ATLANTIS
THE LOST EMPIRE

"...in a single day and night of misfortune, the island of Atlantis disappeared beneath the sea."
- Plato, 360 BC

Thousands of years ago there was once a prosperous and technologically advanced civilization known as Atlantis. With the power of the Heart of Atlantis- a massive crystal said to have fallen from the stars that bears the shared emotions of the Atlantean people- they were granted strength and longevity far beyond that of ordinary humans, blessed with lifespans that measure in the thousands of years rather than mere decades. With the magic of the crystal they were able to accumulate knowledge and technological advancements at an astonishing rate. While everyone else was struggling to survive, their huts and homes lit with fire or not at all, the streets of Atlantis were lit with electricity and their machines could fly through the air faster than an automobile; their medicine- when they needed it- was modern in quality, and the healing power of their crystals made Atlanteans nearly immortal.

And yet, with all their strengths and wisdom the city of Atlantis was still small. Forgetting the wisdom of past kings, their magic and technology was turned towards the creation of weapons of war- spears of vast power, automatons that could only be called Leviathan for their size, and numerous flying machines armed with powerful beams of energy- all for the purpose of expanding their empire. But in the end, the city of Atlantis was a casualty of its own power. A weapon was forged unlike any other, and when it was used the resulting detonation created a massive tidal wave that swept over the world; inspiring the myth of the Great Flood that so many cultures have. The cities protections allowed some of of it to survive- a vast dome of energy surrounding the heart of the city- but nonetheless, the city sank beneath the waves. Ironically, their attempts at expansion had ultimately resulted in the downfall of Atlantis, sealing off the survivors from the outside world and dooming them to slowly lose their own culture amid the ruins of their once great civilization.

The devastation wrought by Atlantis left little to no evidence of their people, and Atlantis- once the most powerful and advanced nation in the world- is now regarded as nothing more than a myth; a fairy tale that only children and the extremely foolish, desperate, or mad believe in.

The year is now 1914. In Washington DC, a young man named Milo Thatch- who works as a linguist/anthropologist/boiler room attendant at the Smithsonian- practices his proposal for an expedition to recover the Shepherd's Journal; a book that is said to contain the key to Atlantis's location that Milo believes can be found in Iceland… Only to discover that his meeting was suddenly rescheduled by the board of directors, and just as suddenly canceled when he "failed to show up". Humiliated for his beliefs, Milo returns home feeling dejected only to find a woman named Helga Sinclair waiting for him with an intriguing proposal.

From there, Milo will meet Preston B. Whitmore- an eccentric and ludicrously wealthy man and a former friend of Milo's grandfather, Thaddeus Thatch. The very same grandfather had imbued Milo with a love of anthropology and linguism at an early age- as well as his belief in the existence of the lost nation of Atlantis. Having already uncovered the Shepherd's Journal on an expedition with Milo's grandfather, Mr. Whitmore reveals that he has already taken care of all of the preparations necessary for an undersea expedition, including the building and crewing of a massive submarine known as the Ulysses.

You will begin your journey at the start of that fateful day, whether you join the expedition to Atlantis- or have already found yourself there- or not. The path to Atlantis is perilous; fraught with monsters and the hazards of navigating an underwater, subterranean world that might as well be alien to modern man. Hopefully, if you have to walk that path you won't do it alone.

<u>You have +1000 CP to spend.</u>

Origins

You may pick your age and change your gender as you'd like. Every Origin can be a Drop-In. The first four Origins are given the choice of starting out at the Smithsonian, Mr. Whitmore's mansion, or the docking bay for the Ulysses; Atlanteans start out in Atlantis, and Myths can choose any location on Earth to start out at.

Scholar- You are a scholar; a man or woman of the sciences. While you may not possess the enlarged forehead and diminished physique characteristic of other eggheads, your skills definitely lie more in the theoretical than the practical- you'd certainly be more at home in a library or classroom than on an expedition about to be undertaken in the next few days. Nonetheless, you have been been given the opportunity to do just that by Mr. Whitmore- perhaps because he believes that you'll be a valuable addition to the team, or maybe because of your friendship with a certain Milo Thatch. Whether you choose to accept or not is up to you, of course- but you'd be giving up the opportunity to be a part of what may well be the most important expedition in history.

Specialist- Like the scholar, you've dedicated yourself to a certain field- however, rather than sitting in a laboratory all day you prefer a more hands-on approach to your chosen field of study. As a consequence of this you may have more practical experience with your chosen field, along with a greater reputation due to the unique applications you may have discovered regarding the tools and other items of your trade. Regardless of what your exact skill-set is, you've been approached with the offer to join the expedition to Atlantis under the belief that you might be a worthwhile asset. You might be a newer addition to the team like Audrey, or maybe you were a part of the expedition that uncovered the Shepherd's Journal- either way, the pay is good and what you might find may be even better.

Mercenary- Or "soldier of fortune", if mercenary is too vulgar a word for your tastes. Of course, you are still a man or woman with a gun, a good deal of experience using it- along with a small variety of other weapons- and a "might makes money" attitude that has likely led you to various exotic locations all over the world to fight and kill for the highest bidders. You might be one of Rourke's men or women, or perhaps an independent agent of Mr. Whitmore's- or maybe you're just a distinguished gunman, having been offered the job, much like the other specialists on the crew, to act as additional security.

Benefactor- Money makes the world go round, and if you don't believe that you might as well believe that the sky is green. Speaking of green- you've got a lot of it. Maybe not as much as Mr. Whitmore, unless you've decided to invest rather heavily into your business or else have accumulated wealth through an inheritance or numerous archaeological discoveries- but you certainly don't have to work out of a boiler room, and you can afford to spend money on flights of fancy. Such as an expedition to the lost city of Atlantis? While Mr. Whitmore certainly isn't hurting for money, a little extra funding could go a long way- not to mention any other generous donations of equipment, personnel, etc. Through one method or another, you've found yourself partially responsible for the upcoming expedition- and while Mr. Whitmore may not have gone along with his hired crew, there's nothing stopping you from doing just that.

Atlantean (200 CP)- This is a little different; unlike the above Origins, you aren't at all a regular human. Rather, you are an Atlantean- what your exact role in their society is may be determined later. But as an Atlantean you have been blessed with a shard of the Heart of Atlantis, worn as a necklace. Wearing the crystal gives you a connection to the Heart, granting a massively enhanced lifespan- members of the royal family are capable of living for over eight thousand years without leaving the prime of their life, though even those of non-royal blood measure measure their lifespans in centuries rather than years- and increased strength and vitality, enough to nimbly leap from stone pillars like a frog and potentially manhandle full grown, non-Atlantean men.

Myth (400 CP)- If you thought the above Origin was different, this is something else entirely- for choosing this will make you something other than human. Your exact nature is something that you will be able to determine later, including whether or not you were ever even human to begin with- but take note, as this is not limited to the giant crustaceans and lava-dwelling beasts found near Atlantis. Gigantic monsters, spirits, beings of myth and legend, stone protectors… The world is a lot wider- and a lot weirder- than anyone could ever imagine, and discovering Atlantis may just be scratching the surface of that.

Scholar Perks

Sometimes You Gotta Persuade 'em A Little (100 CP)- Just because you tend to put your talents towards words and theories doesn't mean that you don't know your way around machines- in fact, perhaps it's because your expertise lies in those areas that you know all too well how finicky these new-fangled, oil-guzzling automocars can be. Luckily, you've got a bit of talent when it comes to making machines work- you might not be as good as an actual engineer, but turn some knobs and apply a little elbow grease and you'll have most any device up and running- if not in perfect condition, than in a "good enough" one.

Cut Him Some Slack (100 CP)- See her? She was a child prodigy, had three doctorates by the time she was eighteen. Him? He's an expert hunter, and once pulled the horn right out of a bull rhinos head after tracking it across the plains of Africa for three days. You? Like books. But just because you haven't gotten the chance to prove your worth doesn't mean your worthless; in fact, you'll find that these highly skilled and knowledgeable people will be more than willing to accept you at the very first chance once you've shown your not entirely dead weight, even if they were aloof or dismissive of you before.

This Is Wrong And You Know It! (200 CP)- There are some people who'd do anything for a bit of money, and there are just as many people who think they're like that until they're faced with a situation that even they can't stomach. Everybody has morals of some sort, even if they're entirely lacking where it really counts, but you have a way of appealing to the better natures of others- even people who wouldn't think twice about holding you at gunpoint just a few hours before. You might not convince everyone, mind, since this works best on people whose buttons you can press- asking them whether their family would be proud of them, or if opening a new flower shop is really worth genociding an entire indigenous people, and so on.

What's Mole's Story? (200 CP)- People tend to be close-mouthed about the things that drive them. I mean, it's a bit weird to go around telling your life-story to everyone who just asks, isn't it? Well, that might be, but it's also one way of bonding with people who would otherwise just remain quirky, abrasive strangers without you taking the first step to get to know them. With just a little prodding on your part you can get people to talk about their lives and goals, sussing out the intimate details of what drives them to do the things that they do in life.

An Expert In Gibberish (400 CP)- Inside every story there's a nugget of truth. After all, myth, legend, folklore, and religion are all aspects of a people's culture- a defining aspect of their existence. As a learned scholar you've learned a great deal of anthropology, historiography, mythology, and have picked up quite a bit in the related fields of linguistics and cartography. Although your knowledge really only applies to Earth, the shear breadth of your knowledge has made it possible for you to much more easily find the connections between seemingly unrelated pieces of information- for instance, drawing connections between the runes on a Scandinavian viking shield to the glyphs used by Atlanteans, a civilization that was much closer to Greece.

The Gifts We Leave Our Children (400 CP)- Our parents and grandparents can mean the world to us. They instill us with their values and teachings, raising us up so that we can find out true potential when we finally step out into the world. And sometimes, they leave something a little more substantial- an inheritance of some sort. With how important a parent's love can be, it's only fitting that you get the same thing in future worlds- now, you'll find yourself possessing a very good relationship with any parental figures you have in the future, be they your actual parents or just mentor figures that have "adopted" you- and as an added bonus, your parents (or parental figures) will always have something substantial to give you when you're ready to set out on your own, even if they're long dead. It could be something as mundane as a large nest-egg or a new car, or as fantastic and meaningful as the start of your very own adventure- either way, it's something that will help you out or remind you of their parental love.

The World Was Never The Same After That Day… (600 CP)- …it was much, much better. No matter how bad the world gets, it can always get better- after all, once you hit bottom the only place you can go is up. Now, your actions to change the world on a large-scale seem to go off much smoother- for instance, adding a brand new technologically advanced kingdom into the Atlantic ocean during the volatile period of WW1 would not cause mass chaos, but in fact shock the nations of the world out of their fighting and lead to a continuing era of peace once said civilization turned its vast powers to good. And on a smaller scale, you'll also find it much easier to rally people towards making these big changes- after all, it takes more than one man to make a real difference in the world, no matter how smart he may be.

You And That Little Book (600 CP)- Like a sponge, a person absorbs knowledge over the course of their life. You'd think that an ordinary person would be at a distinct disadvantage when compared to an Atlantean, who has had hundreds or even thousands of years to learn and grow. But then again, considering Atlantis's current state you'd be wrong- but it helps that the rate at which you learn is, frankly, astonishing. Furthermore, you have a habit of stumbling upon lost or forbidden knowledge- the stuff of cultures long since past, or even the secrets that their own people have forgotten about. Knowledge of the esoteric, the scientifically advanced, and the magical all seem to end up in your hands at one point or another. Finally, you find it much easier to disseminate this knowledge to others- a quick demonstration of how to control a vehicle is enough to make someone who's never driven before a passable pilot, and a few months could see you rebuilding an entire civilization from the ground up; elevating them from a tribal society to one with a much more modern culture.

Specialist Perks

It'll Keep, And Keep, And Keep… (100 CP)- It's hard to keep perishables fresh on long journey; food spoils, metal rusts, and even chemicals can go bad or lose their potency when exposed to the elements. Luckily, this doesn't seem to be a problem for you- your supplies seem to stay fresh, or at least usable, no matter what happens to them. Of course, if your supplies are already unpalatable this won't help with that… but at least they'll keep, and keep, and keep.

Trust Me: You Don't Wanna Know (100 CP)- How does a man like Moliere burrow through meters of dirt in less than a minute and identify the exact order your cat was born in from its litter by tasting some follicles stuck under your finger nail? Trust me: you do NOT want to know, and now neither will anyone else since your inexplicable talents will be similarly hand-waved away unless you decide to tell people yourself.

24 And 0 (200 CP)- The year is 1914, and yet the attitudes of the people crewing the expedition are surprisingly tolerant for their time. Even the less eccentric and more traditional ones don't see any problem with having a half-black and half-Native American doctor, a teenaged female Puerto Rican mechanic, and, uh- whatever Mole is supposed to be- on their expedition. Now, you'll find that other people are strangely tolerant of those types of things in yourself, too, not caring about things like skin-color, gender, religion, age, and so on- purely basing their opinions of you according to your own actions and accomplishments.

I Found Myself In That Boom (200 CP)- So you've picked out your specialty, and it turns out it's pretty dangerous- I mean, who knew that playing with matches (and sticks of dynamite) all day could be dangerous? Weird. Anyways, even if you have a laissez-faire attitude when it comes to things like "safety" and "making sure that your vast collection of bombs and incendiary devices doesn't blow us all to kingdom come", that doesn't seem to be much of an actual problem- your tools and equipment never blow up in your face (literally or figuratively) as a result of an accident or misstep on your part, and even if they're sabotaged or damaged the worst that'll happen is getting covered in soot, and maybe having your mustache get a cute little ember on the end of it or something.

YOU HAVE DISTURBED THE DIRT! (400 CP)- So, there's specialists… and then there's SPECIALists. You might be leaning a bit more towards the later now with your attention to detail, which borders on being an obsession in regards to things that you are knowledgeable about. A regular geologist might be able to tell when a rock has been brought from out of the area by taking it into their little lab; you on the other hand could tell with a glance that a Quartzite boulder does not belong on a beach alongside common sandstone, and that it CERTAINLY doesn't belong near a limestone cliff-side! What's more, your senses are to the point where you can tell when someone has messed with your stuff, no matter how minutely- be it your digging tools or your collection of rare and exotic dirts, you shall know whether or not some spy has interfered with your work. Undoing such things is easy once it is discovered, which is good since ENGLAND MUST NEVER MERGE WITH FRANCE!

Look, I Made A Bridge (400 CP)- There are some people who spend their entire lives perfecting a work of art, bringing it to the height of mastery and lavishing attention to detail that would make God himself weep at its splendour. You need, maybe… ten seconds, eleven tops, since you literally eat and breathe this type of thing. The speed you work at it is nothing short of insane, with careful calculations in regards to the physics of just where that big damn pillar will fall when you blow it off its base being done in a matter of seconds- and if you prefer to work with your hands, you'll find it just as easily to dig through solid dirt, tunneling through several meters in the blink of the eye- or whatever the equivalent may be, if you are not a burrowing rodent like Mole. Speaking of- that reference to eating back there? The speed that you work at is reflected in your ability to chow down on normally unedible "food" like rocks over the course of seconds rather than, uh, centuries, with no apparent harmful side-effects. In fact, it's apparently quite good for the gums!

Can’t Make A Bomb Without Oregano (600 CP)- It’s not enough to just be knowledgeable, or to just be good with your hands- anyone could be one or the other, but it takes someone with true talent to apply their mind and body towards their craft; not just to build on what others have taught them, but to make their own discoveries and inventions in the pursuit of greater mastery. You are one such person- you might not be a “genius” as far as most university professors would call it, but you are certainly one of the better engineers and inventors that this world has to offer. Your talents truly shine when you are working on something that belongs to a field you are truly passionate about- take Gaetan "Mole" Molière, for instance, who had patents on over 59 independent mining and excavation related tools or vehicles before he reached his forty years of age, having started his tinkering at the ripe age of fifteen. Not only that, but his works were truly beyond his time- microscopic goggles that could see germs and burrowing machines capable of digging through volcanic rock among them. So long as you hold the same passion for your work as he does for dirt, you’ll find that breakthroughs and inventions that beggar belief are well within your area of expertise.

Now Tell Me Your Story My Little Friend… (600 CP)- Parchment fiber from the Nile Delta circa 500 B.C., lead pencil No. 2, paint flecks of a type used in government buildings, you have a cat, short hair Persian, two years old, third in a liter of seven. These are all the microscopic fingerprints of the mapmaker… and linguist! So, uh, turns out you really know your stuff- so much so that you can extract absurd amounts of information from a single speck of fingernail dirt- or whatever the equivalent of such a small, seemingly insignificant thing might be for your profession. You might be able to identify who stole a vehicle by looking at the tire treads they left behind while escaping if you’re a specialist in vehicles, or track someone based off of what they had for breakfast so long as you’re downwind of them- the avenue that this works from isn’t set in stone; rather, as you gain experience in more fields you will find yourself extracting more and more information from these smallest of clues and signs.

Mercenary Perks

I Came Down The Chimney; Ho, Ho, Ho (100 CP)- Going in guns a blazing is all well and good, but sometimes a good mercenary needs to take a more… subtle approach. It might be that you need to bed a guard so that you can get into the base they're stationed at, or maybe you need to extract vital information from a leading officer on the side of the enemy. Hell- maybe you just want to give the poor bastards you're fighting a good show before you send them to the afterlife. Whatever the case, you know how to make yourself look damn good- this isn't a beauty perk in the sense that you'll ALWAYS look your best; instead the focus is on cosmetics, putting together good outfits, and generally carrying yourself in a way that makes you look great. Furthermore, you also know how to put your good looks to use- appearing and speaking in a seductive manner that'll leave your targets speechless and grinning ear to ear.

Put a Bandage On That Bleeding Heart Of Yours (100 CP)- In a firefight, morals are a liability that'll just get you killed- feeling sorry for the poor bastards standing in your way will just give them the opportunity to get the drop on you, and then where will you be? Luckily, you've quashed such petty concerns, and no longer feel for your fellow man unless you really want to- enabling you to rob, murder, and even commit genocide when it suits your interests without a second of hesitation or remorse after the fact. If these savages didn't want to get killed, they wouldn't have blown their city up in the first place, right?

Sometime Today Would Be Nice! (200 CP)- You'd be shocked at how often people will just stand around like idiots when a crisis is going on. It could be sniper fire breaking the silence of the early morning in the jungle, or a three mile long mechanical lobster looking to crack your sub in two like a peanut- either way, something needs to break through the shock and awe and get them on their feet, and that something is you. Not only are you an excellent squad-leader, having the capability to lead and manage large teams of men, but you also have the rare ability to get your men moving with a single shout- bringing them back down from whatever mortal terror they were in the middle of experiencing and getting them back to work so they, hopefully, won't die.

We Are Peaceful Explorers, Men Of Science (200 CP)- You'd be surprised by what people can get away with in the name of progress and peace. Some of the worst atrocities have been committed by soldiers, explorers, and scientists, and yet all of those professions are seen as honorable and good nonetheless. You'd think that people would learn better by now- but when you present yourself as a peaceful person, well, people can't help but be suckered in by the idea. Even if you act pretty suspicious or all but announce your intentions to the so-called "good guys", but they won't actually cotton on to the idea that maybe you're up to no good until you've got them at gunpoint, their backs against the wall.

From Now On Everyone Pulls Double Duty (400 CP)- You might not have the most peaceable of intentions, but that doesn't mean that you don't understand the value of morale, and the effect that it can have on your soldiers. A lack of morale can kill an expedition just as much as a lack of supplies will, and you can't have that when you're miles beneath the ground or in hostile territory. As such, you're a genuinely good motivational speaker- able to lift the spirits of a group of people even after the rest of their number was decimated by the enemy. Since convincing people you know what you're doing is no replacement for ACTUALLY knowing what you're doing, you also know how to lead large groups of people- equivalent to a company in size at the very least, or enough to crew a massive submarine. Not only are you motivational, but your men and women will work twice as hard under your command- literally, as they may learn to take on roles they hadn't touched previously with great speed. They'll need it to survive in a place like this.

Rourke Is Never Surprised And He's Got A Lot Of Guns (400 CP)- You might not have seen it all, but you've seen enough to know that letting down your guard is a bad idea. This has led to an increased awareness of your surroundings and the environment that lets you identify the likeliest locations for an enemy ambush, or other sources of danger. While this won't help you out as much when it comes to the truly unexpected, even then you'll probably see it coming- just hope you'll have the chance to do something about it. Your experiences have also made you a crack shot with a firearm- you might not be as skilled as miss Annie Oakley, but shooting the knife out of someone's hand from a few dozen feet a way would be a cinch- and less difficult shots are almost guaranteed to be a bullseye every time.

You've Read Darwin; It's Called Natural Selection (600 CP)- Fighting as a mercenary- or "Adventure Capitalist", as you might prefer to call it- has hardened your body and sharpened your reflexes to a razor's edge. You're tough as nails, strong enough to bend a steel railing my kicking someone into it and could take a few roundhouse kicks to the face from a skilled fighter and barely flinch. Furthermore, you're not just tough- you're also quick. Fast enough to catch blows from lesser men, and with the agility to recover from a fall by holding onto a bar and swinging yourself back up like an Olympic gymnast. Not only could your body put most athletes to shame, but you also have the skill to back it up- while you could sit there and take the blows of lesser men and women as if they were children, you could just as easily catch their blows and beat them down into submission with the mixture of martial arts that you've picked up over your career.

I Love It When I Win (600 CP)- It's a bit strange how things seem to line up for you to when- not that you're complaining, of course. Whether it's something big, like somehow managing to survive a disastrous encounter with the enemy that nearly wiped out your entire crew, to littler things like having your target walk right into your trap, coincidence seems to be on your side more often than not. Of course, it's a bad idea to rely on this- flying by the seat of your pants might work out every now and again, but eventually you'll lose that coin-flip. Except… your luck also gives you a bizarre resilience to things that would ordinarily be instantly fatal. Now, I'm not talking about getting shot in the head or crushed to death- I mean something like getting hit with instant death magic, or transmogrified into crystal. When something like that happens, your body seems to adapt to it- somehow managing to survive, even if you're greatly weakened, with the possibility of a later recovery. Of course, if someone goes for a double-tap or you manage to shatter yourself into a million pieces, that's another matter- but where there's life there's hope, and all that.

Benefactor Perks

I'm Going To The Afterlife With A Clear Conscience, By Thunder! (100 CP)- Business is essentially a game of controlling money, and part of that is lending- or borrowing- money. But sometimes you end up owing people more than mere dollars and cents; if not your time, then at least more substantial help. Heck, you might owe people who you've never even meet before, either because their parents did you a good turn or just because they gave you some unexpected, long-distance help. With this, you'll always find the people that you're indebted to through one method or another- although whether this is for altruistic purposes or so you can knock off some debt is something you'll have to decide for yourself when the time comes.

Owed A Great Debt (100 CP)- Donating and charity are sometimes just tools in the businessman's playbook, but for the genuinely altruistic it can feel like a bit of a shame to be lumped in with all those tycoons and bureaucrats looking to shave a few bucks off their taxes. Now, there's no need to worry- when you do something generous from the bottom of your heart, and not just for the sake of more profit in the long run (though that can be a happy side-effect), you'll find that the people who are positively impacted by your actions are grateful to you even when you're far removed from the chain of events. For instance, a person being grateful to the CEO of a pharmaceutics company that made some new wonder drug that saved their life, in addition to the doctor that actually prescribed it.

Atlantis Is Waiting (200 CP)- An adventure isn't for everyone- I mean, can you remember the last time a CEO like you went stomping around in the jungle, fighting off tribesmen and leeches as long as your arm? But when an adventure comes calling, someone has to answer it- there's no reason that person has to be you. Granted, the very same reasons why you wouldn't want to go on an adventure probably apply just as much to others- but you have a way of selling the idea of an adventure that would make even the most reluctant or skeptical of would-be adventurers hop on board with the idea, even if it means that they have to leave behind their job, their home, their worldly possessions, their pets, friends, family- wait a minute.

No Loose Ends (200 CP)- For the skilled magnate no detail is too small to go unnoticed. When planning something as big as an expedition to the ruins of a lost city you won't let a single detail escape your gaze- be it by letting a position in the crew go uncovered, packing too few supplies for the hundreds of men you'll need to feed- not to mention all the equipment they'll need for maintenance, vehicles to move said equipment around, the stuff they'll need to get the trucks and such out of the submarine that carried them to their destination, and so on and so forth. Even the tiniest detail from hiring incompetent engineers to underestimating how much fuel is needed can spell disaster. Luckily, you have an eye for such things- not only seeing the bigger picture and the desired end-goal of a venture, but even the micro-details that might otherwise go unnoticed. Even when doing a personal inspection, you'd be far more likely to uncover a leak- be it metaphorical or literal- than if you had somebody else do it.

Ear To The Ground (400 CP)- A good businessman stays abreast of the competition, and on new opportunities that might present themselves when something happens out in the great wild world. After all, the early bird catches the worm- or perhaps the government contract. Now, when something of interest happens in the world that pertains to your interest- so long as it doesn't happen entirely in private- you'll somehow manage to be one of the first people to hear about it. It could be something as potentially game-changing as the unveiling of a new type of engine, or perhaps it could be something as minor as a colleague's son being publicly humiliated- whatever the case, you'll soon find an article or other informant delivering the information to you shortly.

Antique Collector (400 CP)- So, you've got money: what are you going to use it for? The smart answer is to reinvest it, but there's more than one way to skin a cat, and there's more than one way to put your money to work than by just mindlessly expanding your estates. Especially in a world like this, where the remnants of ancient civilizations- some more advanced than ours- are sitting out in the open, ripe for the taking! Rare and valuable artifacts have a tendency of crossing your path; it could be at an auction, it could be the rewards of an expedition, or maybe it'll be something that ends up being given to you for whatever reason. While these are usually "just" highly valuable, occasionally something of much greater worth will appear that you can add to your collection- anything from a simple Atlantean necklace to Gungnir itself!

I'm Your Man, Mr. Whitmore! (600 CP)- One of the best things that money can buy isn't happiness; it's the ability to hire people to do things for you. Scientists, researchers; mercenaries and specialists of every stripe, each one bringing their own unique talents and skills to your operation. Somehow, you have a habit of meeting these individuals- men and women of negotiable virtue who'd be more than willing to put their skills to use in their surface, even if they're masters of their chosen profession in their own right. At first, it might just be for money, or whatever other selfishness attracted them to your employ- fame, power, so on and so forth. But with enough time working together there's a real chance that you'll make honest and loyal employees out of them, even if they were scum of the before and during their employment with you. If you treat them right, they'll do the same for you- and that's a promise.

Busted Him Out Of A Turkish Prison (600 CP)- The next best thing that money can buy? Total immunity to consequences, or at least a good enough legal team to ensure that they're never a problem for you. It might be a bit disturbing for most people, but with enough money you can do practically anything that isn't outright impossible- and even then, with enough capital on hand a great many things that would have been impossible for an average person will suddenly become possible for you. Need your best man out of prison fast? Bribe the guards and the warden and spring him free. Need somebody to disappear? In a few hours, there won't be a trace of him left at his apartment, or any record that he had ever lived there. Want to discover Atlantis? Money, my dear boy, is always the answer; for now you have the amazing power of nearly always being able to bribe your way into or out of any situation you desire. Everybody has a price, and you have deeper pockets than most- even those who say they're moral will crumble if you can name a large enough figure to entice them over to your side.

Atlantean Perks

Ageless Beauty (100 CP)- The Atlantean people, though forced to endure many hardships, still have a certain… appeal. It could be their exotic nature- dark skin accented with blue tattoos, silky white hair, a penchant for wearing clothing that leaves little to the imagination- or it may be that their diets and the rigors of their daily life have left their figures considerably improved compared to most surface dwellers. In all likeliness it's a combination of both; whatever the case, you now have the same appeal- not only possessing a beautiful or handsome body, but one that seems to have an exotic quality to it that makes you far more eye-catching than you might otherwise be. In fact, any features that might be considered "exotic" to those viewing you will only seem to enhance your attractiveness rather than detracting from it.

Root Dialect (100 CP)- The Atlantean language is, in fact, the root of nearly all languages spoken on Earth- French, Latin, English, Sumerian, and so on throughout all the continents of the world. If the sinking of Atlantis inspired tales of the Great Flood, perhaps the disappearance of Atlantean culture throughout the world was what inspired the tale of the Tower of Babel. Although the Atlantean alphabet has been lost to its people, the language persists- and with it, the ability for Atlanteans to speak all but the most obscure of surface dialects- and because of their long-lives, this even extends to several dead languages. Although reading the Atlantean alphabet is still beyond you, you also possess the ability to read these languages with just as much fluency as you speak them.

Silent Hunter (200 CP)- Deep beneath the Earth there a species that the people on the surface have never encountered- dangerous beasts that hearken back to a time when prehistoric beasts roamed the Earth- or perhaps they were mutated by the byproducts of strange Atlantean technology. There are insect beasts large enough to swallow a man whole, lobsters that can tear people limb from limb, and even insects that can burn with a mere touch. The best way to deal with this creatures, without advanced weapons, is of course to simply avoid them- there's no point in fighting something like that when there is easier prey to bring down, after all. You have the ability to move unseen and unheard, quiet footsteps and a nearly primal instinct for staying undetected allowing you to sneak around an entire camp full of people without being seen. This combined with an Atlantean's natural athleticism will allow you to pull off impressive feats like crawling on walls or even the ceiling to avoid detection, covering large distance quickly and quietly.

At the Outskirts of Greatness (200 CP)- Atlantis has sunk beneath the sea, and is now entombed within a massive subterranean cavern- only barely lit by the Heart of Atlantis, which is itself kept beneath the city by its king to keep its power from ever being misused again. Now, the Atlanteans- whose ancestors were once the dominant civilization on the planet- are forced to live in what remains of their city, scavenging stone, bone, and wood to construct crude huts and weapons for hunting. It's sad, but necessary for their people to survive. This harsh fact of life proves their resilience and resourcefulness, something which you now embody- you have the ability to survive in even the worst landscapes that the world has to offer. This includes not only volcano-adjacent caverns like the one Atlantis lies in, but also urban locations- even ones that have long since fallen into disrepair. This is because you not only have a knack for turning raw materials into something useful, but also because you can repurpose machines and buildings originally built for one purpose to fulfill another.

Enduring Legacy (400 CP)- The legacy of Atlantis can be felt even after it disappeared from the surface of the Earth, even thousands of years later. The knowledge and wisdom that the Atlanteans shared with cultures throughout the world, their language- even Atlantean artifacts that were given as gifts, or lost over the course of its disastrous war. The things you share with others now acts in much the same way- once you give a group of people knowledge or technology it will endure throughout the ages in some form of another. Even in a worst case scenario where all who knew about it have died and all traces of it have been wiped from the Earth, there will still remain myths and legends told by the survivors of other groups of people- something that may very will be used as a jumping off point for rediscovery. Furthermore, the odds of your gifts being destroyed is now far less likely as they have become much sturdier in construction- lasting for tens of thousands of years even after they have first been built without eroding or rusting, much like how an Atlantean will stay in the prime of their life for much longer.

Wisdom of the Ages (400 CP)- Wisdom is nothing more than the accumulation of experience and knowledge, used with good judgement. And with a lifespan as long as an Atlantean's, there's plenty of time to accumulate such things. Although you may not be the oldest of Atlanteans, like your King Kashekim, you have nonetheless accumulated a vast amount of practical life experience, some of which may have been provided by those who knew what Atlantis was like before its downfall. Although it may be basic, simple even, it allows you to take on many roles- teacher, hunter, guard, fisherman, beast-tamer, caregiver, and much more. Not only that, but your wisdom has given you certain sage-like qualities, always having a lesson to impart upon others or some tidbit to advise your own decisions. This is informed partially by your experience with other people- over the years, you've encountered a vast variety of people with different personalities, to the point where there is very little that you can't claim to have seen or heard from another person at one point- though this doesn't mean that the truly exceptional won't surprise you.

Royal (600 CP)- The royal family of Atlantis carries a special connection to the Heart of Atlantis; one that might grant them even greater longevity compared to the common citizens, if the extremely long life of the current king is any indication. The royalty of Atlantis can even merge with the Heart, becoming a living avatar for the primordial crystal and wielding its strange energies directly to achieve a variety of effects ranging from the remote activation of the city's defenses to manifesting force-fields, telekinesis, and flight- all of which are harnessed by their technology to a lesser extent- at the cost of losing themselves to the Heart if they harness its power for too long. As a member of the royal family you will be a sibling to princess Kidagakash, having been there when your mother sadly lost her life to protect Atlantis. Although you may not see many benefits from this now, given Atlantis's current state, you may have the opportunity to claim Atlantis's throne, from which you may well turn its fortune around to reclaim its dominion over the world. Furthermore, in future worlds you will find yourself enjoying a similar relationship with a small, isolated, but magically/technologically advanced group of people similar to the Atlanteans; either having been born into your position or having a clear path to ascension for being elected or declared their ruler.

Sorcerer/Scientist (600 CP)- The art of creating, or even using, much of the technology that Atlanteans once took for granted in the past has been lost to the ages- a byproduct of the sudden shift from technologically advanced conquerors, to survivors huddling in the ruins of their former empire. The great upheaval, leading to the deaths of many by flood waters- and in the period of starvation that ensued- along with the king sealing away the Heart of Atlantis has led to the inescapable loss of the Atlantean written language. But not everyone forgets so easily. Although Kida was too young to have much of an understanding of Atlantean technology at her age, you have the knowledge that she lacks. Primitive looking and yet sophisticated on the inside, Atlantean technology is hewn from stone, metal, and crystal. The ability to fly at speeds that would put a bi-plane to shame are the least of what you can expect; beams of disintegrating energy and vast mechanical monsters that are best measured in miles may be created by you; the only issue is the matter of how you will power such things in large numbers… Although the Crystal Necklaces that Atlanteans possess will still work in future worlds, an alternative source of energy will likely be required for any sort of mass production.

Myth Perks

(Unless specified otherwise, all Myth Perks are exclusive to that Origin. Myths pay full price for their perks but may choose to receive one purchase of either Good For The Gums or Unusual Evolution for free.)

Monstrous Anatomy (Free)- The creatures of myth and legend come in all shapes and sizes, and with this you may choose to take on a form that is far from human in appearance. Thanks to the otherworldly powers at play on Earth, you aren't even limited to what can be found on this planet- six-limbed mammals and bipedal insects are but some of the possibilities here. Your new form can be up to a large elephant in size, and can be any shape or color from the rainbow, within reason- it can have any number of limbs or other organic features within the confines of Earth, with no need to limit yourself by genus, species, or family; if you want to have the wings of an eagle, the pincers of a crab, and the body of a monkey, you are free to do this. You can have fur, feathers, skin, scales, chitin, etc. Feel free to get inventive, or use a design from an existing creature- such as a lava dog or the Kraken- as a basis for your design, though keep in mind that aside from your strange appearance your form doesn't inherently break any laws of physics- wings on a horse will result in a horse that cannot fly, for example.

Good For The Gums (100 CP)- A strange beast like yourself has no need to abide by the natural laws of conservation of energy, and you might even be able to obtain something close to caloric subsistence through the consumption of normally inedible matter! With one purchase of this perk you may choose one of the following: the ability to derive greater amounts of energy from your fuel sources, allowing even a mountainous being to survive on a diet of scattered groups of sailors or whatever it is you actually eat; the ability to eat and metabolize unusual things, such as rocks, plastics, and pretty much anything else you can fit in your gullet; and finally, the ability to derive energy from something that isn't even physical over a long period of time, such as human emotions or even souls! This can be purchased up to three times, each time giving you one of the described dietary plans- in the case of the "non-physical subsistence" option, you will need to choose what you will feed upon and whether this is benign (such as passively feeding off of emotions) or harmful (literally swallowing people's souls).

Unusual Evolution (100 CP)- The strange energies of the Heart of Atlantis have not only given rise to the Atlantean people, but also to many strange creatures that live in the subterranean world that it has created; bathed in the glow of its power, they have evolved to have traits that may be considered unnatural to the surface world. Stone-like skin, wings that can bear a tremendous amount of weight through the sky, a tongue several meters in length that can shoot out like a bullet, a sub-sonic vocalization that lures those who hear it towards you, or even an internal body temperature hot enough to set materials like cloth or paper alight, easily burning the skin of any would-be attackers. A single adaptation on the level of any of these can be yours for a single purchase of this, with the possibility of purchasing three in total. Note that while these traits can be highly unusual, they must still (mostly) follow the laws of physics. You can make your body host to a toxin powerful enough to kill a man in a few minutes, but you can't have the ability to teleport or anything along those lines.

Inhuman Strength (200 CP)- Humans are so puny; it's a good thing you aren't human anymore. This option gives you two choices, as unlike the two above perks you cannot choose both by purchasing this perk twice. The first is to simply increase the power of your musculature greatly, affording you strength and durability far beyond what should be possible for a creature of your size- even if you're still roughly human shaped, you could probably lift and toss around solid stone boulders half your size with ease or punch through a steel door; of course, if you're at the maximum size limit set by Monstrous Anatomy you'll probably be a lot stronger than that. The second option is to increase your size by up to five times the previous limit set by a large elephant- meaning that you could weight roughly one hundred tons at the maximum- also substantially increasing size and durability at the cost of becoming proportionally slower as a result, though capable of moving at speed in short bursts or when submerged in a liquid of some sort to help take the strain off of your large body, much like a whale.

Environmental Adaptation (200 CP)- If the Atlanteans can survive in a cavern beneath the earth for thousands of years, is it really that much of a surprise that you could survive in ice- or even molten magma? Yes, with this perk you're more than capable of surviving in any one environment on earth, no matter how inhospitable it is to ordinary life. You could swim through molten rock as if it was water, your body nigh-instantly cooling itself down the second you step from the molten pools; or to give a less extreme example you could survive in the desert or arctic with little issue, subsisting for months or even years off what little sustenance you can find and being entirely unphased by the harsh sunlight or the sub-zero temperatures.
+Elemental (200 CP)- Of course, there's no reason why you can't take a things a step further and into the realm of the outright supernatural. No longer content to be limited by mere biology, you have become a creature of the elements themselves. You could have a body of liquid fire and molten rock, hot enough to melt snow and ice in a large radius around you and scorch stone with your presence- or, you could be a creature of snow and ice, cold enough to freeze anyone unfortunate enough to stand before you with a blast of your arctic breath. Whatever you pick, it will come with the natural weaknesses of whatever you are made of- water will smother fire, just as fire would burn a creature of wood like kindling. In addition, you will be capable of healing yourself by absorbing more of your element- for instance, if you are made of lava and have an arm turn to stone thanks to a sudden flood of water, you could break it off and take a dip in a volcano to heal.

Devil (400 CP)- There's really no good explanation for this, save perhaps that your mind has simply grown so powerful that you can now affect the minds and bodies of lesser beings with a thought- or, if that is not the answer, that you have become a creature of the Devil himself; capable of tempting men with false promises and a hollow, eternal life. Like the Kraken, you are capable of projecting illusions that directly affect the senses and minds of those you target, making them see false images to lead them astray. You're even capable of dominating up to one mind at a time, completely and utterly, though this effect can be broken with physical violence. But like the demon you possibly are, these effects are enhanced when you make a deal with your chosen target. To give an example, the mayor of a small fishing village named Edgar Volgud sold his town and the lives of those who lived within it to the Kraken in exchange for prosperity during a time of famine, as well as eternal life for himself; the Kraken provided this, sinking ships to give the supplies to Volgud- but as a consequence, the Kraken was able to control any and all who lived in the town, even controlling whole groups of people at once. This was not the only caveat; while you are more than capable of providing eternal life, eternal youth is beyond you. The upside is that a bargain struck cannot be broken in any way save for your death, in which case those whose lives you've extended beyond their time will crumble to dust along with you. Note that, in the cases where someone is "selling" you the lives of other people, they must have some sort of claim over them- friends and family members can sell each other out, and friends can do the same, as can a leader with his people or master his slave- but two complete strangers would be unable to deal with you in regards to the other.

That's No Mountain (600 CP)- Let's not mince words- taking this perk will make you huge, comparable to a small mountain in size. The Kraken, whose tentacles alone are a quarter of a mile long and whose main body was compared to an undersea mountain, is one example of the sheer size this perk operates on- another example is Ymir and Surtr, the two giants that Erik Hellstrom created to enact Ragnarock, each of whom was easily over three hundred feet in height. At this point, the only "being" in this world that could challenge you aside from those three is the Leviathan, the mechanical beast guarding Atlantis from intrusion.

Great Spirit (600 CP)- Even compared to the other options in this section, this is out there- taking this perk will cause you to become a spiritual being, similar to the spirit known as Chakasi who watches over the secret, abandoned city of the Nashoni tribe in Arizona. Like him, you will have the ability to become, manipulate, and transport yourself and others through sand, as well as summon a type of spirit creature such as coyotes made of sand- also having the ability to convert those who trespass on the land you are protecting into these creatures by engulfing them in a vortex of sand. These beings are weak individually, but you start with a great horde of them- working together they can easily make a car crash by slamming into it or do severe damage to a person. Your ability to transport yourself is nigh instantaneous and fast enough that you can keep pace with a car, and transporting others takes only a few moments more- this transportation can be done anywhere where there is sand within the desert (or beach, if you prefer). By turning into sand, you and your familiars can fly through the air at great speeds and slip into any crack large enough for a grain of sand.

General Perks

Evasive Maneuvers (100 CP)- Between the submarine pods, aeroplanes, and the stone vehicles that inexplicably fly through the air despite their massive bulk, there are a lot of surprisingly skilled pilots here. It's not just limited to the modern world either; even the Atlanteans have a few naturals among them, even today. Now, you're one of them- an ace pilot who can handle pretty much any vehicle under or over the waters, from bi-planes to helicopters, and even the strange vessels the Atlanteans used to use. This also makes you a good shot with any built-in weapons, making you a decent dogfighter, too.

Expedition Supplies

Scholars, Specialists, Mercenaries, and Benefactors get 200 CP to spend here.

Museum Pieces (100 CP)- You have a small, but probably very valuable selection of antiques and relics ranging from viking shields inscribed with runes, suits of medieval armor, works of art from famous Renaissance artists, and even a large water tank housing the living fossils known as coelacanth. Each purchase gives five examples of relics along those lines, including the glass cases necessary to protect them (even if a spear would be better protection than a glass case).

Slides (100 CP)- This is a small satchel containing several slides, to be used with a projector of some sort- also included. What do the slides depict, you ask? Why, whatever you want, of course- so long as you have an accompanying lecture to go along with it, the slides will show photos or illustrations of whatever it is you're talking about, which is highly useful for giving examples so long as you don't mix them up with the photos from your last trip to the beach.

Keepsake (100 CP)- A sentimental item of some sort; could be a picture of your family from home, or maybe something that belonged to you as a child, like a favorite toy or a blanket. Whatever it is, it's a source of comfort and strength for you- merely looking at it or keeping it on your person will strengthen your resolve so that you can do the things you need to, even if they're hard or frightening.

Diorama Table (100 CP)- A large mechanical table capable of bringing up a detailed diorama of any structure, vehicle, or section of property that you own at a moment's notice. While these models might vary in terms of scale depending on what is being depicted the detail will be very high in quality regardless of that fact, and additional models for people and such can also be provided to give a sense of scale.

Chuckwagon (100 CP)- You've got the four basic food groups in an unlimited supply: bacon, beans, whisky, and lard. Each one is stored appropriately inside of this covered wagon- that also serves as a kitchen- which is drawn by an exterior motor on treads in place of a horse. Oh, and you've also got non-essentials in there somewhere like oregano, cilantro, cinnamon, lettuce, and other junk foods to supplement your meals.

Tools of the Trade (100 CP)- A high quality assortment of tools needed to do your job. A surgeon might have a doctor's bag filled with surgical tools, medications for common ailments, and other minor bits and bobs like stethoscopes, tongue depressors, and so on; meanwhile, a soldier might have body armor, a gas mask, a few grenades, a sidearm and a rifle along with plenty of ammunition for both. Anything you use up will replenish in two weeks time.

Dossiers (200 CP)- This file contains a collection of dossiers, detailing the skills, notable accomplishments, temperaments, brief histories and other information including a photo and the last known locations of a group of individuals. Who, you ask? Whoever you want; each time you put the dossiers back into the folder the information changes to whoever you'll need information on the next time you pull them out. They're all good summaries with useful information, albeit they are summaries rather than detailed biographies.

Office Supplies (200 CP)- Gunpowder, nitroglycerine, notepads, fuses, wicks, glue, and, uh, paper clips, big ones. All stacked onto a cart that might be a bit small for all the volatile explosives you've got packed away into various crates and boxes. Also included is TNT, dynamite, a few cherry bombs, a single Road Flare, and a whoopie cushion. It doesn't explode- but it probably could, if you wanted to play a really, really mean prank on someone. Replenishes over the course of a month as you use it up.

Huginn and Muninn (200 CP)- The ravens of Odin himself! Well, not really- though these two ravens are exceptionally intelligent and well-trained, they don't really have any special qualities beyond that. Nonetheless, they are capable of following orders to a shocking degree, and the keen eyes and propensity for stealing shiny objects common to their species has made them experts at infiltrating buildings and grabbing anything of interest- be it loose valuable or something you're after in particular.

Shepherd's Journal (300 CP)- This book bears the symbol of the Atlantean language's "a", and details the explorations of a shepherd named Aziz that led him to discover Atlantis thousands of years ago. Written in the Atlantean language, it might be considered useless to anyone with an inability to read it- however, a proper understanding of ancient languages including Latin, Babylonian, and Thessalonian- in addition to Nordic runes- should give you enough to read it like a native Atlantean could thousands of years ago. And what does the book reveal? The path to Atlantis, of course- any Atlantis, so long as it's been hidden or lost to time. Failing that, the book will also lead you to the remnants of any other lost civilizations in the future- Camelot, El Dorado, the Lost City of Z, Y's, Iram of the Pillars- even the unnamed cities that used to belong to Lemuria, Mu, and Shangri-La!

Estate (300 CP)- The natural consequence of acquiring so many rare treasures and artifacts is, of course, an influx of tremendous amounts of money. And naturally, you'll need a place to put your gains- ill-gotten or no- leading to the purchase of this not-so-humble estate. Rolling acres of land enclosed by a wrought iron and stone fence mark the edges of this property, which looms over you like a giant from a story- a massive mansion or castle that is fitted with every modern amenity, including an elevator that leads to a rather spacious and secure basement- which need not suffer from lack of refinement, as much like the home above it can be decorated with all manner of curio, artifact, or expensive furnishings. A massive library can also be found here, containing texts of interest ranging from fiction to non-fiction- many of which are also first editions, making them valuable in their own right.

Treasure (300 CP)- This is an honest to God mother lode of gold, priceless gemstones, and other precious materials and minerals that can be found beneath the earth- enough to make one man a millionaire multiple times over, or enough to enrich a small group of mercenaries beyond even their wildest dreams. I imagine a lot of people will wonder where you got this, but let's just keep it as our little secret, okay?

Jumper Industries (600 CP)- A large and highly successful conglomerate under your control, dabbling in several industries ranging from mining to shipping, logging to manufacturing. The various boards of directors, chairmen, CEOs and foremen that have been appointed to each company are highly loyal and competent enough to run the businesses at a steady profit, with no intervention necessary on your part- allowing you to reap the vast wealth and resources that owning a few multi-million dollar companies will bring you. Of course, a hands on approach wouldn't be out of the question and you are free to manage your businesses as you like- though whether that's a good idea or not will depend more on your business sense than your eccentricity.

USS Van Buren (600 CP)- The sister submarine to the USS Ulysses is now yours, docked in a large submarine bay that, not surprisingly considered the amount of wealth necessary to build such a monolithic vehicle, is also yours. Included is the team of engineers, sailors, and other crew members- numbering in at around 200 in all- necessary to run and operate the submarine, which measures in at nearly 400 feet in length with a top speed of 18 knots. The twelve torpedo launchers that the submarine possesses alone would make it more than a match for any other vessel on the water- but the addition of a fleet of 24 sub-pods, also armed with their own torpedoes and capable of high-speed movement underwater makes the Van Buren a veritable engine of naval warfare. But that's not all; the four "lifeboat" submarines attached to the submarine each carry expedition supplies and additional vehicles necessary for military expeditions, ranging from digging machines, trucks for carrying supplies, and even foldable bi-planes and a hot air balloon! Although it would ordinarily cost a tremendous amount of money to even keep this thing supplied, the aforementioned submarine bay is capable of doing so for free, so long as it's merely replenishing the supplies and vehicles that came with the Van Buren in the first place.

Atlantean Artifacts

Atlanteans get 200 CP to spend here.

Atlantean Pet (100 CP)- Perhaps the fauna of Atlantis has changed and evolved with time and the exposure to the power of the Heart of Atlantis; or maybe Atlantis's sinking opened it up to a whole new ecosystem of prehistoric creatures, locked away in the bowels of the earth. Whatever the case may be the Atlanteans have domesticated quite a few of the species down here, including blue and yellow dinosaur-esque creatures, lava dogs, and large lobsters with claws large enough to snip a man in two that some ride like horses. Or you might instead want a hive of Atlantean fireflies, which are commonly used as a source of lighting by the Atlantean people in lieu of sunlight? Whatever your choice may be your chosen creature(s) will be highly loyal, if lacking in intelligence depending on what you've chosen.

Atlantean Sea Food (100 CP)- The people of Atlantis have had to adapt to their new environment, but they might be thankful that one aspect of their life hasn't changed much since the fall- namely, a diet rich in seafood. Now, fresh- very fresh, as many Atlantean dishes are best enjoyed when freshly caught, or when the dish in question is still wriggling around- Atlantean cuisine can be found in your Warehouse each day, where it can be enjoyed or potentially farmed out to allow for more people to enjoy lively Atlantean dinners.

Atlantean Crystal Necklace (200 CP, free Atlantean)- The crystal that each Atlantean is given at birth gives them a connection to the Heart of Atlantis, lengthening their lifespan far beyond that of ordinary humans. Although they age in a manner similar to ordinary humans during their first years of life, once they reach young adulthood aging seems to halt entirely, to the point that an Atlantean can be in the prime of their life for thousands of years. An old and venerable Atlantean may very well be over twenty-thousand years old. In addition the crystal seems to enhance the physical strength of Atlanteans to a minor degree, allowing them to move noticeably quicker than the average human, vaulting over obstacles with ease, and giving them the strength to floor lesser men with one punch. Finally, the crystal itself has the power to heal minor wounds when pressed against an injury- small cuts, bruises, and the like can be healed, but internal bleeding and gunshot wounds cannot- and can also be used as a "key" for Atlantean technology, though the secret to doing so has been lost due to the great upheaval that sent Atlantis to the bottom of the sea, and the struggle to survive subsequently causing literacy for their own language to become a lost art for all Atlanteans.

Atlantean Speeder (200 CP)- Purchasing this will give you the choice between two vehicles; the first is the Ketak, a fast Atlantean aircraft that might be considered the equivalent of a flying motorcycle, shaped like a fish, that can comfortably seat two people and fly faster than any other aerial vehicle available in this section. The second option is the Aktirak, shaped like a Hammerhead shark; if the Ketak is the equivalent of a motorcycle, then the Aktirak is more like a car. It's not as fast as a result, but it can seat three or maybe even four people at once, assuming that they're comfortable with sitting close to each other.

Martag (400 CP)- If the two vehicles above are like motorcycles or cars to the Atlanteans, then the Martag is possibly the equivalent of a tank- a bulky, piranha shaped vehicle that soars through the air, and is capable of firing destructive blasts of energy akin to the Leviathan on a smaller scale- which is still enough to vaporize human bodies and destroy flying planes in a single shot, while being much faster than the ones available to the rest of the early 20th century world.

Nartak (400 CP)- The last Atlantean vehicle; this one is much, much bigger than the three previous options, although it lacks a weapons system- unless you count the massive stone horn on its head, as the Nartak closely resembles a Narwhal in terms of appearance. Notably, it's more than capable of flying through both the air and the water, and at over a hundred feet in length it's also roomy enough to comfortably house around ten people on long voyages- possessing some form of kitchen, or at least a storage space where food can be kept, as well as room for bunks and seating arrangements in addition to the pilot space.

The Praying Gargoyle (600 CP)- Well, this is a bit different- I'm not even really sure if you should be allowed to have this, but I suppose an exception can be made. This is a relic known as the Stone Gargoyle, a relic allegedly made from the skin of an actual Gargoyle- or Gorlois, as the Atlanteans call them- with an Atlantean crystal at its core. The sorcery imbued in the statue during its creation has given it the ability to animate stone gargoyles- as in, the statues, not the species- as mindless servants, wholly obedient to their masters, in much the same way that the Heart of Atlantis animates its stone guardians to defend the city. Allegedly, the Praying Gargoyle can work its magic over an entire city the size of Paris- which, if you consider the number of gargoyles on Notre Dame alone that will be converted into nigh-indestructible stone juggernauts, this could be quite useful in the right or wrong hands.

Atlantean Colony (600 CP)- It's a little known fact that Atlantis has made contact with many cultures throughout the world, both as would-be conquerors and as bringers of knowledge and healing; however, it seems you've stumbled onto something special indeed- the remnants of an Atlantean colony, hidden somewhere beneath the earth, with its own Heart of Atlantis! Although isolation from Atlantis and the outside world has stagnated and even regressed their technological development somewhat, this colony of roughly one thousand has still managed to eke an out existence thanks to something special- a crystal that is akin to the Heart of Atlantis, albeit much smaller in size. Like the Heart of Atlantis it takes sustenance from the emotions of its people, and in return grants them enhanced lifespans and physical attributes, along with a nigh-infinite source of power. For whatever reason- perhaps because you were able to reunite them with Atlantis, or even because you found a way for them to return to the surface world- these Atlantean colonists see you as a hero and leader, honoring you with a position akin to royalty. Although the lack real technological knowledge, and have in fact lost much of their vehicles, it's possible that you can help them on that front, too. Their Crystal will grow in strength as their civilization expands, and in time you may rediscover the secret to creating the crystals so commonly worn around Atlantean necks.

Atlantean Spear (1000 CP)- Referred to as both Gungnir and the Spear of Destiny, this Atlantean relic may look like nothing special compared to the things you've seen earlier in this section aside from being an Atlantean weapon of carved stone, but appearances can be deceiving as the spear is tipped with a massive crystal- small compared to the Heart of Atlantis, but far larger than the the fragments that went into making the crystal necklaces. This has given it an even deeper connection to the Heart of Atlantis, allowing one to wield a fraction of the great crystal's power at will. This gives it several abilities of note, including the ability to force large structures and their foundations, like a castle, to float in the air- as well as telekinesis on a lesser level that allows one to strip away tile flooring with ease to reveal a perilous drop. It can fire blasts of energy powerful enough to send a person flying, and can instantly melt ice- even preserving whatever was frozen inside of it in its original state before being frozen, allowing for the unfreezing of living beings. It can change sizes to better suit its bearer, as well; going from an ordinary spear to something as large as a tower when wielded by a giant. Speaking of- the last, most notable ability that the Atlantean Spear possesses is the ability to create vast giants out of certain materials. In his quest for Ragnarock, Erik Hellstrom created the powerful ice and fire giants he dubbed Ymir and Surtr, respectively, charging them with the destruction of the world. However, there's one problem- these giants are capable of thought, and while they're loyal to the one holding the spear, the spear… is a spear, and is thus something that might be taken away. Should no one possess it, it is highly likely that the giants will rebel, or even try to take the spear for themselves- which would obviously be pretty bad. Should it be reunited with the Heart of Atlantis, the spear would also give the Heart of Atlantis the power surge it needs to raise the city back from the bottom of the ocean.

Leviathan (1000 CP)- An Atlantean war machine that is 2.5 miles long, and features destructive beams of energy that can shoot straight through the steel hulls of any ship or submarine out on the water, the Leviathan guards the trench leading into Atlantis from any and all who dare to sail its waters. Although only one may remain today, at one point in time Atlantis built their fleets around these massive, lobster-shaped machines… and it seems like you've somehow gotten your mitts on the Leviathan's twin. Now, it is an instrument of your will- programmed to follow your instructions, with even the safeties preventing it from attacking those bearing Atlantean crystals turned off, should you wish it. You can feel free to determine your own parameters for how this Leviathan's automated systems will operate, and direct it to attack or guard anything you wish. In this day and age, there's no military force capable of really fighting this thing… and to think, it's not even the weapon that sank Atlantis in the first place.

Companions

Companion Import/Recruitment (100+ CP)- For 100 CP you can import or create two companions, giving them any Origin (except Myth) for free as well as 500 CP to spend. Imported Companions do not get a stipend for items, though they may purchase them. Alternatively you can recruit a single canon character for the same price, making them a companion- although they won't get any CP to spend. If you pay 200 CP, you can instead import or create a single companion with the Myth Origin and 600 CP to spend, or a single canon character that is non-human such as the Kraken… if you want to bring someone like that along, for some reason.

The Earnest Librarian (100 CP)- A tall, bookish, and rail-thin girl with thick rimmed glasses, auburn hair, and encyclopedic knowledge of every almanac, catalogue, and, er, encyclopedia, at the local library or thereabouts; the Earnest Librarian has all of the Scholar perks and a slightly nervous disposition. Although, she's also very excited to be working with you on any future projects involving her favorite subjects, which are… pretty much everything and anything you could learn at school, really. Is it any surprise that she wanted to be a teacher, growing up?

The Rambling Engineer (100 CP)- This slightly-younger-than-middle-aged Russian man has salt and pepper in his beard and hair thanks to a life of working, fighting, and partying hard. He also possesses a propensity for vodka, talking at all hours about a variety of topics ranging from sports to his work, and whispering sweet nothings to any machine that's having trouble starting up- which, somehow, tends to fix the problem right away. The Rambling Engineer has all of the Specialist perks and several degrees, including one in engineering which he acquired at a very young age.

The Cocksure Cannoneer (100 CP)- Smug, superior, and completely honest in regards to the claim that she could shoot the wings off a fly; the Cocksure Cannoneer is a pretty blonde woman hailing from Britain who possesses a fondness for tea, firearms, and exotic food and spices "from the colonies"- and also has all of the Mercenary perks. Despite her love of foreign fare her loyalties are to you first and the Union Jack second, and if that means she has to put the boot to some damn dirty savages then by God she'll do it! And she'll probably look great while doing it, too, judging from the array of expensive cosmetics she possesses.

The Magnanimous Tycoon (100 CP)- A red-headed gentleman who made a killing when his family's old plantation literally struck gold when trying to build a quarry; the Magnanimous Tycoon might be nearly as wide as he is tall, but he's also got all the Benefactor perks and unwavering Southern hospitality. More importantly, his connections to various people all across society- from the humblest of working folk to the bigwigs found in high society- and his inherent generosity have given him an ear for interesting ventures happening around the world, as well as "ins" with a variety of interesting people all over the place.

The Ravishing Princess (200 CP)- This Atlantean beauty may still look young and in the prime of her life, but the Ravishing Princess still remembers the day that Atlantis fell, along with death of her mother- as the younger sibling to princess Kida she's secretly relieved that she won't have to take the throne after their father's eventual death, but while she enjoys the personal freedoms bought by being second in line for the throne she also wishes to see her people raised up from their subterranean prison, as her sister does. Like all Atlanteans she has browned skin and white hair, and she also possesses all of the Atlantean perks except for "Sorcerer/Scientist".

The Reclusive Artisan (200 CP)- Although not a member of the royal family, this tall and strapping Atlantean man is still old enough to remember Atlantis's fall- and, as it turns out, far more of his fallen nation's culture than anyone else save for the king himself. Once he was the Atlantean equivalent of a scientist, harnessing the power of the Heart of Atlantis to create the wonders that Atlantis was known for; but ever since the disasterous event that led to Atlantis sinking beneath the waves, he has turned away from magic and science both at the request of his his king and as a result of his own shame. Although, he has worked to keep some small parts of Atlantean culture alive- adorning the pottery he makes with old Atlantean phrases and the names of the dead. He possesses all of the Atlantean perks except for "Royal".

The Bygone King (200 CP)- A curious Atlantean necklace whose crystal seems to be a bit larger than most; wearing it will reveal the Great Spirit of an old Atlantean king from long ago, projected from the depths of the crystal like a hologram. Wise in accordance to his years- possessing the perk "Wisdom of the Ages"- he prefers a subtle approach, advising you on nearly any subject you could ever ask him. When his wrath is roused in your favor however he reveals his true power- summoning fierce storm-clouds as if to drown the world and a legion of trained, ethereal Atlantean soldiers to defend you from harm with shield and spear!

Team Atlantis (300 CP)- Of course, maybe you'd like to take the whole team along for the ride. By purchasing this option you'll get the opportunity to extend an invitation to all the named members of the Atlantis expedition, plus Kida. First up: Milo Thatch, linguist, cartographer, and historian, and the lynchpin behind the whole expedition thanks to his ability to actually read the Shepherd's Journal. Next is Vincenzo "Vinny" Santorini, the Italian demolitions man- recently broken out of a Turkish prison. The newest member of the team is Audrey Rocio Ramirez, a mechanic from Puerto Rico who knows more about machines than an entire team of engineers put together. Fourth is Wilhelmina Bertha Packard, a chain-smoking radio operator who literally put the "Packard" in "Packard-Bell". The fifth member of the group is Doctor Joshua Strongbear Sweet, a man who lives up to his last name even when he's hacking off somebody's leg to save it from infection. The cook is Jebediah Allardyce Farnsworth, or "Cookie"; his food might be volatile, but it'll keep and keep and keep forever. Last but not least is Gaetan Moliere- Mole. Don't let his appearance or demeanor fool you, because there's not a mammal under the Earth better at digging than him. Although he didn't join the expedition, you can also feel free to bring Preston B. Whitmore along for the ride- he's not afraid to take risks, so a journey through the multiverse might be right up his alley. Finally, while Princess Kidagakash might not have been a part of the expedition she's part of the reason why they stuck together after their adventures in Atlantis, making her an honorary member of the team. And, if that's not enough, should Commander Lyle Tiberius Rourke and Lieutenant Helga Katrina Sinclair survive the expedition you're more than welcome to invite them, too. Just… watch your back around them if you know what's good for you. All of these people can either share a companion slot or be imported as individuals in future worlds, but not both at once.

Drawbacks

Atlantis: The Series (+0 CP)- At one point in time this world had quite a future planned for it; Milo and his friends would have adventured all over the world, encountering beings ranging from the trickster Puck to the Loch Ness Monster, the Yeti, Sea Nymphs, Atlantean war-machines run amok, and even a certain red-haired Gorlois- better known as a "Gargoyle". In the reality we got, their adventures ended after they successfully prevented a man named Erik Hellstrom from ushering in his vision of Ragnarock and brought Atlantis back to the surface. Now, while that may still end up happening the chances of their adventures being extended is greatly increased as these unused elements have been added back into the mix. While some misadventures might still be caused by old Atlantean technology running wild, the world is now a lot wider and a lot weirder than it used to be. There's also the possibility, if things happen like they do in the movie, that Atlantis will instead be menaced by a mysterious villain in a nuclear submarine, wearing a heavy concealing coat and gas mask- the identity of which is actually Helga Sinclair, returned from the dead thanks to the crystals made from the body of her former comrade Rourke, which combined with the wreckage of their hot air balloon and the surrounding stone to turn her into an Atlantean cyborg! If you'd like you can even bring in elements from the video games for this- in which case the Shepherd's Journal will have been liberated from a secret order of mystics known as "Keepers" who wield the elements, and the path to Atlantis- and the city itself- will be fraught with even more peril, including a race of subterranean half-fish, half-ape creatures known as Gorlocks!

First Expedition (+0 CP)- You can start a few years before the start of the movie, right before the expedition to find the Shepherd's Journal in 1911- with any invitation to join the expedition to Atlantis from your origin changed to one to join this earlier venture. By all rights it should be a relatively simple mission, but this will give you the opportunity to meet and possibly make friends with the other members of the crew before you are reunited in 1914 to discover Atlantis.

Four Basic Food Groups (+100 CP)- All the food you eat here is disgusting in some way. It might have been drowned in grease, burnt to a crisp, or maybe it's still wrigglin' as you shove it down your gob- either way breakfast, lunch, and supper are something to dread rather than look forward to now. Luckily your food will be just good enough to keep you on your feet in terms of nutrition… but that's about all you can say for it, no matter how good of a cook you or whoever else prepares your meals might have been.

And This Jumper- He Is Your Pet? (+100 CP)- You're a weird one, even for the people you're about to meet. Short, fat, unattractive, and perpetually covered in at least a thin layer of dirt and grime due to a chronic aversion to things like "soap" and "bathing", you could be Mole's twin if you squinted hard enough. In addition to the obvious discomfort that you'll cause most people by forcing them to be in the same room as you- something that may improve with time- you'll also find that all of your romantic prospects tend to go rather poorly for much the same reason.

Why Is It Always Carrots? (+100 CP)- Trains, automobiles, planes, submarines, or ancient Atlantean flight machines- no matter what it is you're riding, it's enough to turn your stomach upside down and make it do flip-flops. If you do anything other than walk you can expect to find yourself "seasick" throughout much of any trip you take, which tends to be rather messy when you're in a cramped metal tub several thousand feet below the surface of the ocean. The good news is that you'll be able to shrug this feeling off when in a crisis, but after that? Carrots.

As Usual, Diplomacy Has Failed Us (+200 CP)- It seems like people here are a lot more greedy and self-interested than they were before. It might not be everyone- but you'll encounter enough of them to make it seem like that's the case, especially when people who you thought were your friends suddenly stick their guns in your face over a few measly bars of gold. This is most noticeable in people who already have a mercenary attitude to them, but even relatively nice people will be a lot more abrasive and mean than they'd normally be- and as for those few with malevolent intentions, well, they'll become a lot more ruthless when it comes to achieving their plans for the world.

Up This Creek Without A Paddle (+200 CP)- When you're around things tend to go a little… lopsided. And not in your direction, though that doesn't mean you're necessarily fated to lose- just that things tend to get stacked against you, making things a lot harder than they should be. If you go on an expedition you'll find yourself battling everything from the elements to monsters, and when you finally get to wherever you're going you'll find it's even less hospitable than you thought it would be. Then when you're on the boat back home you'll think things are fine and dandy, only for the ship you're on to be attacked by a creature from the deep and that half the crew is either mad or worshipers of the damn thing. And once you get to the mainland, well, turns out there was a problem with some documentation or another and now your cargo hold full of treasure is in danger of being repossessed unless you can explain where several tons of gold and gemstones came from to some rather unsympathetic looking men in uniforms. These aren't insurmountable challenges, or even necessarily dangerous ones- but they will be a lot more common than they ought to be.

Deal With The Devil-Fish (+200 CP)- There are more things that lurk in the water than mere Atlantean war machines, and now you've found yourself in the grips of one such an abomination. It might be the Kraken- a mountain-sized octopus creature that's been known for sinking ships near Norway- or it may be a less benevolent crystaline being, hailing from the same meteor that brought the Heart of Atlantis down to earth. Or it could be something even more esoteric and deadly, far beyond the natural reaches of even Atlantean science- whatever it is, you are in its thrall now. And while the being doesn't necessarily have any desire to kill you, it certainly sees you as a useful tool- for bringing it prey, or for being its prophet to the rest of the world, or even as a weapon for destruction. If somebody manages to kill the thing, you'll be free- until then, you're powerless to resist its commands, forced to serve it to the best of your abilities.

Melt the Butter and Break Out the Bibs (+300 CP)- The Leviathan is not the only weapon of its kind; at one point in history Atlantis sought to subjugate the entire world, and it's only natural that one monster would be insufficient for that purpose. Now, these ancient Atlantean war-machines- once thought to be lost or destroyed- have begun to wake up, emerging from the depths to wage war against the world once more. Even if the world has had a few thousand years to play catch-up in terms of technology, the Leviathans and other automated horrors that will begin attacking cities soon after your arrival are even more advanced than technology available today, flying through the air and wielding lasers that can vaporize a man to atoms with one sweep of its blinding light. And they might not even be the worst of what Atlantis has created…

Ragnarock (+300 CP)- Erik Hellstrom, once a successful businessman- now turned madman with delusions of grandeur and a fetish for Norse mythology- has succeeded in recovering the Spear of Destiny, and furthermore has found a way to enact a Ragnarock beyond even his wildest dreams. Using the power of his Gungnir, he has created the twin giants Ymir and Surtr to wreak havoc around the world- alternatively bringing arctic temperatures or spreading wildfires and volcanic eruptions, respectively- and has further animated or else created an army of other Norse mythological creatures to do his bidding, ranging from trolls with stony hides and armored Valkyrie warriors, and everything in between. He has even imbued his wolf with vast size and strength- not enough to swallow the sun, but it could certainly be a fair match for a Leviathan. He waits in his "Asgard" at the top of Yggdrasil- a vast tree he has grown to hold his estates- and waits for the day when his army has finally scoured all life from the world to rule over it as Allfather. You must now survive in this dying world, or else find a way to end the carnage that Hellstrom has unleashed.

Villain Victorious (+300 CP)- Once again, things have gone wrong with this world- this time, Rourke was successful in bringing the Heart of Atlantis to the surface world, and promptly sold it off to Kaiser Wilhelm of Germany, shifting the war effort heavily in his favor- for soon, the skies will be blotted out with an armada of bi-planes wielding machine guns that spit rays of energy faster than any lead-spitter on the market, a technological advancement that will soon be replicated for personal use by their soldiers. Even the production of tanks has been accelerated, leading to far more advanced war-engines rolling out well before the English brought theirs out to play, and with the threat of potential reprisal from Atlantis on the Kaiser's mind even their ships will soon be equipped with Atlantean inspired technology, suitable for combating Leviathans- let alone the other navies of the world. In short- the world has been embroiled in war once again, this time against a German Empire rather than an Atlantean one. Of course, if you're the type to join up with the Krauts you'll find that Rourke was even cannier than he first appeared- pulling a double cross off at the last moment to instead place the Heart of Atlantis firmly in the hands of the Allied forces.

Notes

-YJ_Anon

-A special thanks to Red for some of the OC Companion ideas!

-An Atlantean Crystal Necklace will not run out of power in future worlds even without a connection to the Heart of Atlantis, but will only be able to effectively work for one person at a time, and can only be used to power one large device at a time (such as any of the Atlantean vehicles seen in the movie).

-Purchased Atlantean vehicles will not require crystals to start post-Jump and will operate indefinitely.

-You may import a single companion into any of the custom Companion options (such as The Cocksure Cannoneer), but can only buy each option once.