Percy Jackson and the Olympians Jumpchain

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Welcome to the world of Percy Jackson and the Olympians! In this world the myths of ancient civilization were and continue to be quite real, still existing today as modern culture and belief sustain their existence. It is a world of monsters and adventure, one kept up thanks to the mystical force known as "The Mist" which hides supernatural events from mundane eyes. Children of the Gods, known as Demigods, often go on quests that decide the fate of the world as we know it, while ultra-powerful beings seem to plot to destroy it every second. Yet somehow, everyone manages to get a decent education and have a good time when nothing too major is going on. Perhaps it isn't as bad as it looks?

You'll begin on the Month of June, a few weeks before the events of the Lightning Thief starts.

It seems, however, that the powers above have arranged something for travels. Here, have **1000CP**.

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Brooklyn, New York City- The City That Never Sleeps, or at least a piece of it. You'll start out on a sidewalk in Brooklyn, currently sitting down at a bus station. While New York has been a lot more friendly lately thanks to recent legislation, be wary of what lurks in the dark...

2. Camp Half-Blood, Long Island Sound- Officially the location of Delphi Strawberry Services, this is in fact the entrance to Camp Half Blood, a camp where Demigods of the Greek Pantheon are trained by the legendary hero Chiron in order to defend themselves against the monsters that hunt them. You start just outside the gates of this location, with the scent of farm produce on the wind and a faint clamor of teenagers in the distance.

3. Las Vegas, Nevada- Sin City itself. Filled with an unusually large population of monsters and their ilk. In addition it is also home to the Lotus Hotel and Casino, an enchanted building which grants its own limited form of immortality in

exchange for the minds of its inhabitants, who roam its halls for decades without any true purpose. It's also relatively close to the entrance for the Underworld, if you don't mind a short trip.

4. Mount Othrys- The transported ruins of the Titan palace, now mere stone and rubble. Within a few years, however, strange magics will bring it into being once more, before being shortly toppled again shortly afterwards due to the efforts of the Roman Legion. Until that point, however, it will likely be a hotspot of Titan affiliated activity.

5. The Labyrinth- An immense maze that spans the length of America, best described as a non-euclidean death trap filled with all sorts of monsters and other unsavory material. At the same time, however, it is filled with great treasures for those willing to brave it, along with being an excellent transport thanks to it existing in multiple places at once.

6. Camp Jupiter, California- The Camp in which the 12th Legion holds residence, just a short distance from New Rome. Shielded from the eyes of mortals, these demigod heroes practice against each other daily in military combat to varying degrees of fanfare, with glory to the victors and disgrace to the losers. While perhaps not nearly as welcoming as other 'supernatural' places might be to Greeks or Mortals, it tends to be a very tolerant place for civilian folk.

7. Olympus, Manhattan- It seems that somehow you have started within the elevator of the Empire State Building, which against all odds has been keyed into the 600th floor. While people have been up here on 'field trips' before, it likely won't be a good idea to stay much longer, especially if you aren't exactly a welcome guest.

8. Smiling Fate- It seems that Fate has decided to bless you today, Jumper. You may choose any of the above options, or just about any place in the world to start off in.

*Backgrounds

All Backgrounds roll 1d5+11, except for Monster's who roll 1d10+15, for apparent age.

Drop-In: Once again, it seems that you appear to be more comfortable without a past in this world. I suppose that's okay, you appearing in the middle of nowhere isn't the strangest thing to happen these days. You appear a few feet above your starting location with nothing but the clothes on your back and the items you've bought here (which can instead just appear in your warehouse if that's better for you). You'll have no additional

memories to acclimate you here, but at the same time that means no allegiances to tie you down.

Camper: Yet another Camper among the rest of the Demigods of this world, you spend your days within the confines of Camp Half-Blood for a good portion of the year (or New Rome, if you're a Roman). This time has been spent molding you into a heroic figure, so that when you can no longer stay you might survive in the outside world. Who knows what story will unfold for you here?

Henchmen: Every world has its dark side, supernatural or not. You're living proof of that, it seems. Whether a mastermind yourself or (more likely than not) a henchman of a higher power than yourself, you work towards undermining the forces of the Gods in favor of your own gain. Take much care not to reveal your true goals, people here do not take kindly to those who work against the Gods.

Monster: Not even human, hmm? It seems that you are kin to the monsters of Myth, generally evil creatures who either pledge their allegiance to greater powers or otherwise inflict suffering on humanity of their own volition. You likely have an monstrous form (which will be discussed further within the document) and are conventionally immortal to mundane weapons. However, you have a weakness to anti-divine and anti-monster weaponry and while you will revive in the way monsters do here if you should perish, this will be considered forfeiting the jump.

*Parentage

It seems that just about anyone with a shred of importance in this world is related to a member of the Greek Pantheon. Parentage is incredibly important in daily life here, as it shows what you excel in along with if you have any supernatural powers (if that sort of things applies in your bloodline). Who said family doesn't matter?

Parentage with an * next to it means that to take this origin you must take a drawback listed with it below.

Mortal (+200CP): It seems that you have not been touching by the Gods this time. I might apologize to you for this, but there was always a possibility. After all, the mortals far outnumber the Demigods, yes? Regardless, you have no additional supernatural powers and because of this are going to be largely ignored by both sides, being seen as beneath their notice at best and an inconvenience at worst. You'll be allowed into your origin area based on whatever it was, with mortals being allowed into camp by circumstance or henchman being used as a mortal agent. Monsters retain their supernatural qualia, but

do not have the godly parent to give them that additional boost they would have otherwise.

Minor God (100CP): A child of one of the many, many gods of the Greek Pantheon. However, unlike the majority of Camp Half-Blood you find yourself as one of the minor gods. This doesn't mean much on its own aside from the group you've been sired from, although there is a misconception that children of minor gods will always be outshined by those of higher birth. At the same time, it is admitted that more often than not you'll yourself without some of the flashier powers, and for those of Greek birth you will likely not be claimed until the events of The Last Olympian. At the same time however as the Minor Gods seem to fool around slightly less than the twelve, you'll have a bit more of your parent's attention than you would have otherwise.

*Olympus Twelve (200CP): One of the majority, I see. It seems that you've been born of one of the most commonly known Gods of these setting. That is, save Artemis and Hera. They would never do such things willingly. No, that would require taking both Godly Scorn and Daddy/Mommy Issues for no points in order for such an affront to their vows to occur…

You may also take only Godly Scorn instead if you wish to be a child of one of the Big Three, at least guaranteeing you the love of your own parents unless you choose to pick otherwise on your own.

*Titanborn (400CP): So you wish to be born of the Titans, hmm? While your kind is rare, it is not a thing unheard of. However, this is not a world that is kind to you, friend. The general consensus of those not firmly on the side of monsterkind is that those of the Titan's ilk are evil, up to an including your progeny. In exchange for taking this parentage, you must take Wrath of Olympus to reflect your status as an outcast in this world.

*Giantborn (400CP): Ah yes, the giants. The children of Gaea, great towering creatures with domains and powers similar to and even predating the gods themselves. While they, like the Titans, are not known to sire mortal children it seems that once again you have proven the exception. Those of this parenthood must take Wrath of Olympus just as the Titans must, due to the inherent animosity towards giant progeny.

*The Protogenoi (600CP): The founding forces of the universe, that from which all things descend from. Normally the children of such beings would never be anything less than a fully fledged god, but in this case it seems that perhaps things have went awry. Aside from being incredibly proficient in the manipulation of your parent's domain, much as other demigods are, you'll find that you otherwise benefit from your heritage than others do. Bigger, faster, stronger, all the things a hero might be expected to be in order to live

up to such a legacy. Such power does not come without consequences however, as Foreign Target must be taken without any points for such privilege.

*"God"hood (800CP): Not necessarily a god perhaps, with this option you have ascended to the level held by the deities of this setting. Whether a God, Titan or Giant by this option, you may choose up to five different concepts to base yourself around which will make up your domains for this setting, along with the theme your powers will take on. In addition you'll find yourself with additional powers depending on which subchoice you make here, such Gods having their True Form which atomizes mere mortals upon eye contact, the Titans with their supernatural manipulation of their domains to the point of causing major disasters with ease, and Giants being unkillable unless laid low by both mortal and God. While this option can be taken alongside other parentages, at least two of your domains must me in the same 'thematic' as your ancestor to reflect the closeness in bloodline. A God who is the child of Zeus might end up as the God of rain, for example. Godly Restraint (if you are a Demigod) or Wrath of Olympus (if Titan/Giantborn) must be taken for this option, with no points extra to reflect your unique origin.

Legacy (Variable): Long has the blood of the gods flowed through your veins, I see. Choose any of the above parentage options, save Godhood and Mortal. You now are a descendant of one of the beings of said category, bearing a reduced affinity towards their fields or perhaps minor manipulation of their field, depending on what has remained in the passing of genes. A legacy of Poseidon might be able to talk to horses but nothing else, for example, while a legacy of Hephaestus would find themselves working with machines easier than the average joe but still below the level of an actual Demigod of that parentage. The cost of this option can be determined via the original parentage and dividing in half (An Olympus Twelve Legacy would cost 100CP, for example).

*Perks

100CP Perks are free to their origin/race.

*General Perks

A Slip In Reality (Free/Optional): But perhaps you wished for a specific story? To walk in the shoes of the chosen, of the evil, of the Gods themselves? It seems that this option is meant for you, in that case. Should you have the specific perks (such as taking Godhood to become a canon god, or being a demigod to become a canon demigod) you may import yourself into a pre-existing character, obtaining all their memories and having your location reset to wherever they would be at the start of the series.

The Olden Ways (Free): It seems that thanks to the mixing of cultures within these times, monsters and Gods alike try to maintain their culture by preserving their written

language, which makes it significantly difficult for those who haven't been taught to speak it, let alone write it. Thankfully you're proficient in either Ancient Greek or Latin, depending on your parentage. Mortals get a free choice here, as they don't have a parent to determine a language for.

Godly Powers (Free to all except Mortals): Being born of (or actually being) one of Godly Might has its perks. While the actual effect depends on each demigod, along with their actual proficiency, you'll develop powers that fit your thematic. Children of Poseidon can control water and speak to Horses, Children of Aphrodite have a 'people sense' and are supernaturally charming, etc.

*Drop-In Perks

Managing The Mist (100CP, Free Drop-In): Ah, the Mist. A spiritual force that covers the entire world, hiding the secrets of ancient myth from mortal eyes lest all hell take loose. While this covers everything in this world to some degree, few can say that they wield it with any degree of finesse whatsoever. That is, save for you. Whenever encountering a mortal you can convince them that a certain object is another (such as a sword being a cane, or a wolf being a bus) and you'll find that they believe you, the Mist working to conceal their sight. Unfortunately the Mist tends to have a tenuous grasp on humans who are 'above the average' so anything more powerful than a civilian will quickly break free of it, with Gods and their like being unaffected in the first place.

Unforseen Element (200CP, Discount Drop-In): Nobody exactly expected you to drop out of the sky one day, you know? Who plans for that sort of thing, really? Anyways, it appears that people tend to overlook you in terms of planning. A plot to defeat a team you're in won't account for your appearance, a rival political party will tend to forget about the clout you have in certain circles. Of course, while this is all well and good, these protections fail when they start to target you specifically.

The Curse of Achilles (400CP, Discount Drop-In): Achilles, the legendary hero whose greatness is sung in the tales of the Trojan War. A man who, as a child, was dipped into the River Styx in order to make him invincible. That is, save for a single point. You too, are now like this. From this moment on your body is now invincible, blades and arrows all gliding off of your body and failing to make contact as you wade through battle, seemingly invulnerable. However, just like Achilles, you have a single vulnerable point of your choice. While the rest of your body could take incredible amounts of punishment, just a light jab towards this area will send pain arcing through your body and a solid hit will quickly dispatch to the afterlife. As an added bonus due to your status as the Jumper, you may choose as to whether or not you wish to be affected by the Achilles curse each year.

Unbound By Thread (600CP, Discount Drop-In): Coming from outside this realm, from beyond the reach of Fate itself, has made you dangerous Jumper. For instead of being bound to the prophecies of the three sisters, you exist outside as an unaffected force, unbound and unshackled. You'll find that within your power is the strength to distort and even break the events of prophecy, defying these predetermined events with gusto. Creatures who can only be struck down by the chosen hero will fall to your blade, the doors that only open at the eve of the apocalypse will do so at your push. In addition, this condition has opened your eyes to that of Prophecy. While initially impossible to control, you may open yourself up to the spirits that be to foresee visions of the future, often through strange and hard to understand poetry, which upon interpretation can give one insight into important future events.

*Camper Perks

Camp Training (100CP, Free Camper): Ah yes, Demigod Training. Tell me, what did you like the most? The smores? The sword lessons? The climb up the rock wall spewing literal lava down at you? Ah, but I digress. You have the experience behind you of several years at either Camp Half-Blood or Camp Jupiter (or one really good summer, if you're a new recruit) along with all the necessary skills to survive as a demigod. While many people tend to discount this, you'll never know when those knife lessons or knowledge on the activation of an Iris message will end up saving your butt in the long term.

May You Live in Interesting Times (200CP, Discount Camper): While normally a curse, this is certainly something for an aspiring adventurer such as yourself. It seems that Fate has taken a liking to you, and as such is all too willing to send you on your own adventures. One week you might find that your gym teacher is actually a giant reptile, the next you're train surfing across the country to retrieve a stolen treasure. While these quests (note the lack of capital Q) are often dangerous, they also offer an increased amount of growth in both the physical and mental sense. Of course, if you'd prefer some time to relax, you can toggle this on and off as you'd please.

The Gods Are Bros (400CP, Discount Camper): Despite all the stories of the Gods acting like horrible people and committing terrible deeds, they aren't all that bad company. At least, around you that is. You seem to have an affinity with beings of a godly nature, giving them a predisposition to liking you barring incredible circumstances. The God of the Ocean is up for a short hang session whenever you head towards the water for some form of cryptic mentoring, while creating a particularly well made item might find your craftsmanship being blessed by the lord of the Forge himself. Post jump this extends to all beings under the umbrella of a 'godly' nature, instead of simply those of the Roman and Greek Pantheons.

Chosen Child (600CP, Discount Camper): There are heroes, and then there are Heroes. For there are so many people here in these camps that purport themselves, but how many

truly live up to the name? It seems that you can consider yourself among their ranks, at least. Aside from being a naturally more powerful example of your lineage, with your newly discovered abilities being manipulated as though you've been using them for years, your abilities will be far less tiring in general due to your high affinity towards them. In addition, you'll also find yourself obtaining many blessings and gifts as your journey progresses, up to and including boons from the gods themselves. Only time will tell what great exploits you will carve into this world, as you continue on your journey.

*Henchmen Perks

The Snake Beneath the Flower (100CP, Free Henchmen): Nobody expects the friend, now do they? After all, how could you ever imagine the one closest to you as the same person who would stab you in the back? At least, this is what people seem to think of you. So long as you don't act in a overtly suspicious manner, others will be more inclined to pass off some of your minor mishaps within your facade as inconsequential, not entertaining the idea that you might actually not be on the same side. This is not foolproof however, as hostile actions against them or solid proof about your intentions will break this illusion, exposing to them to true depths of your treachery.

Dealing With the Devil(s) (200CP, Discount Henchman): Being a henchman is pretty much synonymous with being disposable, especially when dealing with the primal forces of evil. That's why you've developed the skills to avoid such outcomes, especially tailored for such beings. You've developed a knack for appealing towards powerful beings whose insights and plans tend to range in grand strokes within the scheme of things (think Titans and Giants) while simultaneously managing to place yourself within said plans as at least a semi-important piece to it all. While it certainly won't guarantee you immunity until the end, it'll at least save your hide from the cliche 'your usefulness has ended' scenario.

One of Darkness (400CP, Discount Henchman): The thing about working with the dark side of this world is that most things think that you're rather delicious. Fortunately for you those of an evil aligned disposition seem to take a liking towards you to an extent. Wild monsters will not attack unless provoked, and some of the less intelligent variety may even be tamed with a sufficient amount of time and effort. Meanwhile, those you might command are far less likely to rebel and regard you in a fond manner. As a side note, due to your constant interactions with those of the dark you've picked up a passable amount of skill in the art of deception and subterfuge, useful both for worming your way both the hearts of your subordinates and targets.

Holding Up The Sky (600CP, Discount Henchman): But in the end, it's expected that plans go wrong, yes? The plucky hero you planned to manipulate to taking the fall figure out your master plan, your employer has exhausted your uses and now wants your soul. But you've never been the one to give up, especially not now. You have become incredibly

well versed when it comes to escaping punishment for your misdeeds, even when it seems impossible to do so. Aside from being able to escape from a given in almost every location or scenario due to a combination of intuition and careful planning, you have also learned both how to resist and lessen the sort of damage a punishment might to your body. Holding up the sky might leave you absolutely exhausted and weak for a few weeks afterward, however it would not outright kill you as it would others. In the same way, if someone were to attempt to possess you in some form of perceived retribution, they'll find themselves stumped by a will that even rivals their own power.

*Monster Perks

Monstrous Body (100CP, Discount Monster) Ah, I see that you are one of monsterkind. Yours is a hated species, often seen as the underlings of dark forces, if not formidable forces on their own. Monsters such as yourself tend to range from a humanoid to completely inhuman form, although it is noted that most humanoid monsters tend to have some sort of tell that they are inhuman (such as cloven feet or snakes for hair). With your starting body here you can be any existing monster in this setting so long as their maximum size is that of twenty feet long and/ or wide. Any existing supernatural powers that each species possess must be bought with the following perks below, however. In addition, while monsters have the ability to respawn after death within the Underworld, doing so with this perk alone will be considered death for the purposes of a Chain.

Skills of the Beast (200CP, Discount Monster): While there are many hulking brutes and beasts hiding in the darkness, there are also those of cleverness and wit. Those beasts that learn to use their natural powers are considered among the deadliest, and you may now count yourself among those ranks. Choose a 'skill' according to either your heritage or species. A hellhound might have the ability of shadow travel, or a monster that bears heritage to Artemis might be excelled at the hunt themselves. This may be purchased multiple times (although only the first is discounted) to obtain different skills and traits.

Creature of Myth (400CP, Discount Monster): It seems that all those stories about you weren't false after all. Whatever your pre-existing abilities granted to you just by being a monster are enhanced, as though you were an exemplar of your kind. Hide that could previously take a decent beating now finds arrows shattering against it like a hard rain, fiery breath that would leave structures scorched now leaves naught but ashes in its wake. Go, Jumper, and have them remember why you were feared in the stories.

Legends of the Beast (600CP, Discount Monster): The funny thing about this world is that the greatest threats are always the biggest. And is it wrong, truly? Your previous size constraints are lifted up to that of your average sports stadium, along with the strength and power to match. It wouldn't be wrong to say that at this point it would take an entire team of heroes to take you down, and it would be quite possible to take a god on if you

were to meet them one on one. Aside from this, you will find that other examples of your species will follow you on instinct, recognizing you as their leader and following your instructions to the letter (or at least, as much as a monster can). In addition, you may choose upon entering other worlds if your legend will continue, inserting your story into myth and spawning a small collection of said monsters into the world.

*Items

100CP Items are free to their origin.

*General Items

Monstrous Pets (50CP): Typhon, Father of All Monsters? Perhaps, but there's no way that this little cutie could possibly be the one. For each purchase of this option you will receive a miniaturized version of an existing monster in this setting. While their powers have been largely removed save for the most minor (such as a nymph still being able to float and fire drakes being warm to the touch) they're quite cute and incredibly loyal. Did I mention that they're great for snuggling? Just don't show them off too much to others, some of these might be considered in slightly bad taste.

Mythomagic Set (50CP): A full set of the popular game Mythomagic, which appears to be some form of tabletop game featuring the Greek Gods. What you have is the entire collection, which amounts to quite the impression amount of action figures and three copies of every single card currently in circulation. While this seems rather mundane, you'll find that both you and your companions are also featured in this game, along with any Gods you've encountered in past travels. They're legal for tournament play as well, so have fun raining down hell with Nyarlathotep's custom deck.

Blue Food (50CP): It's food! But…it's blue? Don't question why it is. Every week you'll get a fresh plate of snack food, seemingly fresh from Mrs. Jackson's kitchen. Some days it'll be blue chocolate chip cookies, the next a blue seven layer dip, all you need to know is that it'll always be much better tasting than if it were made by any other conventional means. Be sure to give compliments to the chef if you meet her, it really is that good.

Camp Jump-Blood (400CP): The world is a cold and unforgiving place for those born to the gods. Many an inexperienced hero has become a monster's lunch due to lack of safe haven. This won't be something you'll have to deal with for a while, thanks to this. Either based off of the style of Camp Jupiter or Camp Half-Blood, this summer camp that you own affords all the facilities you'd need for an aspiring adventurer to be while also affording protections with a border that repels evil forces and an illusion that wards away mortals from the boundaries. In addition, if any gods exist in future settings that

you visit, you'll find new cabins and barracks being made for them as their children find their way to your camp, growing progressively larger in time.

*Drop In Items

Bag of Drachma/Denari (100CP, Free Drop-In): A bag of fifty golden drachma/denari, enough to get a decent amount of Godly Goods at any store that accepts such currency, or for dealings with a relation to said Pantheon. While otherwise mundane, the bag regenerates drachma at a rate of ten coins per week. Think of it as allowance from your parent. You can choose each week what coins it fills with, as well.

Monster Killing Metals (200CP, Discount Drop-In): About ten pounds of Celestial Bronze, Imperial Gold or Stygian Iron. All made to destroy godly and monstrous creatures (save the last, which also hurts mortals) weapons crafted from these materials are incredibly durable and able to hold enchantments of the like seen in ancient myth. Your supply restocks every two weeks, with the type of metal delivers being of your choice.

Wings of Icarus (400CP, Discount Drop-In): What a fancy little contraption you seem to have here, Jumper. Fashioned from Celestial Bronze, this pair of wings seem to be rather encumbering until fitted upon. At that point, however, you'll find that not only are they incredibly lightweight, but also capable of flight despite the fact that it should not be able to support the user's weight. While this is used best for gliding, the user can also take off from the ground if they are willing to spend the extra energy to get themselves aloft. Guaranteed not to melt if you fly too close to the sun.

The Lotus Casino (600CP, Discount Drop-In): The Lotus Casino. A useful tool to the Gods, but also one of the most dangerous places to visit in all of America. Although it looks like an incredibly lavish casino, both in and outside, what many are unaware of is that in fact it is a trap for all that enter. While it has a strange effect on it that causes time within to move slower than the outside world and in fact bestows a limited amount of immortality to those within, patrons will be urged to and outright forced to partake in a lotus flower snack by staff if they initially refuse. These lotus flowers are incredibly potent drugs that temporarily erase all memories of the outside world, however with the distractions of the casino they are capable of keeping those within prisoners of their own vices. You and your companions are immune to the effects of this casino, and turn a tidy profit from its proceeds. In addition, post jump a door will appear within your warehouse to the Casino, although you may also choose for it to manifest in new worlds as well if you wish.

*Camper Items

Monster Killer (100CP, Free Camper): It seems that every demigod needs a gem like this, these days. This "monster killer" is in fact a weapon of your own design (up to and

including guns, although it'll only come with three rounds if you choose so) made of either Celestial Bronze or Imperial Gold. What this means, essentially, is that it is capable of harming Monsters and Gods, however at the same time incapable of harming mortals: attempting to do so will have it slide through effortlessly without any harm being done. Should the weapon be broken, it will appear within your warehouse in a day, good as new.

Nectar and Ambrosia (200CP, Discount Camper): The food and drink of the gods, guaranteed to cause mortals to instantly turn to fire and sand if consumed, with demigods to do so as well if they consume too much. Despite the fact that it's only truly safe for godly consumption, it also boasts an extreme healing effect able to set and mend even life threatening injuries and as such is treated as both a commodity and a valuable resource around these parts. They also have a strange magic to always taste like the consumer's favorite food and drink as an added bonus. You start out with a baggie filled with ambrosia squares and a canteen of nectar, which each refill every week.

Argo II (400CP, Discount Camper): The legendary ship that in a few years time will be used to sail across the Atlantic towards Europe, or at least a copy of it. Aside from being completely sea and sky worthy, thanks to incredible craftsmanship from the Hephaestus Cabin, this ship is capable of flying itself thanks to what appears to be a sentient dragon head at the top of its mast. Aside from being a rather comfortable ride for a decent crew of heroes, one of its hidden functions lies in its destruction. When the ship is destroyed (or if ordered to) the dragon head will disconnect and multiple parts from the ship will reconnect with it, forming a creature in the size and shape of a dragon that loyally follows your orders until ordered to reconnect to the ship or destroyed. However, in exchange while the dragon is disconnected the boat will be rendered inoperable, either floating aimlessly in the water or air depending until the dragon reattaches itself. Should the ship be destroyed it will appear within the Warehouse again in one week, good as new.

Divine Implement (600CP, Discount Camper): While every Demigod needs a trusty weapon, this goes beyond such things. Being of the quality that even a God would consider worthy for wielding, it is a completely indestructible weapon of your choice (or armor, if you prefer). In addition, it has an enchantment of your choose that would be appropriate for a weapon of such strength, such as raining down lightning on your foes or summoning storms with a wave. If you choose you may also use this option to instead obtain a copy of a currently existing Divine Implement, although there is sure to be confusion if it is witnessed in use.

*Henchmen Items

Butterfly Charm (100CP, Free Henchmen): A simple necklace on a sturdy cord, depicting a butterfly. While it's rather pretty, it's also completely mundane. At least, that's what you

want them to believe. In reality there is a second, identical necklace, that when given to another person allows for telepathy between the others that even Gods are unable to trace. If you'd like, you can change the butterfly to a different symbol.

Sybaris' Teeth (200CP, Discount Henchman): A bag of twelve monster teeth from the dragon Sybaris, with two teeth filling in each week. While seemingly useless, if not a nice conversation piece, when planted into the ground these teeth spawn a single Spartoi each. These skeletal soldiers (who have the innate ability to cover themselves in mist for a disguise) and can fight equally with that of a professional swordsman. If broken they have the ability to reform as well, however when struck by overtly supernatural powers they'll be down for the count until summoned again.

Labyrinth Entrance (400CP, Discount Henchman): It seems that you have quite the find, here. You appear to have a strange door in your Warehouse that opens into a long hallway. What you'll find after walking down said hallway, however, is that you've somehow ended up in the Labyrinth itself and your entrance has disappeared (although it will reveal itself if prompted to). Both a place of untold danger and treasure, it is certainly quite the convenience in both adventuring and transportation needs, as its strange ability to warp both space and time makes long distance travel a cinch. Post jump the Labyrinth will manifest itself in future worlds, complete with new thematic monsters and treasures if the setting should apply.

The Princess Andromeda (600CP, Discount Henchman): A full-blown, luxury yacht that even some of the richest men alive would blanch slightly at the price. But that isn't nearly worth a price this large, yes? Aside from being built to take an attack by a whole team of Demi-Gods and come out unscathed (relatively) this boat is also manned by a crew of loyal monsters, maintaining its upkeep and defending from invaders at command. Should one of these monsters be killed, they will revive a week later, decidedly miffed but otherwise none the worse for ware.

*Monster Items

Pan Pipes (100CP, Free Monster): A standard set of pan pipes, typically played by satyrs and their ilk. Aside from being an excellent focus for nature related abilities and magics, you'll find that any music played from this particular set always comes out well, as though a professional were the one performing even if an amateur were to pick them up. If destroyed, they'll appear within your warehouse in a day.

False Identity (200CP, Discount Monster): The Mist is great and all, but what happens if someone sees through your faked credentials to being a Math Teacher? Well, they'll be seeing what appears to be completely valid documents, that's what. This manilla envelope, which normally contains a sheaf of blank paper, reacts to whenever you use the Mist to create a false identity to conceal your Monster form. Upon doing so, it will

temporarily print upon the paper valid certificates that hold up to professional levels of scrutiny and will even still appear valid if cross-checked through other databases. Upon lowering this guise the paper becomes blank once more, and can be used again.

Monster Donut (400CP, Discount Monster): It doesn't have to be a Monster Donut chain, but you get the idea. With this you have your very own legitimate business, albeit with a slightly tacky name related to your monstrous nature, that you can run on your own even with yourself as the only employee. You can turn a decent profit on this, but more importantly, it serves as the perfect lair that compliments whatever abilities you have. Minotaurs might have a maze-like store, Gorgons would have a garden filled with statues, etc.

Your Own Personal Hell (600CP, Discount Monster): You…you really need this? All of this space? Well, as long as it's coming out of your own pocket. At a location of your choosing in the world (along with a complimentary portal in your warehouse) a great hole will appear in the ground. Going down this hole will find you in a lobby filled with the ethereal souls of the dead and a skeletal desk manager, who will welcome you to your very own plane of the Underworld. While initially this exists only as a secondary plane to whatever afterlife exists in your current world (in that the dead may visit if they wish to) you may also design it in that the departed may choose to reside here instead of whatever their original destination was. In addition, you'll find yourself able to slowly change its appearance over the course of time, with all sorts of possibilities ranging from a field of grain to the classical fiery pit of hell and torture. As a complimentary bonus you'll also receive a staff of monsters (with a matching thematic to your Underworld) to keep the peace, although they will be unable to exit.

*Companions

Direct Import (Free/100CP/300CP): Have some friends you'd like to take along? You can import up to eight companions for free with this option, each receiving 300CP and the ability to take drawbacks for more points. For 100CP this fund increases to 500CP and for 300CP this becomes 800. However, your companions cannot purchase Godhood if they are imported with this option.

Godly Import (400CP): So you'd like a friend to receive the gift of Godhood? I can provide, but the gift will be pricey. In exchange for 400CP each you may gift a companion with a stipend of 600CP (with the ability to gain more with added drawbacks) and the Godhood parentage for free. However, it should be noted that this companion is required to take Godly Restraint for no points, just as you would if you took it. However, their version is lessened in intensity, allowing them to help you more often in your endeavors without the same amount of backlash they should face as a result.

*This option can also be used to obtain Titanhood or Gianthood, however in these cases the companion must take Wrath of Olympus for no points instead. The price remains the same, however.

Canon Companion (200CP/400CP): Did you meet somebody you'd like to take on your adventures? For 200CP each you will soon meet and be put in a situation to befriend a character from the series, and at the end of these ten years you can propose to them that they join you on your adventures. Should they accept, they will become your companion. This cost is raised to 400CP for being such as Gods and other major entities, due to their sheer power.

*Drawbacks

You may take as many drawbacks as you want, but do try and be reasonable.

+0CP WWII Electric Boogaloo: Instead of beginning in 2005, you'll appear in your starting location just as WWII begins. This is secretly a war between the children of the Big Three, the results of which will cause them to swear off any of them having more children. While there isn't much about what exactly did go on behind the scenes here, it's likely that any actions taken here will have a lasting effect on the future.

+0CP The Full Story: Instead of ending in 2015, you'll continue here until the end of The Trials of Apollo, the as of yet unfinished Pentalogy whose events promise to shake the world as we know it. If taken with the above drawback, you'll be staying from that time until the end of the series just the same. You have a guarantee not to die of old age and that it won't rob you of any faculties you'll need to survive, however.

+100CP Warrior Issues: Demigods are hardwired for two things. Fighting, and reading whatever language is associated with their Pantheon. While normally you'd be immune thanks to your Jumper status, you'll now be afflicted with a case of ADD and Dyslexia for the duration of this jump. Words that aren't written in Ancient Greek/Latin will swim before you like alphabet soup without some serious attention paid to it, which will be almost impossible since you'll find yourself always jumpy and ready to get into some new adventure or fight. At least you'll always be the life of the party, right?

+100CP Always Diet Coke: It seems that you've been cursed by the same affliction the Greek God Dionysus is under, at least partially. Any drink you touch will instantly turn to Diet Coke during your time here, no matter what. What's more, any abilities that might change its taste or chemical structure will fail, so long as it is your intent to imbibe it. I hope you like the taste Jumper, because that's all you'll be having for a long while.

+100CP House Rivalry: The Greek Gods are widely known for their petty squabbles. Why would their children be any different? You now have a person who has decided that they

are a ‘rival’ of yours, with their nature depending on your origin. If you’re a Drop-In they’re a rogue demigod that’s decided to make your life difficult, for Campers you’ll have a demigod from another Cabin hounding you constantly, for Henchman another person of your rank in whatever organization your in has it out for you, while Monsters have another of their ilk within whatever territory they haunt. While they’ll never pose a serious threat to your life, dealing with them is a must if you wish to sleep peacefully at night.

+100CP Unclaimed (Cannot Take Mortal): Oh, that’s a real shame. It seems that until Percy makes the Gods agree to claim all their forgotten children (which will now be delayed until the timeframe that the Last Olympian occurs, even if the events are evaded) your godly parent will not claim you as your own. Aside from the obvious sadness this is bound to bring in a hopeful teenager, you’ll also find it much harder to figure out what exactly your gifts are in terms of being a demigod, having no particular example of which to follow. You better like trial and error, because you’ll be doing it for a while.

+100CP Prank Target: It seems that you have earned the scorn of the Hermes Cabin, how unfortunate. While this might sound not so bad at first, do keep in mind that the children of the god of Messengers are notorious pranksters, both in their deviousness and matters of execution. Expect to require constant vigilance if you don’t want to be the laughingstock of wherever you end up, and even then you’re still guaranteed to be caught off guard at least a few times each month. Should you somehow be out of the reach of the children of Hermes, some other equally determined and skilled prankster will be put to the task instead.

+100CP Godly Oversight: It seems that you’ve attracted the attention of a specific god. While this normally might be something you could turn into a beneficial situation, it seems that they for whatever reason have developed a predisposition to disliking you. Expect having issues with succeeding in whatever fields they govern and for their children to be somewhat frosty in your presence.

- +100CP Godly Scorn (Requires Godly Oversight): Well it seems that you’ve gone and screwed the pooch now. Whatever god was following you around doesn’t just dislike you anymore, they downright hate you. They will do everything possible within their realm of expertise to make your life hell and will be none to subtle in sending their children and servants to harass you on a regular basis. Continue to prove yourself an eyesore to them and they may very well descend to deal with you theirselves.

+200CP Monster Bait: You know the whole thing about how Demigods have a Scent that Monsters track to kill them? Well, you have the same thing, only enhanced. Any monster within a ten mile radius instantly will be able to tell where you are, which is exacerbated even further when using any technology more complex than a flip-phone. This still

applies to Mortals and Monsters, in which case you'll still have the scent with Monsters having some sort of justification to target you specifically when hunting you down.

+200CP Daddy/Mommy Issues: Nobody's family is perfect, but a demigod's family life is guaranteed to always at least be mildly uncomfortable. You, however? It's an absolute trainwreck. Whether due to abandonment issues, absolutely disgusting step parents or a distant father/mother, you'll be working out these issues for at least a majority of the time spent here if you want any peace of mind at home.

+300CP Entrapped Between Lotus Flowers (Cannot be Taken with Sent Abroad): Oh dear, you've really done it this time. Your starting location has been changed to Las Vegas, Nevada, and you will begin already within the Lotus Hotel and Casino. What's more, you've already imbibed some of their intoxicating lotus flowers and are weak to its mind altering effects regardless of what resistances you would have beforehand. You'll need to gather the willpower to leave this place (or have friends brave enough to storm it themselves and rescue you) or you will fail the chain and be sent home. Be warned, you have much less time than you think, for time here flows in a strange manner.

+300CP Godly Restraint: It seems that you have had the shackles of Godhood put upon you, regardless of whether you actually are of said status or not. Instead of bestowing infinite power upon you, you now will find yourself incredibly limited in what you'll be able to do in the mortal plane. You will no longer be able to do anything of note to the world at large, instead needing to rely on heroes to go on quests themselves to get things done. In addition, you will also find yourself unable to fight beings below your strength, being only capable of doing combat with those at or above your level. However, there are some situations in which the above rules do not apply. These are when you are directly challenged (either by word or action) or when others step into your domain (either physically or metaphorically, in the case of gods). Monsters may also be killed without impunity, however doing so without provocation revokes the previous protection.

+300CP Godly Paramour: Uh oh, seems that somebody has the hots for you. Who's that somebody? Well, it's a literally God of either the Greek or Roman pantheon. Unfortunately for you, accepting their feelings and reciprocating means that your chain ends, so that can't be allowed to happen. Keep in mind that Gods tend to not understand the concept of consent, nor do many of them take rejection in stride, so expect many curses sent your way if you cannot handle the situation correctly, in a similar vein to Godly Scorn yet somehow heightened further in their attempts to claim you as their own. Should you manage to keep yourself from the God's clutches until your ten years are up you may take them with you as a companion, at which point you'll be free to do whatever you wish with each other.

+300CP Wrath of Olympus: You have been branded an outcast. Whether due to your nature or misdeeds, those under the Greek and Roman banner alike recognize you as a sworn enemy. Aside from being barred entry to both camps and receiving the general dislike of the Gods, you'll also find yourself hounded by heroes, sent on quests to slay you for your supposed nature as an enemy to the Gods. While it may be possible to convince that you truly are harmless, you will continue to be pursued until the end of this Jump.

+300CP Swear on the Styx: You have made a terrible mistake, Jumper. Whatever the issue was, whether to settle a debt or of your own compunctions, you have sworn a vow prohibiting you from a specific action on the River Styx. Whatever this was, it is guaranteed to be something that debilitates you in a major way for the rest of your time here. While your vow can be broken, doing so will bring the wrath of the River Styx on you, instantly weakening all of your faculties while it sends endless waves of the worst monsters it has to offer you in order to collect on your treachery.

+400CP Sent Abroad (Cannot be Taken with Entrapped Between Lotus Flowers): Instead of being sent to your normal starting location, you're being dumped somewhere on the coast of the Mediterranean Sea. While this normally might be okay for anybody else, this part of Europe is essentially a death sentence for both Demigod and God alike, many old powers residing here as they have yet to move with Western Civilization. You'll be attracting all sorts of bad attention here until you escape, even if you're a mortal. Do try to not piss of Heracles, I hear he hits like a truck.

+400CP Foreign Target: It seems that power does have its price, after all. The other existing powers in the settings, that of the House of Life and the Einherjar, have deemed you an existence too powerful to be left alone in the hands of another faction. Thus, the only fate left for you is death or imprisonment. Expect magicians coming to seal you and heroes coming on a daily basis to vanquish their perceived threat, and convincing both factions that you truly are harmless is going to be nothing but an uphill battle due to their bias.

+600CP The Bad Ending: It seems that you've arrived too late, Jumper. The Earth has won, the Gods are dead, Titan and Giant alike roam the conquered world while the remaining mortals and heroes cower underneath either as refugees or servants to their new masters. It is a world without hope, one where there is no hope for a happy ending. Or perhaps there will be, with you around? Only time will tell.

Alternatively (if you are of Titan or Giant parentages, or have the Monster Background) evil has finally met its demise. Monsters not directly under the heel of the Gods have been permanently destroyed, while the essence of almost all the Titans and Giants have been scattered to the four corners of the world, along with Gaia herself. It is a world that seems ready to embrace a new golden age, but also one determined that the only way to do so is to eradicate you and your kind.

*Ending

So you've made it, Jumper? Quite a considerable job you've done, considering the mortality rate of the average Demigod.

With your ten years over, you have a choice to make.

- Return to Modernity- Perhaps this world reminded you of home. Or maybe all its dark denizens broke something within you? Return to your home world, with all that you have gained on your travels.

- Elysium- Did you enjoy your life here that much? Very well then, here you shall stay forevermore. In addition, I'll put a good word in so that if you'd like you (and all your reincarnations, if you choose) will be guaranteed Elysium if you'd like your eternal respite.

- Beyond the Realm of Fate- Ah yes, the choice that all of you make. Should I be surprised? Continue on your adventure, with all that you have gained previously. Safe travels, Jumper.

*Notes

-It is completely possible that other mythologies aside from the Egyptian and Norse exist within the PJO-Verse, however as no additional books confirming others exist yet this is left up to the reader.
- While it is possible to resurrect people via bargains with Hades, dying will still count as death (as it should be) for the purpose of the chain. In addition, while monsters are still capable of respawning under normal circumstances the above conditions still apply.
-Taking Protogenoi and then Godhood will not elevate you to Protogenoi status, however the level of power received will be on level with the most powerful of the Gods. Aside from that, the option is the same as if you had taken normal God parentage.
-Taking Monstrous Body as any other origin is an acceptable way to obtain 'unique biology'. Think Dionysus with his horns, or the Winds with their wings.
-Taking Creature of Myth as a non monster instead make you peak human (ie: faster, stronger, smarter) While legend of the beast lets you import humans (or whatever you happen to be) into the new setting with the powers you have obtained in this world.
-While gods cannot be killed directly in jump save for the destruction of their domain, lack of worship or the complete dissipation of their essence, post jump this changes slightly. While Gods cannot die due to lack of worship, without it they will find their powers waning until even their immortality is temporarily revoked until they can work up a following once more.

-It is possible to be a Titan on the side of the Gods and/or vice versa, however this means taking the opposite drawback for no points. Expect to be a bit of an odd duck regardless.
-Wanking helps.

***Changelog**
0.1- skeleton made.
0.1.5- laid out item structure, fleshed some drawbacks and the parenthood area.
0.2- Added a few more perks and items, along with drawbacks.
0.2.5- More perks and items, along with a descriptor on the Prank drawback.
0.3- Adding miscellaneous content to perks and items, deleted a few redundant names that were floating around in the document. Addition to Drop In capstone allowing for power of prophecy.
0.4- Finished Henchman and Monster perklines, Drop-In items.
0.5- Restructured Henchman perkline, did a large amount of grammatical fixes. Added more drawbacks.
1.0- Additional Grammar fixes.
1.1- Clarifications in the notes section.