

The Wicked + The Divine Jumpchain

by rach918

Every ninety years, twelve gods return as young people. They are loved. They are hated. In two years, they are all dead. It's happening now. It's happening again.

You are one of the pantheon. You will be loved. You will be hated. You will be brilliant. Within two years, you will be dead.

This process, called the recurrence, has been going on for almost 6000 years. You must be among those to break the pattern of death.

Welcome to the modern fantasy world of British comic book series, The Wicked + The Divine.

You must survive ten years here. You have 1000cp to spend.

The Recurrence and the Gods

Recurrences, since they only happen every ninety years, have a mythical quality. Many believe they are nonsense, that the gods have no real power, that they are just charismatic and opportunistic people taking advantage of an old story. The lack of evidence fuels this idea. Video footage of the 1920s recurrence does exist, but all it seems to show is rooms full of people freaking out over absolutely nothing.But, whether or not they are truly gods, those who call themselves such really do have tremendous power.

The gods, collectively called the pantheon, vary from recurrence to recurrence. They come from a variety of cultures and religions, though a god never appears before the civilisation in which they are/were worshipped. Whether or not members of the pantheon are actually gods is unsure, but each certainly feels that they are. Some appear in more recurrences than not, others only incarnate very rarely. They can also appear as different genders in different lifetimes. None remembers the events of any prior recurrence- the ones who claim to are liars.

As far as most people know, there are twelve gods in each recurrence. This is actually incorrect. There are thirteen. Persephone, who always appears and is always the last to incarnate, simply has terrible luck. In the grand majority of recurrences she dies very quickly and without meeting the other gods.

Ananke, a secretive woman who has guided the gods for thousands of years, is the source of most of the information the gods know about themselves. According to her, the gods have always existed in conflict with a force known as the Great Darkness which seeks to destroy civilisation. She was a god herself before she gave up most of her abilities to help guide the new generations of gods in this fight. The 2010s recurrence is the 65th in which Ananke will take this role.

Each god spends the first years of their life thinking themselves a normal mortal. The recurrence begins when the first of them is approached by Ananke. She informs them of who they are and helps them through incarnation, the process which gives them access to their godly abilities.

These supernatural abilities are known as miracles. Most miracles are performed with a simple snap of the fingers. Others are passive enhancements which are always switched on. Sill others require touch or extended concentration, notably divination.

Each god has an element that is strongly associated with them, and which they can manipulate. Harvest gods often control flora, sun gods solar light, underworld gods darkness, and so on. This element also affects the aesthetics of several other miracles. Many gods also have an animal symbol that they have miracles relating to.

The most important miracle of them all is performance. Performance takes many different forms, changing across time or with gods' personalities. The oldest performances were through song, but other forms include writing, acting, music, or painting. Some have performed by acting as legendary heroes or leaders, or in yet other ways that defy classification.

At it’s core, performance is about inspiration. It shapes the spirit of the age, and brings a light to the world, giving the masses something to believe in beyond themselves. Without such a light, civilisation might crumble and the Great Darkness may win.

Gods always die, at most, two years after their incarnation. They can and do die quicker then this. Most commonly this is in conflict with other gods, or through their own impulsiveness or recklessness. Young people without long to live can make some very silly decisions. Those who do make it to the end of their two years find their abilities beginning to malfunction and fade, until they eventually disappear entirely. The god collapses and dies very shortly after this.

Some very rare few have lasted a little longer then two years, but only by weeks or months. You have to survive your full ten years, just like any other jump. There is a way to do this, but you are going to have to figure it out. Finding the solution could be as simple as letting the plot play out as it should, provided you don’t change too much.

Jump Setting

It is the night of January 1st, 2014 and you are in London. This recurrence the gods have taken on the role of pop stars and other musical performers.

The ninth and most recent god to reveal herself to the world, Amaterasu, has only been around a few weeks. Two more- Baphomet and you- have recently incarnated but not yet gone public.

Just as you arrive, three gods- Amaterasu, Lucifer, and Sakhmet- will be attacked by mysterious men with guns. Lucifer will easily defend them by blowing up said gun men's heads- the first blatantly supernatural demonstration of the gods' power this recurrence. When she is taken to court, the judge will die the exact same way.

Lucifer claims she is innocent of the judge's murder, but only another god could have set her up. Who would do such a thing? Will someone else be set up the same way? Is the devil just a guilty liar? And do you even care when you've only got two years to save yourself?

Who Were You?

Drop In- you have only just arrived in this world. You have no history or identity here before the moment that Ananke met you and helped you incarnate as a god.

Fan- like thousands of others, you were a devoted fan of the pantheon. You've already been to several of their performances and found inspiration at every one. Perhaps you've even had a fling with one of the more promiscuous gods.

Pantheon Expert- you have been waiting for this recurrence for years. Not for the shallow reasons that so many others have either. No, you were a scholar or an investigator approaching the recurrence with a sceptical eye, an eye for the truth. Whether or not it will live up to your expectations is yet to be seen.

Age and Gender

You can choose your age and gender freely. The gods are young people, making you almost certainly around 16-18 years old at the start of this jump. Gods as old as 25 or young as 12 are not unheard of. Anything outside this range would be highly unusual.

Who You Are Now

You are one of the gods of the 2010s recurrence. With your arrival in this world, history has changed so that the pantheon has always consisted of fourteen members (or thirteen, as far as most know).

You may choose any god from any pantheon to be. Some non-god divine figures can also be chosen. Lucifer's not technically a god, yet Lucifer is one of the most frequently appearing pantheon gods.

If you really want to, you can choose to take a god who already appears in this recurrence. If you do this, the individual who's godly identity you took will still appear as a pantheon member, except under the identity of another god who suits their personality. Take Lucifer. If you wanted the devil's identity, then Eleanor Rigby would still incarnate as a god, it would just be some other arsehole trickster like Loki.

2010s Recurrence

The gods of the current recurrence are listed below, in order of incarnation. It is unknown exactly where in the order Inanna or Tara fit, but both appeared some time between Lucifer and Amaterasu. As mentioned previously, gods may appear as different genders across lifetimes. Those marked with an asterisk below differ from their mythical gender (for example, 2010s Lucifer is a woman).

- *Baal, Cannanite god of lightning.*
- *Sakhmet, Egyptian goddess of war.*
- *Lucifer, the Christian devil*.*
- *The Morrigan, Celtic goddess of death in battle.*
- *Wōden, Norse god of wisdom.*
- *Minerva- Roman goddess of wisdom.*
- *Inanna, Sumerian goddess of love*.*
- *Tara, unknown goddess.*
- *Amaterasu, Shinto goddess of the sun.*
- *Baphomet, pagan devil.*
- *Dionysus, Greek god of wine and fertility.*
- *Urðr, Norse goddess of fate. Joined by her fellow Norns, Verðandi and Skuld.*
- *Persephone, Greek goddess of spring and death.*

Alternate Mode- Multi-Recurrence

Instead of playing this jump the traditional way where you spend a continuous decade here, you can choose to spend two years each in five recurrences, living out little segments of lives across a swathe of history.

You can die in the first four of these recurrences without triggering a chain fail, but you must last your full two years, at least. Once you reach the two-year mark, you can also choose to move on to the next recurrence without dying.

You last recurrence will be the 2010s recurrence. You cannot die during your time there either, and you must survive there slightly longer; just long enough to demonstrate that you've found a way to live beyond two years.

You may choose four other recurrences as you'd like. Some information recurrences which have a special issue of the comic series devoted to them is presented below. There is a full list of all 65 available recurrences at the end of this document.

450s- this recurrence took place around the time of the collapse of the Western Roman Empire. In 455, Lucifer, the last remaining pantheon member, postponed the sack of Rome by the Vandals for a short period, and declared himself Julius Caesar come again.

Known gods present-

- Baal Hammon, Cannanite storm god.
- Dionysus, Greek god of wine and fertility.
- Inanna, Sumerian goddess of love.
- Lucifer, the Christian devil.
- Minerva, Roman goddess of wisdom.
- Mithras, Roman/Zoroastrian cult god.
- The Moirai, the Greek fates.
- Persephone, Greek goddess of spring and death.

1370s- this recurrence took place in Europe, under the dreadful shadow of the Black Death.

Known gods present-

- Lucifer, the Christian devil*.
- Minerva, Roman goddess of wisdom.
- Persephone, Greek goddess of spring and death.

1830s- the gods of this recurrence appeared as famous Romantic writers across Europe. In 1831, the last remaining four- Lucifer, Inanna, the Morrigan, and Woden (also known as Lord Byron, Clair Clairmont, Percy Shelley, and Mary Shelley respectively) met near Lake Geneva to spend their last days together crafting horror stories.

Known gods present-

- “The Angel of Soho”, an unknown god.
- Hades, Greek god of the underworld.
- Hestia, Greek goddess of the hearth.
- Inanna, Sumerian goddess of love.
- “The Lonely Sisters”, unknown triple goddesses.
- Lucifer, the Christian devil.
- Minerva, Roman goddess of wisdom
- Morpheus, Greek god of dreams.
- The Morrigan, Celtic goddess of death in battle*.
- Persephone, Greek goddess of spring and death.
- Perun, Slavic god of thunder and lightning.
- Thoth, Egyptian god of knowledge.
- Woden, Norse god of wisdom*.

1920s- strangely, all the gods of this recurrence survived right up until the last few weeks, when they gathered at Lucifer's island mansion. There they begun to rapidly die one by one. Originally thought tragic circumstance, this was eventually revealed to be a murder mystery, forcing the remaining pantheon members to sniff out the killer in their midst before they all fell victim.

Know gods present-

- Amaterasu, Shinto sun goddess.
- Amon-Ra, Egyptian god of the sun.
- Baal Hammon, Cannanite storm god.
- Dionysus, Greek god of wine and fertility.
- Lucifer, the Christian devil.
- Minerva, Roman goddess of wisdom.
- The Morrigan, Celtic goddess of war and death*.
- Neptune, Roman god of the sea.
- The Norns, Norse goddesses of fate*.
- Persephone, Greek goddess of spring and death.
- Set, Egyptian god of storms and chaos*.
- Susanoo, Shinto storm and sea god.
- Woden, Norse god of wisdom and war.

Perks

Perks from your origin's section are free at the 100cp level, and higher levels have a 50% discount.

Drop in

Desperate Ideas (100cp)- you are great at thinking on your feet, especially when you are in great mortal danger. The greater the danger, the quicker ideas come to you. Caught in the crossfire between two beings capable of destroying you without thought, you'd instantly realise what you could say or do to have the best chance of talking them down.

Beneath Notice (300cp)- you're the last threat on everyone's list. It's not that you don't appear on the list, just that everyone else seems like a greater concern, even if, on paper, you ought to be first on their hit list. You'll become a greater priority if they start linking too many of their other problems back to you. There's still a lot you can get done before they come for you, particularly if you keep your influence under the radar.

Prometheus Gambit (500cp)- what kind of foolish mortal would try to take on a god? Well, many might if the reward was tempting enough.

When you kill a person or being more powerful than yourself, you gain a small portion of their power. The greater the power difference, the more you gain. If the odds were 4:1 against you, this might be enough to permanently increase the strength of an ability of yours by a small amount. If they were 200:1, you could even develop a new ability entirely, perhaps one that your fallen foe possessed.

Fan

Rare and Blessed (100cp)- you get the most out of every pleasurable stimuli you experience. Every party, vacation, sexual encounter, high- they will all bring you as much enjoyment as they possibly could. You are also one of the very few who can be affected by the performance of every god. You can turn this off, if you want.

Satan's Little Helper (300cp)- you are the groupie to end all groupies. Powerful or influential people and beings often take a liking to you and invite you into their world. Platonic, professional, romantic, sexual- whatever kind of relationship your looking for, they will be up for it. They're unlikely to take you seriously, but they will have a genuine affection for you. Even if they're the sort to usually go through favourites very quickly, they'll keep you around as long as you want to stay.

Quite a lot of their powerful friends or acquaintances will grow fond of you as well. If your original contact dies, you'll be able to form a new relationship with another powerful player and stay involved in their world.

The Destroyer (500cp)- almost no one will ever see you coming. Prophecies might fail to predict your presence, or the ones that do might be lost to history. Divination won't usually spot

you either; someone would have to be very powerful and directly querying about you to pick anything up at all.

This provides you with an advantage in a fight too. You always know just the right move to surprise or confuse your opponents. It works especially well against people set in their ways, such as those who prefer to rely on a particular fighting style or power.

You're also more likely to get away if the fight doesn't go to plan. Your enemies will often just assume that they've finally finished you off for good, only to be surprised when you come back to face them once again.

Pantheon Expert

Religious Expert (100cp)- you have an extensive education on religions and mythologies from all around the world. There's scarcely a god in all of history who's name, culture, and associations you don't know, and you know all of the myths surrounding the more famous ones.

This updates with each new jump you take to include knowledge of that world's gods.

Conspiracist (300cp)- maybe you have a background as a journalist or detective. Maybe you're just nosy. Whatever it is, something makes you exceptionally well-suited to getting to the core of mysteries and conspiracies. The more tangled they are, the longer it will take, but if anyone can get it all straightened out in the end, it's you.

This also gives you a boost to your ability to fit in with all sides of a plot. The good guys might think that you're on their side, and the big bad might think that you're their double-agent, whilst all the while you're really only working for yourself.

Rare and Cursed (500cp)- they say that those who cannot hear any of the gods is cursed. They will never know the beauty and inspiration of experiencing a god's performance, after all. But being closed off does provide some advantages.

You are immune to all supernatural powers that can affect your thoughts or emotions. This specifically includes mind control, telepathy, memory modification, and any sort of power that can change your mood. You can turn this power on and off as you wish, though nothing can force you to use this switch against your will.

Miracles-

You receive the following freebies from this section-

- The Godly Enhancements, Performance, and Talking Head miracles.
- One Elemental Attack and its associated Elemental Resistance.
- +500cp stipend for other miracles.

Godly Enhancements- gods have a tendency to fight amongst themselves, so almost all of them have some level of enhanced durability and healing to compensate.

You are now sturdy enough to take an attack that would leave any normal person in critical condition, such as being beaten viciously about the head with a metal rod.

You'll still have some nasty cuts and bruises, or even get knocked out if the attack is vicious enough, but you'll be back on your feet soon enough. Within a few hours, you'll have healed enough that only minor signs of injury remain.

Performance- the trademark ability of the gods, the miracle that lets them inspire people to new heights and make their mark on the very spirit of the age. Not every god's performance affects every person, but those who are affected are profoundly so, sometimes even passing out from the emotional overload. Some can also become almost addicted to the sensation, willing to go to great lengths to see you perform again.

Your audience will take their own meaning from the performance, and it will impact the way they live their lives. Keep in mind that the message they think they've received might not be the one you wanted to get across.

Gods are at their most physically vulnerable and least aware of their surroundings when performing, so be careful not to lose yourself too much in the show.

An example of a performance through music is as follows. You begin to sing or play a song. You sound as though you are speaking in tongues, but all those who can be affected understand and are completely captivated. Your inspirational aura grows to envelop the crowd, even tens of thousands strong.

Miraculous special effects add to the impact. Perhaps sparks or bolts of your element act as fireworks, or shape themselves into the form of your animal symbol to soar over the crowd. Maybe you'll glow, or sap all the light from things around you so that people must look at you. These things happen without your conscious effort- they're just part of the show.

Whatever the aesthetics, those you've touched will be enthralled and begging for an encore when your concert comes to a close.

Talking Head- if you find yourself in a situation where your entire head is severed whole from your body and you don't bleed out, you will survive as a severed head indefinitely. You won't

need to eat, drink, breathe- any of those things that you're missing the organs to do anyways. You will be able to think and talk normally, somehow.

The situations where this might happen are extremely limited. Gods bleed out just like anyone else, and just as quickly when their carotid artery is severed. And your head really does need to be totally intact. Neck is optional, but everything from jaw line to scalp is not.

Elemental Attacks (150cp each)- you can generate and manipulate an element of your choice in simple, but powerful, ways. Whichever element you choose, you can summon enough of it to fill a large room at a time, and shoot blasts from your hands with enough force behind them to punch through brick walls. The blasts also cause enough pure elemental damage (burns from flames, electrocution from lightning, blunt/crushing force of vines, etc.) to gravely injure or kill a normal person with a single strike.

This can be bought multiple times, and the first purchase is free. The first, free purchase becomes your associated element.

- ***Air-*** blast people with gusts of wind, or fill an entire room with a ferocious gale.
- ***Darkness-*** fire blasts of chilling, pure darkness, or completely suck all of the light from a room. This element also has a psychological effect that fills people with dread.
- ***Fire-*** throw red-hot fireballs the size of your palm, or engulf an entire room in flame.
- ***Flora-*** summon vines to strike at your opponents, or overrun a room with plant life to entangle them. These vines are considerably sturdier then normal plant life, with most knives unable to slice through them.Unlike other elements, these attacks originate from the ground, not your hands.This doesn't stop you from using them in areas with floor coverings.
- ***Ice-*** shoot blasts to slice or freeze, or rapidly chill an entire room to a freezing temperature.
- ***Lightning-*** fire blasts of potent electricity from your hands, or expel a lower voltage from your entire body to strike out in all directions with a range of several metres.
- ***Solar/Stella Light-*** either form of this element allows you to shoot blasts of burning light and glow so bright as to blind everyone within a room. Solar light is red or yellow, and is more powerful then other elements during the day, and less powerful at night. Stella light is pink and sparkling, and is more powerful at night then during the day.

Elemental Resistance (50cp each)- choose one of the elements listed in the Elemental Attack miracle. You are considerably more resistant to damage from this element, whether it is from mundane sources or another god's attacks. You could shrug off the chill of a darkness blast, see perfectly through solar glare, and slip right out of the grasp of vines.

At the level described in Elemental Attacks, this element won't phase you at all. It would take attacks from someone with Upgraded Power for the element itself to reliably hurt you.

This miracle doesn't provide generalised enhanced durability. If taken for fire, for example, a fire-ball wouldn't burn you, but you'd still suffer blunt-force damage if it slammed you through a wall.

You get this for free for any element whose Elemental Attack miracle you have.

Greater Elemental Control (200cp)- you are far more skilful with your element(s). You can adjust the intensity of your attacks anywhere between full power and gentle enough to barely sting.

Your precision is also increased, making things like lighting cigarettes or snuffing out a single light source possible. If you wanted to, you could completely destroy a normal person's head with a blast whilst also leaving their body unharmed.

Finally, you've also learned to use your element in a few new ways. You can create long whips of your element, shoot out a wide spray in a specific direction, or fire an area-concentrated, narrow ray of it from your eyes. You can also create cages and force-fields out of your element. The total strength of these abilities matches that of your blast attack. That is, a spray holds the same total power as a blast, just spread out over a larger area, and a force-field can block strikes with up to the force of a blast.

A single purchase of this miracle gives you this level of control over all Elemental Attack powers you have purchased.

Greater Elemental Power (300cp)- both the quantity of your summoned elements and intensity of your attacks are massively increased. It is draining to perform miracles at this maximum level of power or scale (particularly if you perform a miracle at maximum power and scale) so you will need time to rest before performing feats as described below again.

The scale is now such that, with flora, you could summon a pillar of twisted vines as tall and thick as a sky scraper, splitting off into dozens of individually attacking parts at its end. Or, with ice, you could cover the entirety of Lake Geneva with a layer of ice thick enough to make it safe to walk on.

The power has also increased- with fire, your flames are now hot enough to melt glass, with air, you can create hurricane-force winds, and, with light, you can glow so bright that looking on you is more painful and damaging than looking upon the sun.

A single purchase of this miracle gives you this level of power with all Elemental Attack powers you have purchased. If you also have Upgraded Elemental Control, this also boosts the maximum power of the tricks that it adds to the same extent.

Greater Elemental Power/Control Combination Bonus- having both these upgrades also boosts your range, to the point where you could accurately perform small, precision strikes (such as exploding a specific normal person's head) even from miles away. These attacks will seem to appear from nowhere right in front of their target, leaving no reliable mundane way to trace them back to you- someone with divination still could catch you out.

Animal Connection (50cp)- you have a particular connection with some form of mundane animal, and it is known as your symbol. You may tame members of this species more easily, and any you take as pets will become much more loyal and moderately more intelligent, tough, and longer-lived then they otherwise would be.

You can take this multiple times. Additional purchases can either add a connection with a totally new species, or expand a current miracle to cover a genus instead of a species.

Say, for example, the first time you took this miracle, you chose the grey wolf as your symbol. Taking it a second time would either allow you to choose something unrelated, such as a lion, or expand your purview to the genus of *Canis,* which includes other wolves, coyotes, dogs, and jackals.

Astral Minions (50cp)- you can summon small, astral copies of yourself. These look and act exactly like you, but they are incorporeal, powerless, and only a few inches tall.

The closer they are to you, the more intelligent and independent they are. A copy standing on your shoulder would possess most of your knowledge and insight, to the point where it could help you brainstorm plans or convince you to go through with something that you've been avoiding. One a couple of miles away could pass short messages from you to others, and bring short messages back to you.

Display Past (50cp)- you are able to show people past events through visions. These don't have to be events that you were present for- if someone tells you about something that they saw personally, you can give visions of that event too. You cannot lie in these visions; the things you show might be missing their context, but they must have always actually happened.

Hear Call (50cp)- when others have need or want for you, you will hear it. If a person anywhere on the same planet as you calls out a name or title you are known by, you will hear their call, and know their location and identity. Whether you choose to respond to their pleas is up to you.

Natural Weapons (50cp each)- you have some sort of extremely dangerous natural weapons, be it fangs, talons, claws, horns, a beak, or something similar. They are sharp enough to badly injure those with the Godly Enhancements miracle, provided you hit the right spot. They can be retractable, if you'd prefer. You may purchase this multiple times for more weapons.

Pain Tolerance (50cp)- you will not react to even the strongest of pain. It's not that you don't feel pain, but you have a detachment from it. Your instincts will still pull you back from sources of harm, but not when you don't want them to. Even if your flesh was being burnt down to char, you wouldn't pull back unless you wanted to. Torturing you physically is damn near impossible.

Weapon Generation (50cp)- choose a type of melee weapon. You can summon one, or a pair, of this type of weapon to your hands whenever you want. It will disappear from existence again if it leaves your hand. The summoned weapon is mostly mundane, but it is empowered by your element in some way which moderately increases the amount of damage it does, e.g. you might have a flaming iron rod, or nunchaku made of hardlight.

Charm (100cp)- you have influence over the emotions of other people. When you activate this miracle, you glow with a faint aura and people become more vulnerable to your suggestions, allowing you to quickly talk someone down from a rage. If you can touch them, it's even more effective, allowing you to calm someone in the midst of a murderous rampage.

This power can also be used during your performances to enhance their impact.

This isn't fool-proof- a sufficiently motivated or wilful individual can reject your influence. Gods also find it easier to resist this power than normal people.

Flight (100cp)- you can fly under your own power at a rapid pace, fast enough to travel the width of a large city within minutes. You are also able to hover in place and levitate.

Hybrid Form (100cp each)- you can transform yourself into the form of a humanoid beast. If you've got an animal symbol (particularly if through the Animal Connection miracle), this form will resemble that type of creature.

This form can lie anywhere on the spectrum between beast and human, within a few simple restrictions. It will always be roughly the same size as your normal form and it will still resemble you in any human features it displays. If you want to include a natural weapon like a beak or claws, it will be only as sharp as is found in the mundane creature unless you have the corresponding Natural Weapons miracle. Also, without the Flight miracle, the most that wings can do for you is allow you to glide.

Beyond that, you can go wild. Add feathers, fur, hooves, fins, tails, whatever else you like. You could even transform your entire head into that of an animal. Any Natural Weapons miracles that you did purchase can be included no matter how silly it would look- if you want to be a humanoid shark with massive antlers, then that choice is available to you.

You can purchase this multiple times for multiple hybrid forms based off of different animals.

Physical Enhancements (100cp each)- associated with gods of war, these miracles boost your physical abilities to great heights.

- ***Strength-*** you have strength massively beyond that of a normal person. You can throw objects so hard that they smash clean through concrete walls, or slam someone into a road with sufficient force to leave a large crater in the asphalt.
- ***Durability-*** you are tough enough to be only winded by attacks from those with the enhanced strength miracle. If you were violently thrown a hundred feet up into the air and landed hard on a solid surface, you'd still be in decent enough shape get back onto your feet and fight some more.
- ***Speed-*** you possess incredible speed in short bursts, able to move in a blur, fast enough to dodge bullets. If you and four opponents were standing within a few metres of each other, you could strike all of them and get back to your original position before the any of them was able to process that you'd moved.
- ***Agility/Reflexes-*** you are capable of such remarkable feats as leaping effortlessly between rooftops, back-flipping over laser blasts, dodging the attacks of those with the enhanced speed miracle, and smoothly dancing around the attacks of slower foes.

Pin-point Portals (100cp)- you can open small round portals, at most a foot in diameter, between your current location and another of your choice within a couple hundred miles. These portals have a few different applications, from transporting objects to severing the body parts of an opponent, assuming they stay still long enough for you to open a portal.

Prophecy (100cp)- you are a catalyst for prophetic realisations in others. These can either be minor and very easy to obtain, or more interesting, but trickier to obtain and often unhelpful. An example of a minor realisation would be that everyone you touch suddenly knows the next time they are going to be late for something.

A very specific example would be that if someone tries to take a picture of you, they will instead capture an image of a person they will fall in love with at the moment of their death (expect a lot of pictures of elderly people in hospital beds).

Greater Prophecy (200cp)- purchase of this miracle requires you to have purchased Minor Prophecy.

You receive visions of the future which overwhelm your senses temporarily. When these visions come and what you see is outside your control, but they will always show you something important.

How far into the future you see increases with the impact the event would have on the world and the amount of effort it would take to change things. You might see something like the death of an acquaintance a day in advance, whereas you could start getting visions of a worldwide war decades before it would come to pass.

Shapeshifting (100cp)- you can smoothly and instantly change your form and features to anything within human norms, even perfectly duplicating other's appearances. Other gods will still recognise you as you no matter which form you are currently in.

Greater Shapeshifting (100cp)- purchase of this miracle requires you to have purchased Shapeshifting. It does not cover animal or animal-like forms, nor extremely large forms- see the Animal Transformation and Giant Form miracles for those.

You can alter your appearance in a number bizarre ways. You could become a mass of brightly coloured blocks, appear as if you were a piece of Cubist artwork come to life, or take on strange non-Eucdilean shapes. The more alien to normal vision it is, the more likely this miracle will allow you to take on that form.

Telekinesis (100cp)- you can telekinetically move objects up to around 200 pound in weight, and manoeuvre smaller, more delicate objects with your mind too. You are equally able to toss men around with your mind as you are to unlock windows or doors from dozens of paces away.

Divination (200cp)- Prophecy allows you to see the future- this miracle gives insight into the present and past.

By touching an object or person, or reading the stars, you can discover truths. This includes things like learning about the purpose and function of a mysterious device, or discovering the affiliation of someone who attacked you by touching their corpse. The longer you work on the same subject, the more information on it you can uncover. Things that have been hidden by other gods take considerably more effort to uncover.

Your divination can be limited by your biases- if you are already focused on a single suspect, you can be led off track and miss another party's guilt. Over-reliance on this power can make you particularly vulnerable to red herrings and chess master's plots.

You are also able to divine the location of your allies and the important players in the world, particularly other gods. Some entities may be beyond your sight, particularly if they are in their home domain. Underworld gods are the key example of this- you cannot divine their location when they are in the underworld, but you can take the null result as a good sign that that's where they are.

Greater Divination (200cp)- purchase of this requires you to have purchased Divination.

You're a natural talent with divination. If the question you are asking has an answer, you can divine your way to it eventually. This does not usually directly give you the information, instead pointing you to how or where you can find the answer for yourself (one obvious case where you will get direct information is if you ask *where* something is).

You can still be led astray by schemes or your own misguided beliefs, but you're a bit more self-aware now as well and less likely to fall into such traps. Underworld gods within their own domain, however, are still beyond your sight.

Form of Beasts (200cp)- you can transform yourself into a large group of some small creature. This might be a flock of birds, a swarm of insects, a school of fish- whatever it is, each individual animal should be no larger than a raven and no smaller than an ant.

When you take this form, you become a group of hundreds (at least) of your chosen animal, with the amount increasing as the size of the creature decreases. You are each and every one of these beasts, existing as a hive mind made up of only you. Any natural weapons that the beasts might possess, from claw to venom, are a little stronger than they ought to be, but not half as strong as available in the Natural Weapon's miracle.

If anyone wants to capture or kill you whilst you are in this form, they are going to have to really work for it. So long as at least 10% of the group is free/alive, your consciousness remains free/alive and able to re-form into your human self elsewhere.

Giant Form (200cp)- you can take on a massive form at will- as tall as a skyscraper with appropriately increased strength and durability. Taking this form is draining and you will revert to normal size if you take too much damage or exhaust yourself. The giant form will always start totally healthy and whole, even if you are injured, missing a limb, or the like when you take it.

If you have the Weapon Generation miracle, you may use it to summon weapons sized for your giant form.

Illusion Creation (200cp)- you can project illusions that fool some of the senses of others. These illusions can have visual, auditory, and/or olfactory qualities, but not physical substance.

Illusionary copies you make of real people can act like that person, but only to the extent of your knowledge of that person. If you know nothing about them, people will catch on long before they realise that the illusion is incorporeal.

You can maintain several complex illusions at the same time for hours on end, though the more you strain yourself the less detail any individual illusion will have. You can choose which sensory categories they are lacking in. Perhaps your illusionary diner party guests will be all one flat colour, or the mirage of a massacre could be perfect except for the absence of the smell of blood.

Projection (300cp)- purchase of this miracle requires you to have purchased Illusion Creation.

Your illusions can now have physical substance. In fact, they are functionally identical to the real thing in many ways. If you create a projection of a severed head, it will be made of the same meat and bone as any real one. You could even project a train, already moving at full speed, and have it run your enemies over.

People you create projections of aren't real people- they are meat puppets with no free will, who will not take independent action. The main difference between them and regular illusions is that they can be touched.

Projected objects are for short-term use. They don't fade immediately, but none will last more than an hour after you've created them.

Mental Enhancements (200 each)- associated with gods of knowledge and wisdom, these miracles boost your mental abilities to great heights.

- ***Intelligence and wisdom-*** you are extremely intelligent, surpassing the level all but the greatest human geniuses known to history. Your capacity to learn, understand and retain information is remarkable.
- ***Intuition-*** your unconscious mind is incredibly sharp. Your gut feelings will almost never miss anything or lead you wrong, whether you're trying to work out how to make a new invention work properly or which of your allies is a traitor. You'll know which enemies you need to run from long before they show their true colours- make sure you're fast enough to get away.

Underworld Haven (200cp)- this is the defining ability of the underworld gods, and taking it makes you one of them.

This miracle gives you access to the underworld and dominion over a slice of it. You can transport yourself to the underworld from the surface at any time by simply sinking into the earth in a cloud of your associated element. You can take others with you by maintaining physical contact with them as you travel between the realms.

The underworld as referred to here is not any form of afterlife. It is an underground realm consisting of a trans-infinite amount of connected hallways, staircases, rooms, tunnels, and caverns. Whenever you're in a modern location, there might also be locations like subway stations and tracks included.

It can always be accessed in some way from the surface, but only underworld gods have simple means of passage between the two realms. Also, only underworld gods can easily navigate this underground realm, and even others within that category won't find it simple to find their way to your slice unless you give them directions.

Depending on your power and the amount of attention you want to call to yourself, your individual slice might be anywhere between a couple rooms the size of a studio apartment, or an open expanse with room to build a whole cathedral.

Necromancy (100cp)- purchase of this miracle requires that you have already purchased Underworld Haven.

This miracle gives you the ability to animate and control the dead without restoring them to life. They will follow your orders, but they do no possess any intelligence or personality of their own.

You do need some trace of the deceased to be able to raise them in this way, but your options are highly varied. If you're working with corpses fresh from a morgue, you could raise ghouls. In an old graveyard, you could raise skeletons. And, in a spot where people had died yet no physical remains could be found, you could raise ghosts.

Underworld Manipulation (100cp)- purchase of this miracle requires that you have already purchased Underworld Haven.

You can drag people through the underworld in its mythic sense. You must bring your target to the underworld before you can use this miracle on them.

When you use this miracle on a person, they feel as if they are falling through an endless, pitch-black void, whilst being taunted for their past misdeeds. This experience is distressing and intense enough to make almost any person capable of doing so regret their sins.

The more guilty and unapologetic they are, the longer this process could take. Also, even after you've released them, contrite, from the abyss, they could still end up turning back to their old ways if they've got enough motivation.

Weather Control (200cp)- you have the ability to cause all sort of meteorological events, from light rain to fog as thick as soup. You can tame the weather as well, bringing sunny skies to the cloudiest days, or calming crashing waves to guide a ship safely through a storm.

Unlike with air/lightning Elemental Attacks, weather control is exclusively for large-scale area effects. For example, you could turn a sunny day into a powerful lightning storm covering miles around you, but not direct what within that area the lightning struck.

Healing (300cp)- you can bring others back from almost any injury, so long as it fell shy of leaving them brain-dead. Severe burns, heavy blood loss- it can all be cured completely with a snap of your fingers, provided you get there quickly enough.

You can also replace severed body parts, though this requires a replacement from a donor (who need not be alive). These spare parts will conform to match the recipient in all ways, and attaching them requires no surgery. If one of your allies found themselves without an arm, you could replace it with one from a corpse in an instant, and the replacement arm would also change in appearance to match its new owner.

This also works on badly damaged, but not completely broken, mechanical devices. Once again, it will only take a snap of your fingers to get something back into perfect shape or graft an undamaged part on in place of the old components. This works even if the device is advanced enough to be beyond your understanding.

Reanimation (200cp)- purchase of this miracle requires that you have already purchased Healing.

You can now heal dead people and fix completely destroyed devices. No matter how a person was killed or a thing destroyed, this provides a way to bring them back at a steep price.

However, to use this ability, you must give your life. Yes, your life, not someone else's.

Because of its high cost, this miracle comes with an extra life- one chance where something that would kill you or otherwise cause a chain failure, such as use of this miracle, won't. Once used, this extra life isn't available for ten years or until the start of a new jump, whichever is sooner. You can use any other one-ups or extra lives you have to use this miracle more often, if you'd like.

Disintegration (300cp)- you can instantly destroy things close by you on a near-molecular level. This miracle works just as well on organic as inorganic objects.

This miracle would let you totally destroy at most two to three people per strike in a cloud of powerful energy. You targets must be within a couple of metres of you. When this miracle is used successfully, no trace will remain of the targets. Gods are naturally resistant to this, as they are to other injuries.

Stepping (300cp)- this miracle is closely associated with gods of the sky and celestial bodies. It comes in three forms- solar light, stella light, and lightning. Stepping allows for very fast, long-distance travel.

Light users can use this miracle to travel through the light of their chosen celestial body- sunlight for solar light users, and nighttime starlight for stella light users- to anywhere else that light touches. This travel is extremely fast, allowing on to get across the world in a manner of minutes, at most.

Distance is not an issue; light users with this miracle can go as far as they like so long as they are moving from daylight to daylight, or from starlight to starlight. They can also travel through solid objects by passing through things like windows. They can bring others along with them by maintaining physical contact, but passengers brought long distances can end up feeling ill.

Both forms of light stepping are weak to supernaturally caused darkness. If another god has used their darkness area attack, there will be no available light source to travel through.

Stepping through lightning works a little differently. Those with this form of the miracle can step into lightning to become passengers in electronic items, even small ones like phones. From there they can either remain in the object whilst it is manually transported to the location they wish to travel to, or travel via current to another object contained in the same system. This might be as simple as moving between two rooms in the same building via the light switches, or as complex as travelling across a country through the power lines.

Lightning users can also travel through bolts of lightning, but this causes destruction at the destination and has a shorter range (within a city). They can't bring people with them, and it's slower than stepping through light. On the other hand, lightning stepping can be used no matter the time of day and it's not prevented by supernatural darkness.

Builder (500cp)- you are capable of creating technology and armaments worthy of the gods. With enough time and materials, you are capable of creating devices similar to those available in the item section of this document.

You can create technology that allows gods to boost the power of their miracles, or use them in different ways. Examples include a device allowing a god with Sunlight Stepping to also step via starlight, or one that acts as a filter, changing a god's Elemental Attack to another element. These uses will never come as intuitively or comfortably as a god's natural miracles, but the closer they are to something a god can naturally do, the less this will be an issue.

You can also create technology that allows humans to use the abilities of gods. The maximum power of these devices is less than the maximum power of miracles. For example, if you created a suit that allowed a normal person to use Performance, everyone would agree that they outperformed any mortal, whilst still not being a match for the gods.

Grant Consciousness (500cp)- this miracle is extremely powerful and extremely costly. It allows you to create a conscious, sentient human mind from nothing and grant that mind to something, be it an animal, a machine, or some sort of Frankenstein's monster. You may also choose to give it some of your powers when you create it- these are given away to your creation, not copied.

To use this ability, you must give your life. Yes, your life, not someone else's.

Because of its high cost, this miracle comes with an extra life- one chance where something that would kill you or otherwise cause a chain failure, such as use of this miracle, won't. Once used, this extra life isn't available for ten years or until the start of a new jump, whichever is sooner. You can use any other one-ups or extra lives you have to use this miracle more often, if you'd like.

Hive Mind Possession (500cp)- you can connect hundreds of minds to your own and control them as you want. To add any particular person to the hive mind, you simply need to touch your bare skin to theirs.

You can hear all the thoughts of everyone connected to your hive mind, feel their emotions, see through their eyes, speak through them, and even transfer your mind into their bodies. You can also take a more backseat approach and give telepathic orders to all of them whilst staying in your own body. All the physical stats of normal people connected to your hive mind, including strength, speed, endurance, and durability, are boosted to peak human potential for as long as they remain a part of it.

For you, remaining connected to the hive mind for long periods is an exhausting task-physically, mentally, and emotionally. Having other people in you head all the time makes it impossible to sleep or rest until you disconnect for a while.

For those connected to the hive mind, it's a bit like being under the influence of a very powerful, very strange hallucinogen. Other people might look like they are made of starlight, or every movement of their limbs might be trailed by streaks of bright colour. There's a high to it as well, one that makes people happy, more affectionate, and lose track of time. People can leave and return to reality whenever they'd like, but it's very easy to lose a significant amount of time before the thought even occurs to someone.

Days could pass in what felt like an evening, which is fine since people connected to the hive mind have a greatly reduced need for sleep, food, and water. They also don't have much awareness of where they are. Within the hive mind, people's perceptions can become so deeply distorted that they might engage in a battle at your command without ever even realising that they are fighting at all.

Items

You receive a +200cp stipend for this section and may choose any one 100cp item to receive for free. If an item is destroyed or lost it will replace itself in your warehouse within the week (if not otherwise specified).

Superstar Wardrobe (free for everyone)- you have a wardrobe full of outlandish outfits. This wardrobe changes with the culture and time period you are in, so that the clothing on offer is always only what the most eccentric of the influential would wear. From dresses made of meat, to sheer glitter garments, to the general concept of pants, you'll always have something fashion forward or at least bizarre to wear.

Cigarettes and Cocaine (100cp)- you've got a restocking supply of all the popular recreational substances, legal and illicit. Simply nominate what you'd like to partake in, up to three substances at a time, and you'll find yourself with enough of those substances to satisfy yourself and up to eight guests. If you use up your stock, it'll refill itself within eight hours.

This updates to include any popular drugs from new worlds you visit as options for the supply.

Godly Vehicle (100cp each)- choose a form of civilian, mundane personal transport, anything from a push bike to a sports car. You have a top-of-the-line, luxury example of this kind of vehicle, which never needs refuelling or maintenance.

This vehicle receives the benefits of any speed or durability boosting perks or power you have, allowing you to lend these qualities to the vehicle whilst you are behind the wheel. If you've got powers that allow you fly, or travel comfortably unaided underwater or through outer space, the vehicle can benefit from those as well.

You can purchase this multiple times for multiple vehicles.

Laser Weapons (100cp each)- you've got a pair of energy weapons- a sword and a pistol. These weapons are powerful enough to hurt most gods. Not as much as a normal sword or pistol hurts a normal person, but considerably more then normal weapons hurt the gods.

You can purchase this multiple times. Each additional purchase doubles the number of weapon pairs you receive.

Scrying Accessories (100cp each)- these accessories are connected to a small device in your possession that allows you to open small viewing windows from your location to where the accessory is. Through these windows, you can see and hear goings on there, even from across the world. You cannot be observed through normal senses by people at the other end of the window; people with strong precognitive or telepathic abilities may be able to pick something up. These make excellent tools for keeping track of your allies and spying on your enemies alike.

You start with four accessories who's shape you can nominate now- they might be bracelets, necklaces, headphones, or something else entirely. You can purchase this multiple times, doubling your number of accessories each time.

Godly Nightclub (200cp)- your very own house of prayer and partying. Downstairs is some type of venue where people gather for socialising and entertainment, such as a nightclub, tavern, or theatre. Whatever the venue is, it's very popular and will always have a full house of your fans and admirers. Upstairs is a generously sized loft apartment, with plenty of room to entertain. Every part of the building is finished and furnished to an exceptional standard of modern luxury.

After this jump, this can either become a warehouse attachment or import into each jump in the city of your choice.

Owly (200cp)- a robotic pet in the shape of your choice of animal. Whatever animal you choose, this robot is able to fly either with thrusters or mechanical wings. It can record and project videos or images of things it has seen, as well as project highly realistic holograms. You have a device which connects to it and allows you to see through its eyes.

The robot can always find you and teleport to your side, even if you are in the underworld. It has been upgraded with special protections to keep anyone from using it as a vector for lightning stepping without your permission.

God Cage (200cp)- a small prison, no more than ten metres square, capable of containing a god. Or gods. The number it can contain is really only limited by the number you can cram in. The bars of the cage stop anyone inside from using their miracles against those outside- they can throw as many fireballs as they want, or try to charm you all day, and every attempt will just fizzle away on the boundaries of their cell. The cage can, however, be destroyed by use of miracles from the outside.

Island Mansion (300cp)- an expansive estate on a private island. The manor house is of art deco style and packed with antiques, works of art, and other interesting items worthy of being in a museum. There's space enough for you to entertain and accommodate dozens of guests in the height of luxury. The manor is staffed by robotic servants who will take care of all of the chores, under the watchful eye of the AI butler who can project his holographic form anywhere in the manor.

The island also contains beautifully kept gardens, a landing strip which can accommodate a variety of flying machines, a dock with space for several large yachts, and its own lighthouse.

After this jump, this can either become a warehouse attachment or import into each jump in the location of your choice.

Valhalla Shard (400cp)- a HQ fit for a god. This place can take different forms to fit whatever time period and location it is in. By default, it's your choice of either a 95-storey skyscraper or a collection of three shorter buildings with the same amount of internal space.

Inside is just about anything you could need for your day-to-day business. There's reception and meeting rooms for all purposes, from magazine interviews, to briefing your staff, to meetings with your closest allies. There are rooms to fit every possible impression too, whether you want to intimidate someone by having them attend you in your throne room, to charm them with an invitation to a lavish parlour.

Also included are various laboratories, workshops, and training rooms to keep you and your equipment in the best possible shape. Plus, an area has been set aside exclusively for residential accommodation, with more than enough space for you and a dozen others to live in luxury.

After this jump, this can either become a warehouse attachment or import into each jump in the city of your choice.

Valkyrie Suits (400cp)- a collection of eight suits that allow normal people to access some of the miracles of gods. Like the devices built with the Builder miracle, these miracles are less powerful then they would be in godly hands, but still very potent.

Each suit provides its wearer with a less potent version of each of the following miracles-

- Godly Enhancements and Performance
- Your choice of one Elemental Attack and its associated Elemental Resistance
- Either Flight <u>or</u> one Physical Enhancement

The wearers of these suits also have access to the Bifrost- a powerful technology used to open portals between different locations. These can be large enough for several people to walk through side by side, and the end points may be hundreds of miles apart.

When the wearers of these suits fight alongside each other, they can combine their individual suits to form a Valkyrie Leviathan. This is a mech the size of a skyscraper, armed with twin chest cannons and an enormous energy sword. It can either be controlled by the tandem efforts of the suit-wearers, or through a remote by an outside party. If the mech is too badly damaged or the remote destroyed, the Leviathan will disappear and will not be able to reform for several hours.

Companions

Import (50-200cp)- for 50cp, you may import or create a single companion. For 200cp, you may import or create eight. They receive an origin of your choice, the miracle and item stipends, and 500cp to spend on whatever they want.

These companions are not gods of the pantheon. This doesn't prevent them from using abilities they've obtained in other jumps. They can still purchase miracles here, but those they buy will not be inherent powers until the end of this jump. They can instead have technology that gives them access to their miracles whilst they're here, if you'd like.

Recruit (50-100cp each)- you can also elect to bring along people you meet here, for a price. Any normal person costs 50cp, whilst all gods cost 100cp.

So long as you recruit them before hand, you can bring along people who die over the course of your time in this jump. They will be resurrected and returned to health upon your completion of the jump. Any gods will no longer have to worry about the two years problem.

Drawbacks

You may take as many of the following drawbacks for extra cp as you'd like. As always, all drawbacks are revoked upon successful completion of this jump, specifically including any way they affect the source, use, or control of your miracles.

If you are playing in multi-recurrence mode, then the drawbacks you take persist across all lifetimes you experience here.

Longer Stay (varies)- this drawback comes in three varying levels of difficulty. Whichever level you choose, all chain fail conditions and any drawbacks you have taken will persist for the entirety of your stay, even across recurrences.

- For +100cp, your stay here will be doubled in length- either twenty years, or ten recurrences.
- For +200cp, your stay here will increase to either forty years or twenty recurrences.
- For +400cp, your stay here will increase to either eighty years or forty recurrences.

You can choose to increase the length of your stay here once more, to ninety years or to all 65 recurrences. This does not grant any additional cp beyond the maximum of +400.

Variable Power (varies)- not every appearance of a god has the same miracles. When you take this drawback, choose one of the miracles you purchased- not one that was free. You only have some access to this power whilst you are in this world, and you receive half of its cp cost as a reward for taking this drawback (i.e. a miracle that cost 300cp would grant +150cp through this drawback). You can take this multiple times, up to as many as miracles you purchased.

If you are playing in traditional jump mode, your access to this miracle is spotty. At absolute most, you can use it once a month and, if you push yourself to that extent, you'll become sloppy with it and more likely to make mistakes.

If you are playing in multi-recurrence mode, exactly one of your recurrences will have access to that miracle. That recurrence will, however, have perfect access to it, able to use it as much as you want. You can pick which recurrence gets use of the miracle. If you've taken it multiple times, it needn't be the same recurrence that gets use of all your restricted miracles.

Embarrassing Position (+100cp)- the god that you are is are as close to a laughing-stock as any god gets. You might be someone who has become a silly part of pop culture, one only associated with perverts, or even a being only worshipped by a lacklustre cult. You could always lie and claim to be someone cooler, but there would be no end to the mockery if you were found out as a fake.

Fucking Jumper (+100cp)- do you legitimately want to be famous for your art, for your skills as a performer? That's great! Everyone hates that!

Your performance miracle is quite potent. People are obsessed with it and with your shows. The thing is, it requires no artistic input from you at all, and it's all that people want to see. They are in it for the high off your supernatural powers, not for you.

You could pour your heart and soul into a piece of art, be it anything from a song to a poem, and any of your fans you tried to show it to would react only in disgust and anger.

Pre-Teen (+100cp)- you are twelve years old, give or take a year. Finding out that you're supposed to die before you turn fourteen is a bummer enough on its own, and you've also got to worry about adults telling you what to do. If you don't have parents or legal guardians, then the other members of your pantheon will take on that role instead. It'll take work to get them to let you stay up past your bedtime, nevermind participate in any of the fun stuff they get up to.

Backup Performer (+200cp)- threefold deities are extremely common all around the world. You are of the type where three separate individuals always appear as a set. The thing is, you aren't the special one; you are leaching off someone else's power.

The pantheon is very specific about the number of its members. When a deity such as the Norns or the Fates is included in a recurrence, only one of the three is an actual god. The other two are mere hangers on. They are empowered by their connection to the actual god and they lose access to their miracles if the god dies or is imprisoned in a way that deprives them of their power. Since they can't act against their leader without risking their powers, these hangers on follow the actual god's lead in almost all cases.

The actual god amongst your three is a shockingly reasonable person, unlike pretty much any other god. They are willing to listen to your input, though not in any way required to take it on board.

Jumper-In-Thirds (+200cp)- or perhaps you are one of the other varieties of threefold deities, the kind with three aspects.

Choose two opposite emotional states, such as joyful and sorrowful, attracted and disgusted, or wrathful and merciful. You gain two additional personalities, each of whom represents the extreme of that emotion. These personalities are still you, just simply you at your most joyful, sorrowful, angry, or whatever else.

Whenever you feel too much of a personalities' emotion, that alternate personality takes over temporarily. They will act in accordance with their emotion regardless of what the sensible thing to do in a situation might be. You can wrestle back control for yourself (the 'main personality') by encouraging them to calm down. Their control will also fade if they willingly give it up, or if they calm naturally with time.

Satan Does That (+200)- you have a tendency to make stupid moves. They won't always be ones that get people hurt, but they will always be ones that make you an arsehole. Maybe you get restless if you go too long without stirring the pot, or maybe you think yourself a fundamentally bad person. Either way you'll find yourself picking fights with judges or sleeping with other people's boyfriends often enough that its hard to get anyone to give you the benefit of the doubt.

Framed for Miracles (+300cp)- okay, maybe you killed those first couple people, but you certainly didn't kill the dozen after that. Not that it matters either way. No matter how guilty or innocent you are, you will soon find yourself heavily implicated in a murder spree you had nothing to with. The gods don't take kindly to such violence against normal people. You'd best start explaining yourself very quickly from a jail cell, or get used to watching your back every moment cause the pantheon *will* hunt you down.

Impostor (+300cp)- you're no god at all. Any and all miracles you purchased here are all only available to you through a suit of futuristic armour and a collection of weapons. And where did you get such amazing items? Why you enslaved a god and took their place in the pantheon.

You were gifted the head of a crafter god in a box by some mysterious, shadowy figure. This god-head guided the construction of your suit and weapons. They only help you further because of the blackmail and threats of the shadowy figure; you are purely reliant on their fear of this mysterious person to ensure that they continue to make things that are useful to you. The other gods won't be pleased if they find out what you are doing.

If you'd rather work with your god-head then against them, they'll likely be wanting some sort of new body. Provide this and there's no guarantee they'll stick around. That leaves you high and dry if you break or lose your equipment.

Jumper's In Hell (+300cp)- wow… you're just having a really bad time. If you care about someone, the chances of them getting hurt will skyrocket. If you've always dreamed of something, you'll get it, but only in a monkey's paw sort of way. You'll start this jump already weary from loss, or rapidly become so, and it'll take a hard fight and a lot of blind, pointless hope to get you out of that hole. Be careful even once you think you're happy- there's nothing stopping the world from dragging you back down again except your own tenacity.

End Choice

Now that your time here is over, what do you want to do?

Go Home- had enough of jumping? You can always go back home, waking up in bed on the day you left. All your perks, items, companions, and anything else you've picked up on your travels will go with you.

Stay- or perhaps you've found a new home here? If you'd like, your affairs back home will be settled for you so you can live out the rest of your days in this world. You also get an extra 1000cp to spend on anything else you'd like from this document. Have fun.

Move on- this was just the latest stop your journey though the multiverses. You'll move onto another jump, taking all your purchases from here with you. Good luck in your future travels.

If through any means you lost access to some or all of your miracles over the course of your time in this world, they will be permanently returned to you at the end of the jump, no matter which end choice you make.

Notes

Wicdiv has a wiki you can consult for further information. If you'd like more plot information then is included there, r/WicDiv has some pretty good posts that explain the nitty gritty or potentially confusing parts.

Recurrences

The following lists the year and general location that all 65 Persephones incarnated. Each recurrence might have begun as much as a year before the listed dates, and finished up to two years afterwards.

Some recurrences are more geographically spread out than others. You can take the listed locations as a pretty general guide to where you should start in that recurrence. Try to at least stay on the same continent. Ananke has to visit every god to help with their incarnation, and long-distance travel is a pretty recent phenomenon.

3862BC, Upper Nile
3770BC, Mesopotamia
3678BC, Indus Valley
3586BC, The Yellow River
3495, Uruk
3403BC, The Fortaleza Valley
3311BC, Western Europe
3219BC, Indus Valley
3128BC, Egypt
3026BC, Crete
2942BC, Japan
2849BC, Northern China
2757BC, Egypt
2666BC, Northern China
2574BC, Egypt
2483BC, Wrangel Island
2391BC, Harappa
2299BC, Akkad
2207BC, the British Isles
2115BC, Canaan
2024BC, Northern China
1932BC, Australasia
1840BC, Egypt
1748BC, Babylon
1657BC, North America
1565BC, Northern China
1473BC, Northern Indus Valley
1381BC, Central America
1289BC, Egypt
1197BC, Hattusa
1106BC, Greece
1014BC, Central China
922BC, Assyria
830BC, Carthage
739BC, Northern China
647BC, Persia
555BC, Eastern India
463BC, Greece
372BC, Macedonia
280BC, Central India
188BC, Eastern China
96BC, Etruria
4BC, Judea
88AD, Teotihuacan
181AD, South East Asia
271AD, Eastern China
364AD, Eastern Europe
454AD, Germania
546AD, Tikal
637AD, Iraq
729AD, Constantinople
820AD, Francia
912AD, Egypt
1003AD, Japan
1095AD, Syria
1187AD, Jerusalem
1279AD, Northern China
1371AD, France
1463AD, West Africa
1554AD, Cusco
1646AD, Japan
1738AD, North America
1830AD, France
1922AD, North America
2014AD, London