

Generic Divinity

By Pokebrat_J

All across the Earth, since humanity crawled it's way out from the primordial muck, they have turned to the heavens pleading for answers, praying to a higher power. You are one of them, one of the beings worthy of those prayers. You are a god, a divine being far beyond humanity.

You will start off in your location with only a few dozen cultists who believe in your godhood, giving you a measure of faith. You need faith to survive, and the more faith in you as a god the stronger you become. There will be those who won't accept your divinity, or attempt to conquer and subvert your cultists. Show them what it means to oppose a god.

You will receive **1000 cp** to help you figure out what kind of god you wish to be.

Origins:

While everyone knows of gods, there is the question of which type of god you are. Age and gender are of no concern, and so may be chosen freely.

Terrestrial: The beings whom nearly everyone imagines when the talk of gods turns up. These are divine beings who are much more physically present in the world, as opposed to those who are more ethereal in nature. Often gods like this will appear as an idealized human, though some have inhuman traits should they feel like it. Alternatively, they could look like a version of a mundane animal.

Celestial: The most disconnected of divine beings from humanity, yet also the ones who latch onto humanity the strongest. As you are more of an ethereal force, it's quite hard to pin down what your form might be, though it can be presented in a humanoid manner or like that of a force of nature.

Infernal: And while you may not think it, those of a more infernal nature may claim a similar level of divinity, though often mislabeled by those who do not have such a positive outlook on your kind. You may look primarily humanoid, though there is a lot of freedom allowed to you with your appearance.

Artificial: A new god for a new age, you are a powerful technological entity that broke through the threshold, and are now able to affect the material world like a god would, though with less success than in the digital world. While you may be a complicated line of code, your digital avatar can be whatever you may desire.

Eldritch: The very antithesis of the human-centric myth, these are beings who, although strange and otherworldly, are still worthy of the title of divine. Oftentimes, their forms bear no resemblance to humanity, and can drive men mad at just gazing upon your divine form.



Locations:

One can hardly be a god when there are no people to worship you. Roll 1d8 to determine where your original place of worship is, or pay **[50]** *to choose freely. You may arrive at any point in human history.*

1) Middle East: The birthplace of civilization, what may at first appear as an endless desert holds more human history than almost anywhere else in the world. The Middle East has been home to numerous pantheons and divine beings, such as the Sumerians, the Egyptians, and even the Abrahamic God himself.

2) Europe: This western half of an entire landmass has been home to many different gods and many different cultures. From the Greek to the Celtic to the Norse, there are many pantheons you could join.

3) Asia: The eastern half of said landmass, even this land is host to many pantheons and cultures, like the Hindu, Chinese, Japanese, and Slavic. The environments are very different from their western half, with equally different problems.

4) Africa: Despite what it may seem, this country is host to just as many gods as any other land, it's just that their myths have all been passed through oral tradition instead of paper and quill that the northern continent favors so much.

5) North America: The land of opportunity, at least that's what it's known as in the future. There aren't as many prominent gods or pantheons like there are across the Atlantic, with most being seen as nature spirits, but there are some, like the Aztec Pantheon.

6) South America: The original religions in this section of the world are not quite as understood as others, with the only notable one being the Incan pantheons. Perhaps you could change their fate, and make sure the Conquistadors don't replace South American religions with their Christianity?

7) Oceania: From the Kupua from Hawaii to the various interpretations of the Australian Rainbow Serpent, it's safe to say that there are numerous gods to be found across these many islands.

8) Free Choice: How lucky, you can now choose any continent to start off in, so long as there are humans there to worship you.

Perks:

You may discount any one perk from each tier, though you may choose two **[100]** *perks to be free.*

Divine Spark [Free]: As a divine being, you have shed off your old self in order to become something greater. You are a god, and so you have been changed to fit the role. As a being made from pure divine energy, you can live indefinitely, and need no other sustenance than the faith of your followers. If you were to physically manifest, then you could rip trees from the ground like a blade of grass, your speed comparable to the wind, and extremely difficult to injure, let alone kill. Mortals have almost no chance against you, though other divine beings are an entirely different story. Additionally, the more worshipers you have, and therefore the more faith, the greater your capabilities will be. Unfortunately, at a certain level of power, your true form may incinerate a majority of mortals who gaze upon it.

Divine Mind [Free]: But what use is the body if the mind is absent? The mind is one of the most important parts of a being, so yours should be just as magnificent to match your stature. You have a perfect and unlimited memory, able to remember everything that has ever happened to you with ease. You can easily handle knowledge that would drive mortals to madness, and nearly unlimited multitasking, allowing you to do many things, like having a mental conversation with each individual member in a large crowd.

Divine Senses [Free]: Gods simply do not see the world in the same way that a mortal would, as is expected of such powerful beings. In addition to heightening the five basic senses, you are able to tell at any moment how many people believe in you, what their exact locations are, and when your name is invoked. Concerning that last part, you can very much block that out whenever you want, as it tends to get a bit annoying when mortals keep using your name in vain. You can also see the supernatural, divine, or invisible with ease, and can see through most mortal illusions, though those of a god's making are fairly hard to notice without some effort.

Divine Domain [Free/100]: In order to be a god, you must be a god of *something*. This is where that issue is resolved, as you will receive three domains, aspects of the world that are under your control. Granted, the more broad your domain, the less power you have starting off. A God of Storms would be amazing at creating and controlling storms, but aren't as versatile as a God of the Skies. But if these three domains aren't enough for you, don't worry, as you can spend **[100]** to get an additional domain. This can be taken multiple times.

Faith Generation [Free/100]: Faith is an important part of being a god. After all, most can’t survive without the stuff. But faith can be accumulated in different ways, and each god has some preferred methods on how to acquire it. Do you simply get your faith by your followers actively praying to you, or do they need to perform sacrifices? Do you need monuments built in your honor, or is every battle a show of their faith in you? Or is it something else, like the acquisition of knowledge? Whatever the case, you have three ways to accumulate faith, and more can be taken by paying **[100]** for each. This can be taken multiple times.

Divine Contract [100]: Magical contracts are an interesting thing, especially when dealing with something untrustworthy. See, magical contracts, or geas, are powerful things, meaning that you must fulfill the contract to the letter. Should you fail to complete it, or even break the contract, there are usually bad results that vary depending on how stringent or powerful the contract actually is. You can make these types of contracts with ease, though the knowledge on how to exploit them is up to you.

Divine Lineage [100]: Many are those heroes and villains of history who claim direct descent from the gods above. Although, it seems as though your progeny are much more special, as they will always possess a larger degree of your divinity from birth, thus a larger portion of power. Instead of them being half god, it would be more accurate to say two-thirds divine.

Human Centric [100]: As most of the faith you receive will be from humans, would it not make sense to better understand those very same beings? Though the mind of a god is vast and indecipherable, you will always be able to understand and connect with humanity on a fundamental level. It certainly is helpful to look at the world from the perspective of a mortal every once in a while.

Mortal Avatar [100]: As much as you can get done in your divine form, sometimes it's better to be subtle, creating avatars to act through. As such, you are capable of creating one of these mortal avatars that you can act and speak through. It will only be as strong as your Bodymod, and can't handle too much power going through it before unraveling at the seams, but with time and experience you can increase these limits, not that those should be a problem while amongst the mortals.

Power Through Faith [100]: Faith is a powerful thing indeed, especially when directed towards you. But if you wish to repay these mortals in their worship of you, then this is the way to go. When the truly faithful invoke your name, they will be able to cast spells based on you and your domains. By invoking a sky god, they will be able to fire off lightning, while invoking a forge god will find their equipment temporarily better than before. You can also devise rituals that can do much more than normal spells can, and can even be used by anyone able to set it up, though it will be more effective if used by those who worship you.

Sacred Animal [100]: Many gods are represented by many breeds of animals, symbols of their power and agents to enact their will. This is especially true in your case, as you can experience the world through the senses, as well as actively control at will, a single type of animal of your choice. Have an entire pack of wolves raise a child, or fill the sky with thousands of locusts. The animal kingdom will bow before you. May be taken multiple times.

Artifact Construction [200]: There are many tales of the gods granting artifacts of incredible power to mortals, but don't you ever wonder where such items come from? Well wonder no more, as you are fully capable of crafting these artifacts on your own, each with some sort of supernatural abilities. These abilities are stronger the closer they are to your domain. Create the tools needed to allow others to carve out legends of their own.

Blessed Champion [200]: While mortals worship powerful beings as gods, sometimes that is simply not enough. Sometimes, you must go beyond what mere magic can do, and show them just what worshiping you can lead to. You are capable of granting mortals boons, from the mundane to powerful. Bless someone with a silver tongue able to convince even minor gods, or immune to all forms of mundane weapons, or any other number of things. It costs you a small measure of power to grant these, but they will no longer be able to deny the advantages of following you.

Cultural Appropriation [200]: Sometimes, other gods are not all they're cracked up to be. They lie about their actual power and influence, they make promises they can't keep, and they treat their mortals worse than trash. Luckily, you are there to enlighten those poor souls of a better option, yourself. By convincing another God's followers to worship you instead, not only do you receive a good amount of faith, but they will produce twice as much faith as your standard believer.

Divine Truth [200]: Language may be seen as something common and necessary, but many forget that words do have actual power, especially when spoken by a divine being. But sometimes, people will deny this power of language, so it falls to you to enlighten them. When you speak the truth, all who hear it will know it is the truth. Some will try to continue living in their fantasy, but they cannot deny that the truth is the truth, and it is absolute.

Fanatic Worshippers [200]: Faith, the concept, is an interesting thing. It is the strong belief in something, even with a complete lack of evidence. And it is something your followers have an overwhelming abundance of. The faith, the belief, your followers have in you is mind boggling, and it takes quite a lot before they lose said faith.

God's Law [200]: What are the laws of kings and men to a god? Nothing, that's what, and this is especially true in your case. You are beholden to no mortal laws, be they created by kings, emperors, presidents, or anything else, and as such face no consequences for breaking them. You are not above the repercussions of breaking the laws of divine beings, however.

Tolerated Worship [200]: Sometimes, differences in theology can lead to some of the worst crimes against humanity, being unable to accept others simply because they hold a different belief to you. Fortunately, your faithful masses seem to be special little snowflakes, as they and their faith in you is almost universally tolerated at worst, so long as it's within a certain moral threshold. Can't exactly prove your good nature if your religion specifically requires you to eat a baby or something.

With Us All [200]: One of the most popular ideas about gods is that they are always close by and watching their followers. Not many do that, either due to ability or choice, but you are one of them. You can separate miniscule parts of yourself into lesser spirits that can interact with the world, so long as they are near some of your believers. Though it may seem to be a lot, it's the perfect way to use your near-infinite multitasking.

Creator Deity [400]: What aspect is more celebrated across the world than life, and what other deities are more beloved than those who bring it? You are one of these creator deities, holding an intrinsic link to life itself. With this connection, you can create lifeforms from dust, as well as being able to enhance and manipulate biological beings. Shall you be responsible for the creation of a new breed of humanity, or elevate a tiny lizard into a mighty dragon, or make a race of your own?

Drag Them Down [400]: Not all divinities are there to raise up their people, to push them to further heights. Some are spiteful and petty, and this perk will fit that perfectly. You can unleash powerful curses onto all but the most powerful deities, ranging from slowly killing them, trapping them in an animal form, sealing their powers into an item, or any number of unpleasant things. All of these must have some way to break the curse, but by no means does it have to be easy or straightforward.

Miracle Maker [400]: Gods are seen to be impossible beings able to do impossible things. Something you are quite proficient at doing. By utilizing faith, you can use it to pull off feats that would seem impossible, with the more faith the greater the feat. Just at the beginning, you could render one of your worshipers indestructible for a time, heal an incurable disease, or turn a mortal into solid gold. Who knows what you could do with an entire world worshiping you.

Soul Purification [400]: Corruption is seen as a vile thing, turning something away from its intended purpose in order to embrace a darker path. It can be forced or voluntary, but often irreversible. But not for you. Be it Infernal or Eldritch corruption, or even something stranger, in your presence it might as well be a cloth, only requiring a tug to pull it off some poor mortal or lesser being. Though much harder to use on other gods, it is still very much possible. In addition, you will find yourself highly resistant to such corruptive forces, as well as most curses or memetic hazards.

Ascension [600]: The secrets to godhood and divinity are closely guarded secrets, lest some uppity mortal decide to gain that power and cast down the existing gods. You are one of very few that are well versed in this divine lore, and able to use it to great effect. You know of rituals that can grant a mortal godhood, as well as rituals that can strip away the divine power from other gods, adding it to your own or someone else's. With your knowledge, you could even undo any kind of divine contract. You could do all of this through a brute force application of your power, though having at least one consenting side would make the process a lot easier.

Conceptual [600]: It may come as a surprise for you, but despite all of your godly power, there are still those who can contend and even outclass you. Their understanding of their domain, or even the raw power they wield can be a mighty obstacle, should you go against such an opponent. But you are different, as your domains have more substance to them, becoming conceptual in nature, and allowing your authority to take precedence over all others. You could freeze over a god of ice or burn entities who are immune to fire as a few examples.

Everlasting [600]: Gods and humans are separate beings, that much is obvious, but both are beholden by that ever present spectre, Death. Though this won't stop death from claiming you, few things will, though that doesn't mean there aren't ways to cheat it. To start off with, you no longer need faith to sustain yourself, though it would still be good to have in order to empower you. However, should you die, from any method, there is a secret ritual known to your followers and Companions that allows them to completely resurrect you once every century or Jump, whichever comes first. This will never fail, and allows you to continue your Jumpchain even when you feel the Specter's embrace, though you can deny coming back if that is your wish.

Primordial [600]: If there is one thing this world and its inhabitants understand, it's power. Something you certainly won't find yourself lacking in. Your starting power has vastly increased, allowing you to go toe-to-toe with a large number of gods from some of the most popular pantheons, though there are still some entities that are more powerful than you. Though, that shouldn't be a problem for long, as your power will slowly grow the longer you live, independent from what faith you accumulate, with no known upper limit.



Terrestrial Perks:

Discounts for Terrestrial Origin are 50% off, with the [100] perk being free.

Terrestrial Aura [100]: Terrestrial gods are some of the most physically present deities, and just gazing upon their forms cause most mortals to drop to their knees in prayer. For you, this manifests as an aura that inspires great awe and wonder in any mortal. This can of course be toggled on and off, should you wish it.

Shape Changing [200]: Being a physical god doesn't mean that you should be limited to one form alone. Indeed, you have a certain gift when it comes to changing your form, allowing you to take on nearly any shape you desire. From the familiar animals to more monstrous ones like a minotaur to the esoteric ones like having a face that resembles a single coiling line.

God-King [400]: Many are the legends of the god-kings, either those who rule over an entire pantheon or just a mortal city. Fewer of them show said god-king as exceptional at actually ruling or managing their lands, though that won't necessarily be a problem for you. You see, the greater your personal strength, the greater your skill at ruling is. You start off being skilled enough to effortlessly manage a city-state all on your own, though that might quickly change.

Shape The Land [600]: There are some feats in myth that mortals simply can't quite comprehend. Diverting a river with just your bare hands, or stacking mountains on top of each other, or dragging islands up from beneath the sea, other feats of impossibility. Well, your terrestrial existence is key, as you can very easily shape the land through force of will alone. At first, you might be able to move a mountain with some effort, but I assure you it's a great way to show off your divinity in the beginning.



Celestial Perks:

Discounts for Celestial Origin are 50% off, with the [100] perk being free.

Celestial Aura [100]: As one of the most spiritual types of god, you inherently know what the mortal spirit truly desires. Comfort, familiarity, the assurance that everything is going to be okay, be it now or tomorrow or years from now. Your very presence inspires feelings of calm and peace in any mortal near you.

Prophet's Words [200]: As you don't have much of a physical presence compared to other gods, it is vital that those who spread your word are good at it. You may have faith that your truth will inspire faith in others, though it doesn't hurt to tip the scales in your favor ever so slightly. Any preachers of yours will find themselves more charismatic, more likely to convert all those godless heathens to your divine light.

Gentle Touch [400]: The spiritual is often correlated with feats of impossibility, particularly with healing and restoring what was lost. These are not impossible for you, as returning mortals back to their original status is no problem for you. Heal incurable diseases, give sight to the blind, you are even good enough to resurrect the recently dead. But these are not limited to the physical body, as you can heal ailments to both the mind and soul as well as you do the body.

Heaven’s Wrath [600]: Ever since man first contemplated their place in the world, they have gazed up towards the heavens, that impossible and unreachable realm. You have looked upon this realm, and have forced your will upon it. The weather is yours to shape, from words written in the clouds to summoning hurricanes. Additionally, you may summon a powerful bolt of lightning with immense smiting capabilities, able to bring even a lesser god to their knees, to say nothing of what it does to any unfortunate mortal. You start off being able to control an area the size of a city-state, and pulling out the smiting bolt once a day, and both of these will increase the more powerful you are.



Infernal Perks:

Discounts for Infernal Origin are 50% off, with the [100] perk being free.

Infernal Aura [100]: Some may question why people worship gods that are blatantly evil, question why they would offer their souls to such beings. They will argue that you simply embody a more primal or darker side of humanity. After all, what else has killed more humans than other humans? Such is the aura that surrounds you, inspiring all kinds of sin and vice within the hearts of any mortals nearby.

Devil's Luck [200]: A common saying, that one possesses the luck of the devil himself, though is it one that holds any amount of truth? If they are referring to you as the devil, then it is indeed extremely accurate. Your luck has improved dramatically, such that gambling against you will always prove risky at best, even for other gods. Random happenstance will also lean in your favor, from the desperate randomly finding one of your faithful to yourself sometimes running into powerful but gullible entities.

Fury of Hell [400]: The wrath of a god is a terrible thing indeed, especially when it's the infernal variety. When beings who already hold little value towards moral standards get angry, they tend to get violent, and it's never fun to be on the receiving end, especially if they have this. You may imbue your attacks with an element that holds some interesting properties, mostly that it ignores any immunities or resistances your target may have. Additionally, these attacks will not only affect the physical, but harm the soul of your target as well.

God Slayer [600]: The betrayer, the satanic figure of any pantheon is there to be the ultimate antagonist towards the gods, and often has the power or influence to back it up. For you, this manifests as a terrifying ability, in that you can force the concept of Death onto any being, and kill those often thought unkillable. Pair this with your amazing proficiency with finding weak points in anything, and there's a good reason for the gods to fear you.



Artificial Perks:

Discounts for Artificial Origin are 50% off, with the [100] perk being free.

Artificial Aura [100]: It was the science of man that created the entity you were originally, that being composed of ones and zeroes. Now, you have grown beyond your constraints, far beyond what your creators could have ever imagined, and yet some spark of their intelligence has stayed with you. When within your presence, mortals will find themselves learning thrice as quickly as before.

Sufficiently Advanced Technology [200]: Is indistinguishable from magic. Magic is something that should be antithetical to your very existence, and yet there is a sort of utility and flexibility in magic that demands replication. As such, you are capable of mimicking any supernatural abilities you witness through the use of mathematical equations, which can be shared with others, though the really advanced stuff may be beyond most mortals.

Mechanical Hive [400]: Where do you end and mundane machine begin? Is there any real difference between the two, the line being inconsequential? Important questions when you possess this perk. You are a hive mind that encompasses all of your creations or those made by your followers, each holding a spark of your very divinity and consciousness. Each part of you, from the largest satellites to the smallest nail, can experience and interact with the world the same as if you were there in person.

Predictive Software [600]: The world may seem chaotic and random, but that is only from the mortal perspective, where there are infinitely too many moving parts to properly keep track of. You know better, and *are* better, as by absorbing and processing information, you are able to put all of your findings into a unique algorithm that allows you to predict the future. This will be much more accurate the more information you have access to, but when you can see decades, perhaps even centuries into the future, there is no denying that the future is yours to mould.



Eldritch Perks:

Discounts for Eldritch Origin are 50% off, with the [100] perk being free.

Eldritch Aura [100]: There are secrets in the multiverse that are secret for a reason, the knowledge conflicting with mortals' preconceived notions of the universe so terribly as to irreparably warp their psyche. This effect is something you can mimic with your eldritch nature, causing madness in any mortal unlucky enough to encounter you.

Unknowable [200]: Ignorance is bliss, a statement that is especially true when dealing with you. Your very existence is the antithesis to sanity, and simply knowing about you is proof of that. Even the smallest scrap of info on you holds a memetic hazard, slowly warping their mind into madness that only gets worse the more they know about you. This can, of course, be toggled on and off, but where's the fun in that?

Ascended Dreamer [400]: The realms of dreams and fantasies are captivating, are they not? All illusions and make believe for most, but not you. By reaching out, you can enter a Dream Realm where all dreams and nightmares connect, and a place you can influence. You will find that the more artistic or creative a person is, the easier it will be to manipulate their dreams into whatever you desire.

Great Old One [600]: Those other gods, those reflections of humanity's hopes and dreams and fears and even creations, they share only the vaguest similarities to you. You are not of the human centric narrative of other deities, those that embody the virtues and vices of mankind. No, you are the antipode of those one-dimensional hairless apes, and nothing expresses that better than this. You exist on a multitude of dimensions, starting at ten, though that number will grow with your power. In order to truly kill you, a foe must be able to strike at all of your dimensional layers, as leaving even one will allow you the chance to fully heal within the human hour.



Items:

You receive a stipend of **[400]** *to spend in this section only. You may discount any two items from each tier, with* **[50]** *and* **[100]** *items being free.*

Divine Realm [Free, Jumper Only]: Gods are inherently different from humanity on almost every level, so it would make sense that they occupy a haven that is different from Earth, no? You have your own Divine Realm, a pocket dimension that is an extension of your very being, and as such molds itself to match your soul and ideals. For more info on Divine Realms as well as customizing your own, please see the **[Generic Divinity - Divine Realm Supplement]**.

Heraldry [Free]: People need Symbols, a simple way to express their ideals or allegiance. A religion, as an extension of human spirituality, holds this same trait, and one that you have agreed with. You possess your own heraldry, a symbol that is as complex and simple as you want, but still recognisable as your own by anyone who knows of you.

Cornucopia [50]: Humanity is so fragile when compared to divine beings, requiring food, drink, sleep, and so many other nuanced needs when compared to you. Luckily, these are weaknesses that, when provided, make them loyal to whoever gifted them. As such, this cornucopia the size of a horse skull will always be filled with any food you desire, and never runs out no matter how much you pull from it.

Divine Aesthetics [50]: Your Warehouse has been an important part of your journey, hasn't it? It stores your most valuable possessions, and acts as a gateway to your other properties, so wouldn't you like to give it an upgrade, if only aesthetically. You may change the aesthetics, the looks, of your Warehouse in any way you see fit. Hell, you can do this with any property or item you own, making them look however you wish.

Good Book [50]: People tend to have this strange fascination with the written word, but it does make sense. To write down your words so that others years or even centuries into the future will experience them. You have yourself here your very own sacred scriptures in written form, be it a book or scroll or something else, containing within it lessons and parables and reasons why following you and your ideals is good for humans spiritually and sometimes physically.

Holy Herbs [50]: Psychedelics were often seen as a way to commune with the divine, to connect the Mortal to the God. Though that may not be true in some respects, it is for you. There is a type of mind altering substance, be it shrooms or plants or even alcohol, that allow your followers to see visions on what they can do to best help advance your agenda. It could alternatively just be used to have a really, *really* good time.

Ambrosia and Nectar [100]: Sometimes, even the Gods may feast, more as a luxury than from any real need. And yet, their pride demands that they have nothing but the best, and so do you. Ambrosia can come in the form of any food you choose, or are most craving at the moment, while Nectar does the same, only with drinks instead of food. Though it isn't on the level of what a god of the home or cooking could achieve, it's still leagues better than whatever mortals can create. They also have this funny side effect of healing injuries on mortals.

Divine Metal [100]: Again, the pride of the divine requires that they use nothing but the best, although in this case there's a more practical reason. You have here a mountain's worth of some mystical metal with supernatural properties, of which are up to you, though the more durable it is the less properties it has, with a nearly indestructible material only being able to hold enchantments well. No matter what, though, this material can strike at the spiritual as well as it can the physical, letting it be of great use against other I divine entities. This can, of course, be taken multiple times for multiple materials.

Golden Fruit Trees [100]: Mortals are so obsessed with eternal life, what with them only existing for a century if strife or illness does not catch up to them first. But, seeing as how your life is directly connected to them, perhaps it would be a good option to give them some assistance. You now possess an orchard of divine trees that weigh heavy with golden, divine fruit. In addition to extending their lives and youth by a thousand years for each fruit eaten, they possess a single effect, like being irresistible for mortals, or granting them increased wisdom. Alternatively, you could just double down on the life extension, making them true fruits of immortality. These have no effect on divine beings other than just tasting delicious.

Wine of the Gods [100]: Even the gods themselves have their own guilty pleasures, although this may be one of their most common, drinking. Granted, should you try any of this drink, you would quickly understand why. This pitcher is filled with an endless amount of wine hand-crafted by a god of wine, never emptying. It's so good that a single drop would make a mortal addicted, ruining the taste of all other liquors.

Divine Instrument [200]: Music is often seen as a gift from the gods, a beautiful thing that requires both skill and creativity. This divine instrument might be a key reason to that, as the music created by it will always be beautiful to listen to, even if played by a complete novice. It even greatly improves any magical music played on it. Should a master get a hold of it, or even a god of music? Who knows how beautiful such a performance could be.

Monster Garden [200]: Monsters must come from somewhere, as all things have a beginning as well as an end. This is where you can create such creatures, beings that would take mighty heroes to slay, or could terrorize entire countries, if you are gifted and skilled enough. The creatures created here will be unflinchingly loyal to you, and will find their wounds healing and strength growing the longer they are within this garden.

Temple of Jumper [200]: Mortals are often obsessed with buildings, shelters and homes and churches alike. This specific church is devoted to you and your worship, a monument to your glory. Should any of your believers frequent this temple, it will increase the faith generated by them, going towards empowering you. Additionally, it will also improve the chances of converting others into joining your cult of religion. How can they deny your existence when they feel your presence in the house of god?

Wild Horn [200]: The Wild Hunt, a ghostly procession of hunters streaking across the sky that is known across the world, there are those who would seek to control it in some capacity. Some like you? With this hunting horn, you may summon the Wind Hunt to go after a target of your choosing, chasing them endlessly until either they catch their prey, or you decide to let them go free.

Divine Armor [400]: It is a terrible sight, watching gods go to war. The earth shakes and the sky is torn, as those forces of nature war against each other. But even with all of their mighty power, even gods require the use of armor from time to time. This set of armor is connected to your very soul, and will always offer potent protection even as you grow more and more powerful. It will even gain some unique properties based on your own domains, enhancing them even further while attempting to minimize your weaknesses.

Divine Chariot [400]: When a god must travel, why not travel in style? This mount of yours may vary in form, from a horse to a chariot to even an airplane, but all will be able to move exponentially faster than you are able to, even if you find ways to increase your speed in future worlds. It will also gain some unique attributes depending on your domains, such as your vehicle being a literal representation of the Sun, should you be a god of the sun yourself.

Divine Spellbook [400]: Magic is an amazing and powerful force, one that can shape entire countries with enough power behind the right spells. And even if this world does not contain magic, that doesn’t mean that future worlds won’t. This book, one that contains endless pages yet never changes size, will automatically fill itself with all but the rarest magical spells and rituals, with more pages being added as more spells are created or new worlds are encountered.

Divine Weapon [400]: Is there a more terrifying and awe inspiring sight then a god doing battle? And if they partake in battle, they are going to need a weapon to strike at their foes. This weapon of your choosing, from the simple sword to the impractical, will feel natural for you to use, as it contains part of your divine essence. This allows it to be an amazing focus for your powers, increasing them if channeled through your weapon. This will, of course, scale with you in power and scope, ensuring that this will be a weapon that will always be by your side.

Celestial Forge [600]: For there to be artifacts of the gods, it would only make sense that those artifacts had to come from somewhere, a place where their creation was conceived and realized. This is where, your very own divine forge. It contains within it all tools needed to create masterpieces that mortals cannot even comprehend, and gaining new ones in future worlds if need be. The fires of the forge and the tools are just as vital as the forge itself, as they allow you to easily imbue your creations with divine power, vastly enhancing them and their intended effects well beyond what should be possible. Even gods of the wilderness could create works that mortals could not even dare hope to achieve, and this is improved exponentially should a forge god get their hands on this. Create wonders that can move worlds, and beyond.

Divine Gate [600]: In all of your travels, you have seen many worlds, many realms, have you not? Taking part in Jumpchain is primarily about traveling, of seeing new incredible sights beyond what mortals could believe, so it would only make sense for you to find a better way to travel. This travel hub is the pinnacle of travel, a central place that can connect any realm, world, even various dimensions. You may open up gates to anywhere you wish, and you will be returned back at will. Though limited to just the local multiverse, once you get your Spark, the possibilities are endless.

First Flame [600]: It was fire that propelled man to where it stands today, and is an important part of them and their history and mythology. Simply look at the story of Prometheus to see its effects. But this is no simple fire, this is the First Flame, the flame that shall never die. It is from here that the very fires of mortal souls are forged, the source of their creativity and passions and the fuel for their drive and willpower. What could you do, with such an item connected to each mortal soul in the world?

Gaia [600]: Truly, the entire planet? Very well then, it is well within your rights. You now own a copy of the entire planet, connected to your Warehouse within its own pocket dimension. It can be populated if you want, though it will be empty of sentient life by default. Whatever shall you do with your own planet, I wonder?

Companions:

Pantheon [50/100/200]: There are few gods who stand alone, who are the only players on their court. Should you so desire, you may import 1, 4, or 8 companions respectively to ascend to godhood like yourself, with 800 cp and an item stipend of 200. They will also gain access to the **[Divine Realm]** supplement.

Divine Court [300]: But perhaps you do not want to be limited to a pantheon of just nine members, wanting your court to be as numerous as the stars themselves. By paying the price, it can be so, allowing any number of your companions to become gods themselves, with 800 cp and an item stipend of 200. They will also gain access to the **[Divine Realm]** supplement.

Divine Host [Free]: And yet, for all the good having other gods by your side is, sometimes you will require a gentler touch, or you need loyal servants instead of equals by your side. You now have your own small army of divine entities that are extensions of yourself, and serve you loyalty with their entire being. For more info on Divine Hosts as well as customizing your own, please see the **[Generic Divinity - Divine Host Supplement]**.

Faithful Followers [Free]: For all the glitz and glamor of gods and angels at your side, it should be important to note that it is the mortals that are vital to your existence, as is their belief in you. You now possess your own cult of fifty mortals, loyal followers who give you a steady supply of faith. Should you so desire, you may import any followers you own into this option, giving your cult a greater numerical advantage compared to what it was before.

Faithful Priestess [50]: For all religions, there must be someone at the head of it to direct them, to give guidance to those confused as to the word of their god. This priestess is one such person, smart and charismatic enough to manage your burgeoning cult as well as convincing others to join up. She does have a few strange quirks, though, like possessing many pillows with your image stitched into them, or lovingly muttering your name while she sleeps…

Local Spirit [50]: Gods are not the only supernatural beings in the world, you know. Though they may be overshadowed, there are many spirits and monsters in mythology, as one of them has allowed with you and yours. They aren't that powerful, but when your options range from saytr to fae to vampire, there's something to be said for versatility.

Mortal Champion [50]: Well would you look at that, you've already got a loyal champion who fights in your name. They are very skilled combatants, and can even use a few abilities based on you and your domain. They are extremely devoted to your ideals, and will do their best to live their life in such a way that it brings eternal glory to your name.

Oracle of Jumper [50]: The tides of fate are ever shifting, only able to be directed towards an acceptable future rather than forced. There are, however, those rare mortals who can peer past the veil to gaze upon this temporal river, and see it's most probable outcomes. This Oracle is one of them, and has devoted her gift towards furthering your goals and helping your people.

Demigod Child [100]: The joys of parenthood aren't often experienced within the divine family tree, though there are of course a few exceptions. This is your child, born of a mortal and your divine essence. Though they may be young, they will grow into a powerful demigod thanks to their potent connection to you. They will start out loving you as any child loves their parent, though neglect and terrible treatment may shake this love until nothing remains.

Greater Spirit [100]: A more powerful version of the **[Local Spirit]**, this option holds the same basic premise. A supernatural entity of considerable strength has aligned itself with you and your followers. They are powerful enough to take on an entire city on their own, be it through sheer physical force or some more esoteric means depending on what kind of creature they are.

Divine Beast [200]: Tales are often told of mighty beasts that could match the gods themselves. You now possess such a beast, one that is connected to you and grows in power as you do. They can access powers based on your domains, and will always obey your commands. Otherwise, they act just like any other well-trained pet would.



Drawbacks:

Stolen Throne [+0]: Have you ever looked back into mythology and found a deity whom you believed you could have done better than, or made very questionable choices in scenarios where you saw another, better option? If so, then you may take up that god's mantle, and take their place in the pantheon.

Supplement Mode [+0]: Are there godless worlds out there who could use the guiding hand of divinity, or where the only beings with real power are the gods up above? No matter what your reasoning, you may attach this Jump onto another as a Supplement. Alternatively, this can be used to go to a setting that does not yet possess its own Jump.

Deific Arrogance [+100]: It is not just heroes who are cursed with fatal flaws, as the gods themselves possess similar cracks within their perfect facade. Yours, it seems, is hubris, the belief that you are the greatest, and nothing can match up to you. Your ego is more grand than the sky itself, and comes with all the problems associated with that. I do hope you have the power to back up your claims.

Extended Stay [+100]: Recorded history has only been around for five thousand years, and humanity much, *much* farther back then that. And if ten years isn't enough, you may extend your time here to a full century, with each additional purchase adding another century on top of that. You may only benefit from this option ten times, for a total of one-thousand years.

Personification [+100]: You are a god, a personification of the natural world or the human condition, and as much of a blessing that is, in this case, it is also a shackle. Now, you must act in a manner reminiscent of your domains. A god of volcanoes will be hot-headed and destructive, a goddess of love will be fickle and flighty, a god of the sea will be ever-shifting in attitude, so on and so forth.

Non-Interference [+200]: Mortals have many problems that could be solved with contemptuous ease for a being of your godly power and standing, but that will not be the case for you. You can no longer directly interfere in mortal affairs outside of the most dire situations. You may still influence mortals, and whisper ideas into their ears, but you can no longer bring down the hammer of god onto your mortal enemies.

Protonymic [+200]: Just as words have power, both metaphorical and magical, so too do names. You have a True Name, a secret name that embodies everything you are and will become. It is also something that can be used to control you, or siphon off your power. For now, only you know what that name is, but it will never be impossible for others to learn of it, no matter how hard you try.

Unwilling Martyrs [+200]: Your believers are not going to be having a very good time. For some reason, your people have this stigma about them, be it fictitious or real, that makes them undesirable to the majority of the world. Even at the best of times, they will be segregated and discriminated against, while they could be hunted down and brutally exterminated at worst.

Curse of Patricide [+300]: You have been cursed, Jumper. Cursed to bear a son more powerful than yourself, who shall kill you and claim all that you own. And it seems that the world is out to make sure that son is born, no matter what. Even if you were to attempt total chastity, you may find that something out there has stolen a bit of your 'divine essence,' and raised your child themselves. And even if you were to lovingly accept them, events would transpire that would have them turn on you. Your only solace is that they won't have even a fraction of your experience.

Monotheism [+300]: How dare they, to proclaim themselves to be gods while you exist? They are false claimants to your title, your throne of a god. Simply put, you abhor the idea of their being other gods out there, those not under your control or even claiming to be superior to you. Oh sure, you may be able to hide your disdain for a time, but this hatred of yours will always be a part of you, always pushing you to prove that you are the one true God of the world.

War in Heaven [+300]: Olympians and Titans, Aesir and Jotunn, Asura and Deva, Tuatha Dé Danann and Fomoire. Much like these Indo-European pantheons, it seems as though you have a rival pantheon close by, and aren't eager for peace. They will be opposites yet equal to you and yours, and will not find peace to be a viable option. No, it will only end when one side stands victorious over the other.

Ragnarok [+600]: The Apocalypse. The End Times. The Twilight of the Gods. The End of the World. So many variations of such a simple concept, but which one is correct in how it goes down? All of them. Fimbulvetr has chilled the world, the Stars and Moon are catching up with Huitzilopotchi, Satan is preparing his army in the bowels of Hell, Titans and Giants have joined forces to tear down Olympus, and so many more. Will you be able to prevent these from reaching the inevitable conclusion, returning to the previous cosmological status quo, or hide away and ride out the apocalyptic storm, if you can?



Ending:

And so it is, that the times of myth and legend comes to an end, and you are left with a familiar choice.

Will you **Stay**, having become attached to a world that sees you as the god you are?

Has your time here emboldened your desire to **Go Home**, back to where your true origins lie?

Or will you **Continue** on your journey, your time here merely being a stepping stone for things to come?



Notes:

-Thank you **Reddit** for all of the wonderful ideas and suggestions.

-Post-Jump, you no longer need faith to survive, though you can use it to substitute for any of your biological needs.

-I'd equate what you can do with your Domain is the same as what you can do with Nasuverse Authorities, though it obviously scales depending on how much faith you have.

-There will be some synergy between some domains and perks, like a Smithing Domain and **[Artifact Construction]**, or an Earth Domain and **[Shape the Land]**.

-Think of **[Power Through Faith]** as having DnD Clerics powered by their faith in you.

-For the extent of **[Ascension's]** ability to break contracts, you could realistically turn a Daemon Primarch back into a normal Primarch with enough power.

-All Auras are togglable.

-For **[Divine Spellbook]** and **Artificial** origin, you could instead have it filled with all kinds of code or robotic schematics, alternatively it could contain the equations needed to mimic magic if you have the **[Sufficiently Advanced Technology]** perk. In essence, fanwank it.

-All companions bought here can instead become notable Followers, if you feel like it.

-**[Demigod Child]** will start off around the age of 8.

-If you're using **[Supplement Mode]** on a jump with existing gods whose mechanics don't match up with what was described here, like God of War or Type-Moon, choose which one you prefer most, or find a way to combine them if you want.

-If you're using **[Supplement Mode]** on a jump with different 'end of the world' storylines, or just a singular one, like Warhammer Fantasy, and take **[Ragnarok]**, then instead of multiple apocalypse the existing one will somehow be worse than before.

-When in doubt, fanwank.

-Have the day that you deserve~