

Welcome to the world of Kid Icarus: Uprising! You appear a year before the start of canon. Soon the world will be thrown into turmoil as the forces of the underworld rise up and try to conquer the human realm. A plucky young angel and his allies will be all that stands between them and total domination. Even worse is that they are just one of many different enemies that will be making their appearance over the next few years as Nature itself will come looking to wipe out humans, which will attract a fleet of hungry aliens from the conflict who wish to consume all.

Have **1000CP** to spend below.

Origin *Choose your gender and roll 1d8+15 for your apparent age.*

Human
You are just a baseline human without any real backstory in this wide, wide world. Despite generally being looked down upon by the other denizens of this world for your war like mentality and weak bodies, there are a few of you who rise so very high to take on the gods themselves.

Angel
Angels are described as servants and messengers of the gods; however, not all gods have angels under their control. The most famous group of these angel's is Palutena's Army, tasked with protecting both their goddess and, by extension, humanity. Despite this name, angels typically do not fight, making Pit a rare exception. While long lived, these angels do still age. Angels are automatically granted Wings of an Angel.

Monster
Creatures of the underworld and other separate realms. While they usually show only basic intelligence, you happen to be a rather intelligent one. The human realm will show you little mercy if you were to ever appear there.

Goddess
Eternal, unaging. Gods and Goddesses have lived for countless years and will continue to live for many many more, assuming nothing kills them. You are among the ranks of these divine beings. Far above kings and emperors, it's up to you what you do from here. While extremely strong in their own right, a suitably powerful angel with the right equipment could be able to take you down.

Location *roll 1d6 to decide where you start or pay 50CP*

1: Earth, The realm of Humans

2: Skyworld, The realm of Angels

3: Underworld, The realm of Monsters

4: Galactic Sea, The realm of Stars

5: Chaos Vortex, The realm of disorder

6: Free Choice

Perks *100CP perks are free for your origin*

General

Cooking Classes [100]
Cooking is fun and easy, for you at least. In your head you have a repository of dishes and the know-how on how to make them. You could work in any restaurant you wanted if that was what you wished.

Body Quirk [100]
Something about your body is different from the standard human one. Maybe your hair is made of flames, you have a glowing halo above your head or vivid lines running across your skin. Whatever it is, it marks you as something different from the standard mortal.

Inhuman Beauty [200]
Life was kind to you. Extremely kind. You were blessed with a supremely attractive body. The kind that others will take second glances at as they walk past, just so that they could catch another glimpse. If someone weren't to know any better, they would think you the god or goddess of beauty itself. Not only that, no matter what you do, your hair always seems to be in perfect condition. Even if your hair were to get messed up, it would do so in such a way as to still be enticing.

Professor Jumper [200]
What a know-it-all! Much like the aptly nicknamed Professor Palutena, your intelligence is something to take note of. Not only do you think pretty quickly, but you are also rather creative in what you do. A true scholar through and through. You are not so much talented in one specific area so much as generally intelligent, with the ability to study in numerous fields unfamiliar to you.

Human

Chatterbox [100]
You know what's fun? Jokes. You know what's even better? Quips and jokes being traded between combatants. Combat is just a more enjoyable experience when you can trade barbs with your opponent. You have a plethora of puns to make your enemies groan. Even in a dangerous and potentially dangerous situation, you can keep your head and even get in a few good verbal snipes at your enemy, that are sure to rile them up.

Wings Of An Angel [200]
Pure white wings that allow the angels of Palutena the power of flight. By some miracle or fluke of birth, you have grown your own pair of them which are fully able to fly. Now you will be able to join the legions battling up in the air instead of being stuck on the ground. With just these you can easily break the sound barrier.

Weak point exposure [200]
After fighting the same kind of enemies a few times, you start to be able to see their weak points, places to aim for that inflict maximum damage. The areas almost seem to have a faint green glow.

Allies of Convenience [400]
When working towards an objective, you will often find others who are also after the same thing. Luckily you are fairly adept at getting them to work with you, at least for the duration of the job.

Food Is Life [400]
Quite literally in fact. Eating food will now heal you of your injuries. The bigger and better cooked the meal, the more you will be healed. A full course meal, cooked and seasoned would most likely heal you back to near full health.

Better in the Air [600]
While attacking in the air, your attacks will do more damage to enemies. They'll hit harder, faster and more accurately. In fact, it will seem like all your stats have increased three fold while in the air.

Angel

Crosshairs [100]
You now gain a small crosshair when wielding any type of ranged weaponry, showing where your shot will go. Remicent of the crosshairs used in shooter games, this little circle will greatly help when aiming bows, crossbows, and just about any gun.

Hope Bringer [200]
When you arrive on the battlefield all shall know it and all those who you protect and are on your side will feel great hope. Morale will shoot back up even in dire straits.

Portal maker [200]
With a bit of effort, you can make a small doorway that acts as a portal. Simply step through to get transported somewhere else. Unfortunately, you need some awareness of where you open it to in order to create it.

Restoration [400]
The power of your deity flows through your body. Any curses or spells that affect your form will quickly find their hold on you disappearing. Even the strongest petrication cast by a god themself would only last a few days at most before being completely shaken off.

Evolve [400]
When you kill something it leaves behind a little bit of its essence. These are absorbed by the weapon that was used to slay the creature. What this does is strengthen your weapon slightly by increasing its sharpness, it's durability, and just making it a better fit for the wielder. This effect slows down and to a stop at tripling the stats of the weapon.

Avatar of Nature [600]
You are not a typical angel. You are more in line with the angels of the Forces of Nature. This means that instead of weapons you use the elements themselves to do battle. You use and can embody one of the four classical elements, or alternatively electricity, darkness or light. An elemental of the earth would, while slow, have a huge amount of defense and heavy hitting attacks, while an elemental of electricity could move at speed of lightning and rain down bolts of electricity on their enemies, but have a much more vulnerable body.

Monster

B.I.G [100]
Your body is giant, or at least has the potential to be. You may grow up to great size, with each one of your fingers or claws being bigger than a full grown man. You are more akin to a moving building than a normal creature. As a consequence, your speed will be reduced somewhat.

Thick Skin [200]
Your body is able to withstand all but the most extreme temperatures and conditions. Fly about in a lava filled world or slide by in a frozen hell. This will only provide marginally more protection against attacks aimed to harm you.

The Aurum Brain [200]
Your mind is like the Aurum, connected to all your creations in some kind of hive mind ability. Any being you create you can connect your mind to, in order to order them around or influence what they do.

Bigger On The Inside [400]
Occasionally heroes like to leap down the monsters gullet and rip them apart from the inside. Luckily, if one were to do that to you, they would find out that your insides aren't so normal. The inside of your body is a land unto itself almost a square km in size, complete with guards at the ready to defend you. These guards have the strength of the average monster.

Hewdraw Head [400]
Ever hear the phrase 'Cut off the head and the body shall follow'? That doesn't work so well on you now. Cutting off your head will only be a minor inconvenience as you can get on fine without the rest of your body. As long as your brain is intact and you have energy to spare, you can start rebuilding your body. It may take awhile for you to regrow your body, but by no means are you down for the count.

Chaotic Control [600]
You can act as a parasite, possessing a person's body, even a gods, and slowly consuming their soul. While possessing someone you may use their power as your own, though once you leave you will not retain that power. The stronger the soul the longer it will take to digest; a god could last 3 years of parasitism and come out relatively intact.

Goddess

Gift of Flight [100]
You can gift others with the power of flight for short periods of time. This will grant them glowing blue wings that can travel a great speed. This cannot be channeled for long periods of time as the divine power flowing through the wings will soon cause them to burn up,

Pisces Healing [200]
Each day, for about 10 seconds, any damage you would normally take is instead converted into healing energy, to help you recover your health.

Power Source [200]
Once you defeat someone, you have the ability to take their soul and use it to power your own abilities. You can only have one soul at a time and the soul may yet rebel if it finds an opportunity.

Divine Soul [400]
As a divine being, your soul has been granted special protection. No longer will others be able to manipulate or trap your soul. They will be unable to possess your body or cloud your mind. Your light burns through the insidious powers. This grants protection from any form of mind control

Mother Goddess [400]
What is a god without their legion of soldiers? You can create minions to act as your army. The average warrior will not be that much stronger than a human however you will be able to make three captain class soldiers who are significantly stronger than the rest. They will be able to take on whole squadrons by themselves. You will be able to make batches of 10 monsters per day. These can be either monsters or angels, but neither will be much stronger than a normal human.

Goddess Aspect [600]
As a god or goddess, you overlook an aspect of the world. Viridi was the goddess of nature, Palutena of light, Medusa was the goddess of darkness, and Hades was the god of the underworld. This grants you abilities in line with what one would expect from that aspect. Viridi had unprecedented control over the forces of nature, able to grow and create strange creatures, as well as making massive plants that exhibited supernatural abilities. Pandora had the ability to create illusions and could turn space itself on its head, and Hades had control over the souls of the dead. With these powers one could blast a town out of existence with a wave of the hand. You also gain a way to travel vast distances near instantly, as well as the ability to project a giant illusion of your form anywhere you can see, letting you speak to the mortals down below.

Items *100CP items are free for your origin. You may import weapons in place of receiving new ones if you wish.*

Endless Bag Of Arrows [100]
This quiver never runs out of arrows, no matter how many you take out. While rather more resilient than normal arrows, these are nothing particularly special in and of themselves.

The Basics [100]
You get the basic versions of a ranged and a melee type of weapon that Pit has used, as well as a standard grenade. These weapons include swords, clubs, and claws as well as bows, hand-cannons, and orbitars. Each weapon has its own strengths and weaknesses.

Zodiac Weaponry [300]
You receive a ranged and a melee Zodiac weapon of your choice. Based after the zodiacs of the sky, these weapons are upgraded versions of their basic counterparts and can be devastating if used right. Additionally, you also receive a Smart Bomb. Once this bomb hits someone, travels a certain distance, or gets attacked, it produces a large, slow explosion that envelops a 20 foot radius.

Sacred Treasures [600]
The three great sacred treasures. At some point in the past Dyntos, The God of the Forge, the strongest of the gods, created a replica of the three sacred treasures that Pit used to defeat Medusa. The Sacred Treasures consist of The Arrow of Light, a powerful bow that can fire arrows made of light extremely quickly and have extremely strong piercing ability, The Wings of Pegasus, which grant unlimited and total flight, and the Mirror Shield which is capable of deflecting all but the most powerful attacks. Used together, these were enough to allow Pit to defeat Medusa. The originals will soon be destroyed by Hades in combat.

The Big Weapon [600]
Each God or Goddess has a powerful weapon akin to a miniature nuke that they can use of particularly strong enemies. These take a bit to deploy, but when they do, all but the toughest of enemies will become toast. Palutena has her Glam Blaster, a giant orbital laser, while Viridi has her Reset Bomb Depot which makes Reset Bombs, giant seeds which explode into massive trees the size of cities. This weapon is not something to be used willy nilly though. Once used, you will have to wait a month for it to recharge (or regrow as the case may be).

Human

Feast Plate [100]
Whip out this plate once a day to find a warm meal on it, ready to be eaten and tasting divine. You may choose the menu as you wish.

Hot Spring [200]
A large round pool of steaming water. Bathing in this will help erase any aches and pains one might have and is very relaxing. Just be careful not to steam your sacred buns as it were.

Rewind Spring [400]
The Rewind Spring has the ability to reverse the effects of time on anyone who comes into contact with its waters. However, if a being spends too much time submerged, it has the potential to reverse time undesirably, even to the point of erasing their entire existence. A single second in the water will reverse one’s age by several days.

The Lightning Chariot [600]
Drawn by two unicorns, this legendary chariot used to be looked after by the Chariot Master, a legendary, departed warrior whose sole purpose was to guard the Lightning Chariot. At some point in the past you and he had a great battle. In recognition for your skill he has gifted you a copy of his great Lightning Chariot. This chariot is capable of traversing the galaxy at great speed and its extreme speed is matched only by the destructive shots fired from the unicorns' horns.

Angel

Laurel Crown [100]
By gifting this to others, you may view the surroundings of any that wear this crown. Additionally, this will also create a psychic link between you that allows you to talk to each other.

The Tank [200]
You can get access to a Cherubot, an Exo Tank, or an Aether Ring. The Cherubot is a little mech comes equipped with a small plasma cannon. The Exo Tank is a sled like vehicle with blasts point diagonally out the front, and a large blade at the tip for ramming things. The Aether Ring is a hovering sphere of golden hoops that comes equipped with a frontal laser and an energy shield that the driver can switch between. Don't worry about fuel, they run on goddess power, a completely renewable resource.

Intensity Gate Lock [400]
You may create Intensity gates by placing this lock on the entrance. This means that the door will remain closed until the monster guarding the door is defeated. This monster will only appear when someone attempts to open the door and it's strength will depend on the level of the lock. The lock scales from level 1 all the way to level 10. A level 1 lock may summon something as pitiful as a single goblin while a level 10 lock may summon Cerberus himself. You will receive 10 at the beginning of each jump. Any broken ones are replaced within a month.

Mysterious Ring [600]
Capable of holding ones soul, this thing can act as a safe resort for your soul if you ever lose your body. While in it, you may possess those of weaker will who wear the ring. It is up to you to find a way to regain a true body though, and if you do not manage by the end of the jump then it is game over. Luckily you can project your voice from the ring for a small distance around it.

Monster

Electro Trap [100]
Placing these large circles down on the ground will deploy an electro trap. If a creature passes through the circle it will instantly be shocked and paralysed by several lightning coils.

Space Pirate Ship [200]
A large ship capable of sailing among the stars. This runs on power that flows through the galactic sea. As long as you are within a galaxy, you will never run out of power. Comes with its own constellation, compressed to the size of a human and ready to be placed where you want each jump.

Soul Converter [400]
Souls that pass through this mirror will be converted into a certain preset such as a monster or an angel. It takes ten mundane souls in order to make a single normal monster. The more powerful the preset, the more souls it will take to create. You may choose at the beginning of each week what this preset is, though it cannot be something to the extent of a god or something similarly divine or powerful.

Mirror of Truth [600]
You may make a clone of anyone who walks into the mirrors view. They will have all the same memories and powers, but have a personality that is almost opposite of the originals, as well as an opposite colour scheme. This won't necessarily turn someone who is good evil or vice versa. Of note is that the mirror does not work on the divine, such as gods, or those of a similar power.

Goddess

Monster Pheromone [100]
Monsters love the smell of this pheromone. Spraying it in an area (or godforbid on a person) will attract all nearby monsters to it.

Drink Of The Gods [200]
An extremely powerful restorative potion. Drinking this bottle will bring you back up to complete full health and recover your stamina. This bottle will refill once a week.

Palutena's Bow [400]
The boulder rolling down the hill. Arrows fired from this bow will actually speed up with time and distance travelled. This means that the further away you are, the more damage this bow will do to your enemies. A truly good aim could use this bow to devastating effect. In close quarters the bow can be split into two swords, each of which can be used to great effect.

Gods Domain [600]
A godly realm that you can make your home. It's appearance is up to you, though it will default to something that would reflect your affinity. Palutena claimed the skyworld as her own, while Medusa and Hades claimed the underworld. Viridi claims the earth, but what shall you claim? An city sized analog of this realm will follow you through to future jumps, though any inhabitants will be left behind unless companioned.

Companions

Import [50]
You can choose to import up to 8 companions for 50 CP each. Each may pick an origin of their choice and will receive 400 CP to spend anywhere they wish.

Angel Guardian [200]
You've managed to pick up an extremely loyal Guardian Angel. They have made it their mission to protect you when possible. You receive 600 CP to design them.

Canon Character [200]
Maybe you've taken a shine to a certain character in this setting? Manage to convince them to come with you and you can take them onto future jumps.

Dark Jumper [400]
When you entered this world you were not alone. An almost mirror image of you was born at the moment of your arrival. With extremely similar powers and wildly contrasting personalities (and colour schemes), you are sure to get on like a house on fire. Due to being a shadow of you, Dark Jumper is connected to you. As a reflection of you, if your soul is ever trapped and rendered without conscious thought, so too will Dark Jumper fall. Similarly, if you die, so too does Dark Jumper. Luckily this is only a one way thing.

Drawbacks

The Replacement [+000]
Replace a canon character of your chosen origin. You can choose to be any major character, gaining both their body and memories, but not their skills or powers. Those will have to be bought up above.

Bad Joke [+100]
Your jokes almost always fall flat, and you feel a great need to make jokes often. This does not necessarily mix well with company. To make matters worse, they will usually retort with something significantly funnier.

Terrible Naming Sense [+100]
No matter where you go, near everywhere in this world has a truly terrible name. You might have heard of 'That Burning Town'? Or maybe 'That First Town' where Pit first encountered the armies of the underworld.

Atrocious Cook [+100]
You are just awful at cooking. The last time you tried to make something, the food literally gained sentience and led a revolt. Pity the poor soul who would be forced to actually eat anything you make.

Eggplant/Tempura [+200]
Almost every fight you get into, a tempura or eggplant wizard will be present and will more often than not get a lucky shot in and turn you into a piece of veg. While this does luckily wear off after a few minutes, and you can still move while transformed, it will make fighting a pain a lot of the time.

Like A Birthday Party! [+200]
...Where everything wants to kill you. Your presence attracts monsters by the dozens. Going out on even the easiest missions will end up with you fighting through hordes of mobs.

Here We Go Again [+200]
Your arch nemesis (you have one of those by the way) just keeps being resurrected. Each time they do, they come back stronger and more cunning than before. The first time you meet them they will be fairly easy to beat, but by the end of the jump, it will truly be a struggle to beat them, especially if you are also trying to reduce the damage to your surroundings.

Privacy? What Privacy? [+200]
No matter what you do, the local gods seem to have a direct line of contact to your head. They'll keep popping in to have a chat or to snark at you, even while you fight their armies. They may also popover when you are relaxing at home, to comment on whatever you happen to be doing.

The Troll [+200]
One of your friends is just a massive troll (maybe literally depending on your origin). They are constantly messing with you and playing pranks on you. Sometimes these can even by quite dangerous… Like spraying a Monster Pheromone on you while you are fighting a massive boss monster.

It Won't End [+300]
Just when you think all the fighting is over and the last enemy has fallen, you find out that that was still only just the beginning and that there was another big bad working behind the scenes the whole time.

Where's Pit?! [+300]
Pit is missing and you will need to fulfil his role for the jump. Especially awkward if you replace one of the enemies using 'The Replacement'.

Chaos Kin [+300]
At the beginning of the jump, a companion or someone you care about a lot ended up being possessed by the Chaos Kin. It will have full control over them and all their powers and it will be up to you to both find and defeat the Chaos Kin that will always be close by to their body. While in control, the Chaos Kin will try and live up to its name and disrupt anything you do, and will frequently try and kill you.

The End

So what do you wish to do now?

Move On? Go to new places and see new sites?

Stay Here? Settle down in this world and finish your journey?

Go Home? Return to your original world with everything you have?

Notes:

Weapons used by Pit:

- **Blades** - Balanced weapons that are good for both ranged and melee. A gun with blade attached to it.
- **Staffs** - Resembling sniper rifles, good for long distance battles.
- **Claws** - Claws worn on both hands, good for speedy attacks.
- **Bows** - Weapons that shoot fast homing arrows that do decent damage. They split into two blades for melee attacks.
- **Palms** - Taking the form of a glowing tattoo around Pit's hand, this weapon shoots shock-waves of energy towards enemies. While they have excellent homing and rapid-fire capabilities, they have poor range.
- **Clubs** - Massive weapons that have immense power in their melee attacks. Their charged shots can pierce walls and obstructions.
- **Cannons** - Large guns that Pit wields on his arm, they weigh enough to slow him down in battle. However, its shots bounce off walls and floors, and can hit multiple enemies with their explosions.
- **Orbitars** - Two floating orbs that have a very high shot rate. They fire two energy shots at multiple foes, or one shot at a single foe.
- **Arms** - Bulky devices that Pit wields over his arm. Their impressive melee damage make up for their incompetency in ranged attacks.

Bigger on the Inside acts very similar to its namesake; the Tardis. If you wanted, and were able, you could even install technology and defenses inside yourself.

The Sacred Treasures, The Arrow of Light is the only known weapon that is capable of hurting and killing the Orne, a type of ghost found in the underworld.

Mother Goddess spawns creatures which will stay permanently. They will have the average fighting potential slightly higher than that of average human warriors.