot, so don't worry about that, and is impervious to the degradation of time, and it will scale with your strength so that it will always be sturdy enough for you to wield it as an effective weapon able to withstand the force of such use like a normal spear would withstand the force of a normal man's use. But beyond being sturdy enough to be used by your strength, its weight seems to scale with your strength. While it will not grow lighter than it normally should be, and it defaults to heavy enough only one of the strongest heroes such as Diomedes or Ajax could use it effectively in combat, you will find that as your strength eclipses theirs it will grow heavier so that it remains light enough for you to wield it as an effective weapon while being heavy and massive enough to take full advantage of your strength and might and serve as a force multiplier by focusing it all into a single, unyielding point.

Golden Armor (200 CP): This is a shield, cuirass, helmet, and greaves of gleaming gold. Despite being gold they are no less sturdy or protective than if they were made of bronze, and no less resistant to damage. In addition when worn they will have merely the weight of bronze instead of the heaviness of dense gold. It's up to you if this is solid gold in an unrealistic fashion, or merely extensively decorated with gold in a way that only the greatest kings could afford. Either way it will repair and clean itself over time and have a tendency to stay immaculately beautiful even during hard campaigns and long battles.

Hecatomb (200 CP): This is 100 animals, a mix of oxen and goats. It's a rather significant herd, but it is more significant in how each animal in it is particularly pleasing to the gods, and other higher beings, spirits, supernatural beings, or otherworldly entities, as a sacrifice or offering. This effect is amplified when you offer up the entire herd in one grand offering and sacrifice. The herd will be replaced at the start of each jump or 3 years after being sacrificed (or killed for other purposes).

House (200 CP): This is a large house, at least by these archaic standards. It comes with a staff of maid servants in the form of nymphs. These nymph-servants only appear when needed to do their work, disappearing again after it is done. They will fetch objects, cook, clean, help disrobe and bathe you and guests, but they will not hold conversations or keep people company. Still they are quite lovely, and quite skilled at the house work and as servants.

The house will also maintain and repair itself over time. Though maybe that's just the nymphs doing it when not otherwise occupied (though one must wonder where they get the materials).

Lotus Fruit (200 CP): This is a basket of honey-sweet fruit from lotus flowers. These fruits are an extremely potent opiate-like drug. However they do not cause withdrawal symptoms if one goes without them, making it much easier to break addiction to them.

This basket will refill over time as the fruits are eaten.

Tower Shield (200 CP): This massive shield covers nearly the whole body, and is extremely well-made even by the standards of heroic gear with a layer of bronze under layer after layer of hide. This shield is extremely powerful, even the mightiest blows of Hector being unable to pierce it. It's not a perfect defense, but it is the mightiest shield you will find made by mortals in this world.

The shield will recover damage done to it over time, its ox-hides repairing themselves of tears and damage, and the bronze recovering from dents and blows.

Well-Balanced Ship (200 CP): This is an exceptionally well-made and unusually seaworthy ship. While it's not impossible for it to be wrecked, especially if Zeus decides to strike it down with his thunderbolt or Poseidon takes an intense disliking to you, with a decent crew it'd take a nearly supernatural storm to wreck it; at least by the standards of the Mediterranean (perhaps be careful with sailing it through hurricanes). It comes with a crew of trained warriors; they may be Achaeans or from among the people who make up the Trojan forces. These aren't the heroic elite, but the common warriors of the age; even so the men of the heroic age were on average more powerful than the men of later eras. These warriors count as followers not companions.

Bag of Winds (400 CP): This bulging ox-hide bag is bound securely with a silver cord. By loosening this cord slightly you can release a gentle west wind powerful enough to propel a ship. By loosening it further you can release stronger, more powerful winds, and by opening the bag completely you can release a terribly powerful windstorm that could drive a ship as far overnight as 10 days of travel under a constant, gentle wind though the direction would be much less controllable and sinking would be a great risk. Releasing such a storm will exhaust the winds in the bag, but they will refill over time.

Borders of Hades (400 CP): This is a gloomy, dismal shore in a land of eternal night, existing as a warehouse add-on. You can't seem to move far in this pocket of Hades, but the images and shades of the dead from the local multiverse can wander through it; though those given particularly blessed reward or hellish punishments will not be found here. When given an offering of milk mixed with honey, wine, water, covered in white barley and then bathed in the blood of a sacrificed ram and sheep these shades will be drawn towards the offering pit. By allowing a shade to partake of this offering – or failing

to stop it – you will allow them to temporarily remember their past and be compelled to offer up truthful answers to your questions. Exactly what shades will arrive here is outside of your control, but those you knew personally do seem to be particularly common.

Heroic Bow (400 CP): This is a powerful composite bow similar to Odysseus's or Herakles's. Its pull weight, and the difficulty necessary to string it, seems to scale with your own strength, meaning that a man who is lesser than you may be unable to even string it much less fire an arrow from it properly. This also means that the force and power of its missiles grows with your strength, allowing you to launch them with greater and greater power as you yourself grow stronger and more capable with the bow. This will also ensure that your arrows will not break or burn up due to the force with which you launch them through the air any more than they would from a normal, high end composite bow.

And yes, this comes with a quiver of arrows which will resupply over time.

Horses of Poseidon (400 CP): This is a pair of immortal horses, fit to be given by Poseidon as wedding gifts. These horses are fast and powerful, so much so that an ordinary **Hero** would have trouble riding on a chariot behind them, much less actually steering and controlling them as they pull a chariot, and it would take the likes of those who rank among the finest of the Achaeans or Trojans to handle them. Still they are the finest horses you will find in this world, and they are immortal meaning that, like the gods, they can survive any wounds or injuries, though they can still be maimed, will never age, need no food, water, or care, and literally cannot die; though it has been shown that immortality can be relinquished or removed.

Beyond this, these horses will scale to you. They will always be fit to pull your chariot, able to outrun you – at least for the length that their divine stamina can hold out – and to not be lightly destroyed in your battles unless you too can simply be lightly destroyed.

Island Kingdom (400 CP): This is an island kingdom equal to Ithaca. It is populated, but only with those who avoided the war, meaning it's relatively skewed towards more women than men, and the men who are there are neither warriors nor of an epic scale, being well below the level of heroes, though they aren't necessarily below the men of Homer's times.

It will have a similar hospitality and value as land to Ithaca, though this might be because it is smaller and particularly fertile, or large and rocky and hard like the main island of Odysseus's kingdom, or some other option of roughly equivalent usability. Whatever it is

like, it possesses a pleasant Mediterranean climate and many herds of goats, sheep, and pigs. While many of these will feed the inhabitants, as its king you possess the largest estate, with a well built house, and the greatest extent of flocks.

This island will retain modifications, even to its population, good or bad. You can, however, at the start of any jump choose to reset it to its original state. The flocks are a minor exception, as they will restore to their original status at the start of each jump if reduced significantly below; just in case some suitors eat you out of house and home while you're away on some greater purpose.

Potions of Circe (400 CP): When added to food these drugs will confuse and disorder the mind of the consumer, making them temporarily forget their home and purpose. This disordered state exists to prime the target for transformation into an animal which can be completed by striking them with a stick – such as a shepherd's wand – and offering up words commanding them like a beast. You can control which animal they are transformed into, but it is limited to non-supernatural mammals, and they will retain their human minds.

This also comes with a medicine which when applied to the victims of these drugs to turn them back to their original forms. Both of these supplies of drugs will resupplies over time.

Arrows of Sudden Death (600 CP): Like Teukros, Apollo seems to have granted you arrows of great power. These arrows can kill regardless of where they strike, possessing a divine power of death sufficient that one of these arrows could kill even Achilles if he did not manage to dodge the arrow or block it with his armor or shield. They won't be guaranteed to kill individuals more powerful than Achilles, such as a cyclops, but they do bear a divine power to bring death and will do disproportionate harm even to more powerful beings; don't expect them to affect truly immortals though.

Fifty Ships (600 CP): This is a fleet of 50 ships. Each of these ships has a full crew of 50 warriors of a quality similar to that of the Myrmidons. Each man of these ships may not be quite the equal of a named hero, or outright superhuman by the standards of Archaic Greece, but they are of an unusual quality, physically being at a level across the board to defy the norm and possessing excellent skill and combat sense. In addition to these 2500 common soldiers, there are 5 commanders who are each the equal of named heroes. None of them are at the level of Patroclus, Diomedes, Ajax, or even Agamemnon, being closer to the level of say Menelaus or a lesser hero, but they are each fully worthy of the title of hero.

These crews are also trained as crew of bronze age ships. These crews, and their commanders, count as followers not companions.

Godly Armor (600 CP): This armor was forged by Hephaestus himself. The bronze corselet shines brighter than fire, the helmet fits close to the temples and covers more of the head and face than the norm for this age, the greaves are made of pliable tin. This is armor forged by a god and of godly quality, sufficient that a god might wear it to do battle against another god.

And since you are paying CP for this it will be guaranteed to always be useful to you as armor. While the metal may not always be as many times tougher than your flesh as your skin, it will always be substantially harder to damage than your body; attacks that could pierce you through can be stopped by this armor no matter how tough piercing your body should be, and if something wouldn't hurt you it certainly won't be scratching this armor.

Microcosmic Shield (600 CP): While this shield is not necessarily identical to that forged for Achilles by Hephaestus, the strong armed smith has forged it for you and it is of the same variety of shield and at least the equal of the one forged for Achilles. This shield is huge and heavy and the metal is polished to perfection, shining like the moon or the reflection of fire on water.

The shield is covered in art. It is not necessarily the microcosmic representation of the world and human society that adorns Achilles's shield, but it is the intricate artwork of a god of smiths. And while we do not know how sturdy precisely the shield is since you're paying CP for this you can rest assured that no force less than Zeus's thunderbolts could destroy it; as a reminder Okeanos, the primordial god-river who encircles the entire world, fears the thunderbolts of Zeus for they could boil him away.

Moly (600 CP): This is a plant black at the root, but with a milky flower. A medicine can be made from the plant – or just consumed by eating the proper part of it – which will protect the consumer from transformation and mental influence. The exact functions and breadth of the herb's effect is unknown, save that it apparently gave Odysseus a mind which Circe claimed no magic would work on and that its effects were temporary for Odysseus needed to make her swear a great oath to do him no harm lest she later steal his strength. However, as you're paying CP for this, it will be guaranteed to protect the consumer from any supernatural transformation or mental influence upon them for the duration of its effect (hours at the most).

If used or lost it will be replaced within a week.

Regal Scepter (600 CP): Forged by Hephaestus himself, this is a scepter to match that of Agamemnon's both in size and make as well as the testament to your divine right to rule which it represents. When the owner of this scepter holds it, other individuals can feel the divinely granted legitimacy of their rule, instinctively recognizing that they have been granted authority over their fellow mortals. This will not necessarily cause all people to listen to the holder – they have been granted the right to rule, but they do not necessarily rule them – but it will let all know that they have been chosen by the gods, fate, or the world itself to hold dominion over others.

Holding this scepter will also generally increase the owner's charisma. They are simply more magnetic, likable, and charismatic when given this tangible symbol of Zeus's favor.

This scepter represents divine granted authority over only mortals, however. Both of these things will not apply when dealing with gods, spirits, and the immortals.

Companions:

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

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

Hero (50 CP): You may recruit 1 canon mortal character other than Odysseus or Achilles even if they die. You may purchase this multiple times.

Greater Hero (100 CP): You may recruit Odysseus or Achilles even if they die. This option may also be used to recruit Polyphemus or another cyclops. You may purchase this multiple times.

Nymph (300 CP): You may recruit a minor deity such as Circe, Calypso, or even Thetis or the river god Scamander. This cannot be used to recruit major deities such as Ares, Hermes, or especially Zeus.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Long Stay (Toggle): The Trojan War lasts about 10 years. The Odyssey covers about another 10 years. 10 years is not long enough to see all of them both. You can extend your stay length to 20 years. If taken with the Full Cycle, you can extend your stay length to up to 200 years.

The Full Cycle (Special): Congratulations you won't be arriving alongside the Achaeans. You will be arriving just after Paris has stolen Helen. You're still part of the warrior elite, bound to support either the Achaeans or the Trojans by oaths and honor, but you'll be arriving before the actual war. And you'll be staying long enough for Odysseus to grow to a ripe old age and be killed by his demigod son with Circe and even to attend the wedding of said son to Penelope (alongside Telemachus to Circe). It's unclear just how many decades you'll be staying here, but you're gonna be here for a while. This is worth +100 CP if you took at least 300 CP in drawbacks and +200 CP if you took at least 800 CP in drawbacks.

The Return (Special): Or maybe you want to skip the war entirely. You may choose to start among the ships of the Achaeans leaving Troy at the end of the war, instead of when they are arriving at the beginning. This will ensure that you have an adventurous return, much like Menelaus, Agamemnon, and Odysseus. The exact form of adventure is uncertain, but you will have interesting times in your trip back to wherever you came from. Or your trip wherever you're going, just in case you aren't going home or don't have a home to go back to. Whatever the case you're going on a journey and it will have interesting times either during it or soon after at your destination. This is incompatible with the Full Cycle.

Alternatively you can choose to extend your stay to a full 20 years. This will still ensure that when you find yourself going on an adventurous journey after the Trojan War (or during it if you extend the war). This is compatible with the Full Cycle (though won't extend your stay in that case) and provides you with **+100 CP**.

Anger of the Gods (Special): You have angered the gods of high Olympos. For +200 CP you have angered a major god, one who even Zeus is loath to oppose such as Poseidon, or Hera, though Athena or Apollo could qualify (Ares just doesn't have the clout to). This god won't directly kill you, but they may put life-threatening dangers in your face, and

should you do more deeds to anger the gods Zeus might let them directly intervene to bring your death. Think, Odysseus and Poseidon.

For +300 CP you have angered a coalition of major gods. Maybe you insulted some serious goddesses after cheating a major god of his promised payment for building you a wall. Either way you've got something like half the gods up in arms against you. This still doesn't include Zeus and they won't be directly killing you, unless you do more to aggrieve them, but they very well might be actively guiding and empowering mortals to do so. Think Hera, Poseidon, and Athena in the Trojan War; and this won't give you the backing of other gods like the Trojans possessed.

For +400 CP you have angered pretty much all the gods save for Zeus. It's sort of surprising you managed this without angering Zeus. Either way the gods are deadset at making you suffer and will be nearly constantly aiding your enemies or putting threats in your wake. Every major god save for Zeus is dead set against you for your time here, and Zeus is unlikely to bother to oppose them beyond some limits on direct intervention and manifestation; limits which will go away if you anger them further.

For +500 CP you have angered all the gods, including Zeus. They aren't fully up in arms against you for a new Titanomachy, Gigantomachy, or even treating you like Typhon yet, but they will be plaguing you with many issues, granting great boons to your enemies, and are deadset on making you suffer. While they're still not, strictly speaking, trying to kill you, but you'll have to work hard not to die because they are set on putting you through the ringer and don't care too much if you survive. That is if you suck up to them, make proper offerings and show proper gratitude that they're not just killing you. If you don't try and make amends to the gods, you might start having to deal with thunderbolts that could boil away Okeanos himself.

Autumn Leaf (+100 CP): You seem to be a member of the older generation. This won't give you any benefits or greater physicality like the men of Nestor's generation, but you are old and, like Nestor himself, diminished by your age. Your age has made you lesser and you will possess at least some of the aches and pains of great age. You may still be a great man yourself, Nestor is, but no matter how great you were previously you will be substantially lessened by the weight of old age.

Calypso's Pet (+100 CP): Ignore the location you would have begun in as one of the Achaeans or Trojans. You will find yourself on Calypso's island. You are trapped there and at her mercy. For 1 year you will remain there, with her holding the power of life and death over you, forcing you to allow her to have her way with you or risk her destroying

you utterly. After a year, it will become possible for you to resist or struggle, assuming you can oppose a goddess, and after 2 years the gods will, assuming you haven't made an enemy of them, have mercy upon you and order you freed. But until you escape Calypso will keep you as her pet like she did Odysseus.

Never Weary of Tricks (+100 CP): You'd try to lie to the face of the goddess who has been your constant support and ally. And unlike Odysseus this won't just be because you don't recognize her; though maybe even that was a lie. You're a compulsive liar. You just can't help yourself. You'll lie to your friends and allies less often, but you are by nature secretive and prone to compulsive deception.

Outnumbered (+100 CP): For every man with a home in the city of Ilion there were at least 10 Achaeans. Now this doesn't include the Trojans' allies, but Ilion was outnumbered. And if you are an Achaean that's no longer true, and if you're a Trojan it's even worse than before. This isn't limited to the war alone. Your enemies seem to find it easier to draw in allies and additional forces, and to always be more numerous than they normally would, making them far more likely to outnumber you.

Parisian (+100 CP): You are, to put it simply, a lech. You have poor control of your lustful urges, and plenty of lustful urges. You will find yourself making decisions heavily influenced by lustful desires, and even if you are in a committed relationship you'll be lusting for some natives of this world. Expect this to cause trouble, especially as you'll probably go after some married ones. Hopefully you won't decide to steal Helen.

Scorned by Hephaestus (+100 CP): Hephaestus has confiscated your warehouse and all of your items and gear from outside of this jump, as well as your followers and pets. You will have absolutely no access to your warehouse, or any item, follower, or pet during your time here until the last 3 days of your stay in this jump where you will be allowed to enter your warehouse and store things in it, but not remove them from it. You will also have no access to companions who were not imported into this jump or any of their belongings, and those companions who were imported into the jump will be restricted in the same way as you are.

Woman (+100 CP): Ignore your gender choice. You are a woman. You are locked in the form of a human woman and cannot change your form from such. And people will treat you as such. You will find that people will not just forget your breaking of social gender norms or ignore your behaviors that are not culturally appropriate for a woman, and that they will treat you like they do women. In fact you'll find the more sexist elements of the

culture of the time turned up to 11 or even 12 in relation to you. Maybe you should go join the Thracian amazons?

Mere Mortal (+200 CP): Oh there are many demigods in the text. If they're not the sons of gods most of the heroes on either side are the grandsons or great-grandsons. But the age of the likes of Herakles, or even Theseus, Perseus, Asclepius, and the demigods who would stand as minor gods themselves or possess powers that were blatantly supernatural is gone. And you will not be arriving here with your own god-like powers. By the will and decree of Zeus you have been locked to a human form and stripped down to your bodymod and what you have gained here. You will have no outside perks or powers, nor will you be able to bring followers, pets, or companions into this world which possess powers outside of the norm for humanity and mortal animals; an exception will be made for imported companions but they will be locked into human form and limited as you have been.

Narcissism of the Atreides (+200 CP): You are the greatest, most important person ever and you are never in the wrong. At least you seem to believe these things now. You are every bit as much of a self-important narcissist as an unfavorable reading of Agamemnon would make him out to be, completely blind to your own faults and aggressively opposed to any perceived threat to your position as the most important ever.

Prideful Honor (+200 CP): You possess a great deal of pride in your honor as a warrior. Not only does this mean you'll rely on your strength in combat without lowering yourself to trickery, guile, and deceit like a certain grandson of Autolycos, but you will take insults to your honor and your status as a part of the warrior-elite very seriously. You might stay on the field of battle, risking facing a more powerful foe after you slew his best friend instead of fleeing behind the safety of strong walls, or if you were the type to hold a grudge and someone tried to take back a gift they gave you, you might sit aside and watch your allies die in droves just so that everyone could feel in their bones just how much they need you and how great you really are. This sense and code of honor is that of the warrior-elite of the period; it doesn't care about modern values. You still might, but you'll be living by a code of morality that was old even in the day of Homer.

Suitor-able Personality (+200 CP): Like Penelope's suitors, you are a nakedly and blatantly morally degenerate individual. Things like assaulting beggars for fun, or squatting in someone's house, using threats of massed violence to force them to serve and feast you day after day for years on end, or murdering someone for upstaging you (or possibly asserting their rights) are all your norm, and you can't even be bothered to hide it.

The Theme of Rage (+200 CP): You have some anger management issues. You won't necessarily strike down an ally because they did something to piss you off, but if they keep it up you just well might. Still you are easy to provoke into fury, and once you have been you won't act exactly rationally. You also really know how to hold a grudge; maybe Hera taught you how. Expect your anger to cause you some serious issues during your time here.

Cyclopean Barbarism (+300 CP): Like Polyphemus and the other cyclopodes of his island, you are completely without law, social order, or civilization. Simply put you do what you want, when you want, and have no care about what any other – man or god – may think. Moreover you're completely unversed in the behaviors of society. This doesn't just mean you'll be making social faux pas, but that you are painfully naive and absolutely unfamiliar with lies and deception making you painfully easy to trick. And you will learn slowly, and only from great pain and hardship, if you learn at all.

Don't Fight Him (+300 CP): There is an individual in this world who you cannot, or must not, defeat. They are the Achilles to your Hector or perhaps the Hector to your Achilles. They will be powerful enough that they will be at least a difficult match for you, without special circumstances, and perhaps even so powerful you have no real hope of defeating them. Of course, defeating them may be worse than losing to them, for they can be Hector to your Achilles and should you truly defeat this individual you will die soon after.

There is a silver lining. While they will be opposed to you, and you will find them often opposing your goals and desires during your time here, unless you do something like kill their best friend or otherwise make it personal against you, they do not seek your death. Of course, swallowing your pride and avoiding them will mean that you will see goals you sought crushed and things you care for suffer as a result. And that's if you correctly identify who they are.

Just Don't Touch It (+300 CP): Curiosity causes a lot of problems in the Odyssey. Stay to see who this giant is, get your crew eaten by a cyclops. Try out this food all these really relaxed, nice people you met are eating, forget your home in a lotus dream. Eat this food provided by a goddess, become a pig. See what your deceitful captain is keeping in his bag, release a storm that keeps you from home. You'll find yourself making similar mistakes, and you'll be finding plenty of opportunities to make them. You can expect to get into and cause a lot of trouble. At least, you'll be encountering a lot more of the fantastic stuff from Greek mythology this way.

Pig (+300 CP; incompatible with Woman): You seem to have eaten food served by Circe, though she can normally reverse that. You are locked into the form and shape of a pig. You will find yourself unable to speak or verbalize, though you will retain your human mind. You are, simply put, trapped as a pig for your decade here.

Scenario - Defender of Troy

To take this Scenario you must be a Trojan, pay 300 CP, and your stay will be extended by 20 years.

You are now inserting into the jump as Hector of the Shining Helmet. Though you won't be acquiring any of his abilities or his shining helmet unless you purchase them separately. You will be taking his place as son of Priam and Hecuba, as well as the chief defender of Troy. At least hopefully, you will be.

Because otherwise Troy is doomed. And if Troy falls you will fail this scenario. In fact, your goal in this scenario is to prevent the fall of Troy and ensure that it survives the Trojan War, and for the entire duration of your stay here.

This is easier said than done given Hera's hatred of the city due to Paris, and her vehement desire to see it destroyed. Zeus seems to have second thoughts given it is his most beloved city, but he is ultimately unwilling to stand up against his wife on the subject; sure Troy is noble and virtuous, but Hera can make his life quite unpleasant and neither forgives or forgets. Of course, if the summary of the *Cypria* is accurate, Zeus already decided separately that Gaia is overburdened by humanity and most of them need to die which may make preserving a city like the fortress Ilion even more difficult.

Either way, you will need to lead a coalition of allies, to face a greater and more unified force, with the will of the gods ultimately weighted against you. And even after the war, you will need to ensure Troy remains prosperous and well, not falling or crumbling into a spiral of decline, all the way until you leave this world behind once and for all.

If you succeed at this task you will receive the following reward:

Troy (Reward): Strong-founded Ilion with its god-built walls, and the traditional lands of Troy. While this won't include all the lands of their allies from which the armies of the Trojan forces were derived, nor any expansion or conquest you have added in your time here, you will receive all the lands traditionally held by the city of strong-walled Ilion as well as the city itself. This will include its people and its population which will follow you as followers.

This land will retain modifications, even to its population, good or bad. You can, however, at the start of any jump choose to reset it to its original state.

Outro:

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

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

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

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Thought about including the bribes offered to Paris as a high cost perk but decided it was too just pay 2 win to balance.

Thought about including Tiresias's prophetic powers but decided that would take the focus away from the epics' heroes too much. Polyphemus squeaked by because he's a hallmark of the Odyssey, instead of a guy from the Argonauts' journey popping in again.

Thought about including Achilles's invulnerability, but it seems to have come centuries after the Trojan Cycle, is actively not a thing in the *Iliad* itself (he's wounded by a dude on his arm while wearing god-armor and he bleeds, and then he's almost killed by an angry river), and is ill-defined.

I wanted to include Hephaestus's golden helper robots, because I want a divine automaton taught all skills by the gods… but it'd be weird to put one thing truly from the realm of the gods which the mortal heroes do not interact with and only one, and I had generally drawn the line at focusing on the mortal heroes. Divine gifts? Fine. Warehouse add-on representing a divine location Odysseus sails too? Fine. Random belongings of gods? No. But I want one.

Hero: Named background character.

Hero+Greater Than Your Father: Noteworthy warriors who aren't top class.

Hero+Fleet of Foot+Epic Strength+Skilled in Battle: Diomedes, Hector, Patroclus, and the general top class.

The Greater Ajax would have Great+Epic Strength, and given his performance in the foot race Fleet of Foot.

Achilles would be Hero+Fleet of Foot+Great+Epic Strength+Skilled in Battle+Greater Than Your Father. He's described as being really big when he finally takes the field.

While not all *aristeia* are examples of the Menos perk (not all show the level of rage or increase in abilities) the Menos perk is a perk for having a rage-fueled *aristeia* like Diomedes or Achilles.

Cyclops size: Artwork puts him 2-3 times the size of Odysseus and his men. Descriptions from the text compare him to a towering mountain, compare his gripping and handling of

people as how a person would puppies, and compare a tree he's selected to dry for a walking stick to the mast of a ship. This last is the most specific, and would put him at something like 10 times the size.

The island kingdom is cheaper than the 50 ships because those are 2500 super soldiers, and even with modern agriculture Ithaca has a population under 3,000. Odysseus crewed his 17 ships from Ithaca and several other neighboring islands, and you're only getting the main one and the dregs of humanity left behind.

Do not ask me if the people of the Island Kingdom's descendents will retain their strength and glory. Don't expect them to be spawning heroes equal to Odysseus or Telemachus, but you'll need to consult your Benefactor about whether the decline of man between ages will halt for them or continue as normal.

Godly Armor does not cover the body completely. Achilles was wounded despite wearing it. It actually doesn't seem to cover much of the arms, or upper legs (we're told it has greaves, a corselet, and helmet and he's cut on the arm).

I could have gone with Godly Armor and Microcosmic Shield both having a similar durability, but I felt it was more interesting to make the armor scale and just be useful against godly attacks, and the shield be capable of standing against anything short of the all-powerful son of Kronos.

Assume the lust/wrath/pride/suitor drawbacks do not include suicidal stupidity. They give you self-control issues, and it will get you into trouble, but you won't necessarily automatically run into Circe's arms because of Parisian for example. Just Don't Touch It probably includes suicidal stupidity.

Changelog:

Version 1.0.0: Released.