BEGINNING:
Everyone likes stories, right? Well, good stories. They can entrance a person, captivate them. Keep the viewer yearning for more and to see the ending of how that story plays out. It's amazing, the power of a story. It was a power the Greeks knew all too well, and there is a reason the Greek mythology and its counterpart are some of the most well-known stories on your Earth.

That being said... how would you like to be in a Greek story for real?

You gain +1000CP for the purpose of purchases here.

STORY:
Welcome to God of War! This place is set in the times of Ancient Greece, back when the country was considered one of the most important places in the world for many different reasons. Of course, there's more to see here than its arts and its philosophical debates, for there is a much darker truth that is shown here. A truth deeply intertwined with the mythology of the Greeks.

Simply put, the gods are real.

You heard me right. The gods are actual entities, there are monsters that roam the countryside, and it is up to the cleverness or brutality of especially capable mortals to keep the whole of civilization safe from the ruling of the gods. The names of the gods are ushered in whispered tones or daring proclamations, with the goals and rewards of many being attributed to the actions and promises of these divine beings. If you're a god, it's a pretty nice gig. But if you're mortal, then it can be a real problem to be subject to their whims.

You can imagine how much more brutal things are as a result. Conquest is bloody and vicious, to speak a name in a manner unfitting of a god could have real punishments. All the same, to be slayed by those favored by a god could lead to a lack of vengeance, or a terrible tragedy with no happy ending. Is this the fate you seek, traveler? Or will you attempt to take the reins and change the outcome to one of your preference?

You start just as Kratos has pledged himself to Ares, the current God of War in an event that will change the world.

LOCATION:
It is a large world that you have visited, and despite this there are many things that happen within the country of Greece and its boundaries. I'm sure you'll find something to do here, wherever you may land. You may decide to roll 1d8 to determine your starting location, or pay 50CP to choose yourself.

1- Athens: The capital of Greece, this great city is named after the Goddess of Wisdom, Athena. Also known for their great rivalry between Sparta, the Athenians were the creators of democracy,

architecture, philosophy and the still traditional Olympic Games. You will find no shortage of intellectual discussion here, but actual combat may be another story.

2- Sparta: A city-state located in the Peloponnese, Sparta is known for both its rivalry with Athens and its intense military-aligned society. Sparta fought many wars, battling many foes, such as the Persians, Athenians, and other Greek city states... and is the birthplace of Kratos himself. Do be careful here.

3- Aegean Sea: A large body of water on the eastern side of Greece, it connects with the much larger Mediterranean Sea. This makes it a prime shipping route for trade and to find Athens... as well as a place for sea monsters to dwell. You will be on a merchant boat, hopefully you can hold your own.

4- Cliffs of Marathon: A large series of cliffs overlooking the city of Marathon, it was the site of a great victory against invading Persians. At some point in your journey the being called Morpheus will consume the city itself, so whether you will help or accept the balcony seat for what it is will be up to you.

5- Rhodes: A harbor city of Greece, this place is the site of the legendary Colossus of Rhodes, a giant bronze statue of the God of the Sun, Helios. Along with being an excellent port of trade, this place MIGHT also come under siege by Sparta should Kratos succeed in becoming the God of War. Of course, whether that happens is up to you, isn't it?

6- Walls of Troy: These walls surround the city of Troy, a place known throughout history for the bloodshed it has brought. The war originated from a quarrel between three goddesses, after Eris, the goddess of strife and discord, gave them a golden apple. Sometimes known as the Apple of Discord, this apple was marked 'for the fairest'. Taking godly egos into account, you can see where this went. Still, it is a powerful city bordering the Aegean Sea, so you have options.

7- Underworld: You have screwed up. Something happened, and now you're in the Realm of Hades, also known as the Underworld. Along with countless souls that may be angry at your living state, there is the matter of escaping this place. I'm sure you'll have a plan for that, right? ...right?

8- Free Choice: The gods favor you on this day, it seems. You are able to choose your own destiny, letting you start anywhere you wish in this world.

BACKGROUNDS:
You have determined the location you will arrive in, which I'm sure won't be a problem for you whatsoever. Really, what could go wrong? But before we get into hypothetical situations, it's time to decide who or what you are in the eyes of mortals and gods. Roll 1d8+25 to decide your age, with your gender remaining the same. You may also choose to pay 50CP to decide both your age and gender.

-Drop-In (Free):
+You have no history or additional memories clouding your mind; you are your own person
+/-Absolutely no one knows you exist right now
-People are more likely to try and kill you out of lack of familiarity

You have woken up in the location you have selected, uncertain of what lies in store for you. You will undoubtedly have to be quick on your feet and favor shrewd cleverness over brute strength... perhaps this will be the beginning of a new Hero? We'll have to see.

-Peasant (Free):
+You've learned to keep on the downlow; a hidden mortal is a living mortal
+You've become pretty inventive with what you have, making you very useful in modern society
-You are not very skilled in combat; mortals and gods alike may end up demanding things of you
-PREPARE TO BE BULLIED, NERD
Your weapon is not your body, traveler. It is your mind, your wit. It is your hands which are meant to create, not to destroy. Though you are a lowly peasant, with little favor to your name, you understand what kind of dangerous world you are in. A land of frivolous gods, bloodthirsty monsters, and all of them want things their way. You would not have lived this long without your sharp mind, but do try to ensure it stays that way.

-Spartan (Free):
+You are trained in the art of combat, akin to the level of a Hero
+It's much easier to adapt to your allies' combat style; all for one
-You're pretty much mortal still, and the gods care little for mortals
-Kratos might see you as a means to an end
You are part of a powerful brotherhood, belonging to a name that has been known throughout history. You are a Spartan, a powerful warrior who is a deadly force unto themselves. You have allies naturally, but it is all about the art of war for you. A sword and shield are as familiar as your own limbs, with your armor akin to a second skin. You are war. You are death. It is time to make others see that.

-Monster (Free):
+You are fearsome, strong, and powerful. Quite primal, really
+You are an undisputed ruler of the wild, or at least quite the contender
+/-Your new age roll is 1d8+5 decades
-You might be regularly targeted by Heroes to prove themselves
-You don't really fit in anywhere
Mortal men fear you. The gods look down upon you, and Heroes are always eager to kill. But you know what? You're pretty okay with that. You are a being of the wild, a fearsome monster capable of bringing would-be Heroes low and casting doubt in the eyes of those who may seek to eliminate you. Whether you are just that strong or there is something supernatural to you, this world is a killing ground. You've just gotten really good at it is all.

-Divinity (Free):
+You have powers and abilities that mortals could only dare to dream of
+Said mortals will also be quick to help and worship you
+/-Your new age roll is 1d8+5 centuries
-You risk getting caught in the crossfire of Kratos
-Olympus and other gods are keeping a much closer eye on you to ensure you do not betray them
You are no ordinary creature or being. Within your blood runs some form of divine energy, allowing you to call yourself a being related to the gods themselves. Whether you are a creation, a new minor god, or

a child of a god, one thing remains for certain: You have an interesting life within the shadows of Olympus.

SKILLS AND ABILITIES:
No easy task to decide your role in this world, but there are still choices ahead of you. What will you do in this world? What tools will you have to complete these goals of yours? Whatever you choose, know it is by your hand alone. You may choose one 100CP perk within your background for free, with the other at a discount.

-Epic Poem (Free): The Greeks very much enjoy their tales and stories, traveler. They were infatuated by stories, and things that could be done to improve them. You have been blessed with such a boon, and now have access to the entirety of the God of War series' soundtrack to play for you in the background! You may turn this on or off at your leisure.

-Scowl of Sparta (Free): There are times where you are angry, or disappointed. Like, INCREDIBLY angry or disappointed. However, in these times your face may be expressing maximum dissatisfaction but you must scowl HARDER. That's why you can have this, on me. When your face does not match the depth of the emotion you are showing, people can get a really good idea of how far you really feel just by looking at you. As a bonus, this will work for you regardless of what form you may be taking at the moment. DISAPPOINTED.

-Bodily Canvas (50CP): The body was akin to art in the Greek Era. It was to be praised and cherished, not hidden away in shame. Should you choose, you can take a step in the same direction and impart upon yourself a series of tattoos. These tattoos can be any color and pattern you desire, and they will convey what you desired without a doubt.

-Ominous Moniker (50CP): The Ghost of Sparta is a title that has struck fear into the hearts of many people. Stories echo across the lands, and it is this title they think of when they see its owner. You too can have such a title, given to yourself upon entry into this world. It may not be well-known right now, but as your deeds spread (or the body count climbs high enough), you too will find a moniker of your choice being whispered in shadows.

-Keen Eye (100CP) (Free OR 50% off: Drop-In): The details are important when you're dealing with powers beyond imagining. It is the details of words and abilities that will save your life. When dealing with others, your perception and ability to notice details has increased. Whether it's finding that little act someone performs to allow their weapon to function, or the loophole in a deal, you'll be sure to pick up on them faster than you would.

-Deft Hands (100CP) (Free OR 50% off: Drop-In): Be quick or be dead... or worse. Much like Arachne, if you ever decide to boast to the gods about your talent you best be sure to back your claims. By choosing this, your hands become rather quick and capable, allowing you to work at an increased speed with no loss of dexterity or ability. You could probably knit a sweater in minutes, or play some amazing sleight of hand tricks! Just be warned, the gods have fragile egos...

-Puzzled Sensing (200CP) (50% off: Drop-In): With how many puzzles and tricks and traps that are around the world or favored by those of power, you must rise to the challenge. Your intellect and ability to put things together have significantly increased, allowing you to surmise solutions and methods much faster than your average person. This may not sound impressive, but the next time you're in a labyrinth you may be thankful you figured out that rope trick.

-Mythical Beginnings (200CP) (50% off: Drop-In): Every Hero starts somewhere, do they not? Whether it was by tricking a king, or fulfilling an oath, or even succeeding in a contest, actions have a way of spreading. You have a sense of determining which of your actions or deeds would spread in this manner, allowing you to figure out whether you wanted to keep incognito or whether you wanted to let the lands know of what you've done. Of course, no one said you HAD to let people know it was you who did it either...

-Political Standing (400CP) (50% off: Drop-In): There is a thing that is shared among all. Kings, monsters, men, and gods all share a single, simple trait: They can hold discussion. Many a hero has used this trait, whether it be tricking them or dealing with them. You are no different, able to twist your words and speak with such force of personality that at the least, people might be willing to hear you out. Be wary however, for this will not save you if you offend them instead.

-Foundational Seeking (400CP) (50% off: Drop-In): No defense is perfect, and no fortress is impregnable. You understand there are many paths to get to the same destination, and this understanding along with your natural guile has given you a greater understanding of finding a path you prefer. Whether it's taking another road to avoid dangers on the way, or knowing how to sneak through unseen fissures in a cave, your ability to travel unseen is greatly improved. Why let them know you're there if you can help it?

-Gift of Sight (600CP) (50% off: Drop-In): The Greeks are quite fond of their divination, always yearning to understand more and obtain guidance in their lives. You have been blessed with prophecy, able to glean into the future and divine events before they even happen. There must be a condition to activate this power, whether it is by using Incense, accepting tribute, or speaking in poetic iambic pentameter, or an act akin to these. But upon activation, important events of the future up to six months ahead of time will be shown to you along with their outcome. What you do with this knowledge is for you to decide.

-Gift of Hope (600CP) (50% off: Drop-In): There are terrible things in this world. Illness, prejudice, deceit, violence, fear, death, and more. Evil spreads like a plague, and if left uncheck could leave nowhere safe. But you possess a far more deadly aspect of the world. You possess Hope. This overwhelming feeling helps you in many ways, from having a positive outlook on life to a will and mind of iron. You have a much easier time accepting things, and a much easier time with motivation. You are the rock that remains steadfast in the storm. You are the rock upon which the storm will break.

-Silent Footing (100CP) (Free OR 50% off: Peasant): You understand what it takes to stay alive. All those soldiers and monsters running around and stomping, good on them! But it's the quiet ones that always get away. Your ability to sneak around is improved, and you could almost swear that your footsteps are

more quiet when you do so. Which is fine, because if that Cyclops wakes up then it's the others he'll eat and not you.

-Steady Movement (100CP) (Free OR 50% off: Peasant): Inclement weather? Invading armies? You can't be bothered with such things, you're busy! Your hands are tools in of themselves, and the things you carry in them benefit from this mastery. You could keep your aim with a bow while on a rocking ship, or detail a shield in the middle of a storm. Regardless, it might be nice if you DID pay attention to your surroundings.

-Beauty in the Arts (200CP) (50% off: Peasant): The Greeks and their gods have an eye for the aesthetics of their surroundings. Whether it is the statues around them, or the floors they walk upon, or the things they carry and wield, it is better if it is appealing. Your ability to design any of your crafts has increased with this knowledge, able to appeal to form without sacrificing function. Regardless of what you create, it's going to look good enough that the gods might take notice... might. Whether this is a good thing or a bad thing is for you to decide.

-Applicable Equipment (200CP) (50% off: Peasant): Anything can be a weapon if you hold it right, and that's quite true with what you have learned. Repurposing innocuous tools to be used as weapons is second nature for you, along with knowing just how to modify them for effectiveness. A smithing hammer becomes a weapon of war, a butcher's tool instead butchers soldiers, and that scythe can get fairly dangerous. On the opposite spectrum, you can find peaceful purposes for weapons of war just as well; an enchanted warhammer turns out to be a VERY effective hammer for smithing with the magic it holds, or that sword with the right movement turned out to be better than that scalpel could ever be. Expect quality to rise with this.

-Honorbound (400CP) (50% off: Peasant): Even to divine beings, to hold an oath is of utmost importance. And to you, fulfilling your part of that oath drives you to great deeds - as if you were sped along by the Fates themselves. Where one may take a thousand days to forge a grand blade, you take a mere half of that with no sacrifice to quality. If they ask you to find a rare beast, you'll have a good idea of where to start and a practiced hand in hunting it. However, this is not a guarantee of success - the only thing that will ensure you reach your goals is if you put forth the effort into it, and if such a plan is possible in the first place. Do keep in mind however, that while you may work tirelessly to keep your end of an oath, the other party might not be of the same mind...

-Lack of Materials (400CP) (50% off: Peasant): Times are tough in this land. Forces beyond knowing, monsters that roam the lands, and gods who are as petty as they are powerful. With chaos such as this, there are times you may not be able to get everything of what you need. But you've learned to make do. You can get the most out of your materials, using two bars of metal where you might need four, or three hides when you needed six. Of course, if you DO have all the materials required you can use them to make your creations more effective in quality and capability as well. So maybe it doesn't hurt to put the extra mile in.

-Daedalus' Student (600CP) (50% off: Peasant): It is one thing to work on forging mere sword and shield, but it is another to create truly marvelous wonders... for a mortal. You could make marvelous wings out

of bird feathers and beeswax, capable of granting flight to anyone. Or maybe you wish to create an everchanging Labyrinth, that shifts and alters itself depending on how it moves. Regardless, your architect and forging skills have taken a dramatic increase, to the point where the things you create just may have properties and quality they normally shouldn't have, albeit directed towards the purpose of your creations. Through your works, your will be known... but take care that the gods do not take offense with your work.

-Forge of Souls (600CP) (50% off: Peasant): The Realm of Hades is plentiful, rife with dark wonders of the ages due to it being a part of the Earth, the ground responsible for wealth and harvest. But more importantly, it is home to the dead. Rivers such as the Acheron and the Phlegethon flow among the souls sentenced here, and whether the souls went to the Fields of Asphodel, Elysium, or the Fields of Punishment depended on their actions. Whether by accident or design, you have found a correlation between the two and have found a concerning art in refining spiritual energy or wayward souls and spirits into ore and metal. This metal is powerful in its own right, not only greatly increasing abilities related to the soul but may even possess a trait or two from the 'donor'. Be wary, for this is a dangerous art in its own right...

-Improbable Chain Weapon Wielding (100CP) (Free OR 50% off: Spartan): It can be glorious to feel the blood run off your sword and into your hand when you strike someone... but other times you just want to keep your distance. Fortunately, you've gained quite the proficiency with chain weapons. Whether you're twirling around like a tornado, or impaling a person to throw THEM around, you'll be a whirling storm of death and destruction in no time!

-Fire-Forged Friends (100CP) (Free OR 50% off: Spartan): There is no 'I' in 'army'. There is no 'me' in 'group'. There are only allies and how well they work together. You gain an instinctive knowledge of what your allies can do as you train, as if you had known them your entire life. Maybe that quiet soldier is actually a skilled smith, or that boisterous bragger is a superb archer. Maybe a certain team member reacts differently under pressure than others. You will know soon enough, and to know is to win.

-Climbing Skills (200CP) (50% off: Spartan): You are only mortal. That's what they keep telling you, but there's no such thing as 'only' mortal. Your stamina has increased significantly, but more importantly your ability to scale structures (or monsters) have been honed to an unnatural degree. Walls are a mere obstacle, and the ceiling is another surface that cannot bar you from your destination. You're even skilled in climbing monsters trying to kill you! Even better, any weapon you use to assist you will not be dulled or damaged in the process.

-Phalanx Maneuvers (200CP) (50% off: Spartan): When you ram the enemy, it is in one swift motion that roars like thunder. When you bring down the sword, it is all together that releases a river of red into the sky. Synchronization with your allies is greatly improved, with any teamwork drills being learned much faster than normal. No longer is any force you work with a mishmash of actions and individual screams. It is a beast as large as a tidal wave, ready to crash into the enemy. Let them tremble.

-Press 'O' to Translate (400CP) (50% off: Spartan): Thinking? Charisma? Discussion? Who has time for that? Not you, apparently. You have a better, much faster method of getting things done. Instead of

going through the trouble to grab the gears needed to finish the assembly to open the door to the dungeon, just grab someone and shove him into the gears instead. Need that scripture translated? A bit of 'percussive persuasion' will make him see things your way soon enough to help you with your reading inadequacy. Point is, this will allow you to use violence to solve problems, akin to a 'square peg in a round hole' kind of situation. As a bonus, your physique is sculpted to an appearance you feel conveys your power, with a fairly good strength bonus to boot.

-Information Appian Way (400CP) (50% off: Spartan): The worst enemy you could ever face is outdated information, or a complete lack of information entirely. On the other side of the spectrum, a well-coordinated enemy aware of the situation is a terrible enemy to face indeed. Your soldiers (or at least those working directly for you at the time) have adapted a tried-and-true method of passing tactical information along that they have personally witnessed, guaranteeing everyone on your side has up-to-date awareness of what is going on. Furthermore, it's quite difficult for the enemy to sabotage or prevent this information from reaching you or the rest of your allies. The army is one sword, and now it is one mind.

-Blood Feeding (600CP) (50% off: Spartan): All that blood, all those enemies just waiting to be torn apart and laid out, like so much meat. But why let it all go to waste? They could contribute to something greater. They could contribute to you. With each enemy you slaughter there are 'orbs' that can be collected. The more you collect, the more you can potentially augment and improve the weapon that slayed them. That sword could possibly have a lightning aspect waiting to be unleashed, or that hammer could deal extra damage! The growth potential will eventually slow to a crawl, and the more powerful your weapon becomes the more 'orbs' you will need to reach the next stage, but your weapons could change quite a bit before then... and there's always enemies for a warrior to fight. Even better, the more powerful the foe slayed the more 'orbs' you gain.

-Glory for All (600CP) (50% off: Spartan): You ever hear what a 'keystone army' is? It all relies on a single person or entity, and once they're gone the army falls apart. You don't want that to happen, do you? Of course not! Fortunately, this little ancient ritual you've discovered should put a damper on that. By focusing and applying marks to others, you may impart innate physical aspects of yourself upon your allies for a battle ahead. Maybe you impart upon them your physical strength. Or maybe your intellect. Or how about your speed? Regardless, you may select three separate physical aspects to spread across your army to give them an edge in battle, which can last up to a week or when the battle/mission is over, depending on which comes first. Your enemies shall know true fear on this day.

-Monstrous Form (100CP) (Free OR 50% off: Monster): Monsters come from many origins, and you are no exception. Whether you were sired, cursed, or just plain changed, this does not change what you are now. You're a beast, a creature of the wild to be respected and feared. You may choose one Earth-native animal to base a hybrid form off of, becoming a creature of danger and fear. You may buy this perk multiple times at a discount to add additional creature templates to the mix.

-Monstrous Weapons (100CP) (Free OR 50% off: Monster): A beast is nothing to scoff at, for a beast can tear mortal men asunder. Is it any wonder the gods would send them to deal with an upstart? By

selecting this, you may choose one part of yourself to be primed for combat or add something instead. It can be horns, or sharpened teeth, or claws, or a bladed tail, or anything that could be considered a natural weapon of an animal to be given to you. You may buy this perk multiple times at a discount to either add more 'natural weapons', or to repeatedly improve one you possess to incredible potential.

-Forever Untamed (200CP) (50% off: Monster): Though the gods may attempt to direct you on occasion, or mortal men may try to hunt you, one thing remains a constant: You are no one's servant. Your heart is your own, and your instincts have sharpened dramatically to help you in this. Any shelter you take or make, you've learned to hide much easier, while understanding just how to roar to frighten enemies. Of course, if they're still that determined to kill you, your understanding of the bodily weapons you possess will be enough to rend entire groups into dinner should you choose to do so.

-Venomous Touch (200CP) (50% off: Monster): A beast of the wild is feared for many things. Their form can be terrifying, their strikes can be powerful, and their senses can be piercing. The fear of a beast, however, can often be reserved for their venom. Whether it is by bite or by claw, your attacks can release a rather potent venom capable of doing terrible things. Upon selecting this, you must choose if the venom will paralyze the victim, whether it will hamper one of their bodily senses, or whether it will kill. You may also choose when to secrete this venom, for whatever purpose you may have in mind. Just beware the enemy doesn't have a strong constitution...

-Respect of the Wild (400CP) (50% off: Monster): The land is fierce, and the beasts that roam it are even fiercer. But you are not 'just' a beast. You are a predator. You are one of the elite, and the land knows this fact too well. When wandering in places with an abundance of flora, you will find the other beasts do not attack you unless they are purposefully antagonized, and may even back off with a display of strength. Furthermore, these other animals may be encouraged to assist you with a timely roar or screech, flocking to the master of these lands. They will not understand anything except 'attack' or 'protect', but they will do so with the fervor of serving a ruler.

-Respect for the Land (400CP) (50% off: Monster): There is only so far the land will care for you, traveler. Sometimes it is harsh, or the ravages of war have changed it too much. But you would not be the beast you are if you could not adapt, and so you have learned to thrive. When encountering a different biome, you may enact an adaptation within yourself to better survive and prosper in that environment while you are staying there, over the course of a day or two. Provided you could survive initially, you could even adapt to supernatural or actively hostile environments that would scour lesser creatures.

-Divine Beast (600CP) (50% off: Monster): Your skin is like ten-fold shields. Your teeth are like swords, and your claws are akin to spears. Nothing about you is 'mere', for you have tasted strength and had your fill, if such a limit exists. Your physical prowess is greatly increased, with your form altered for power. Choose one natural element (Fire, Water, Lightning, Ice, Earth, or Wind) for you to embody, your natural attacks able to take on this element while holding a degree of control over it. You may also choose whether your size stays the same or increases up to an additional five meters in size. Your presence heralds something terrifying. Your presence heralds Death.

-Bloodbath (600CP) (50% off: Monster): They will take NOTHING from you, predator. You have laid low their warriors of old, and instilled terror in the hearts of men. All because you have been able to thrive. The blood of your kills invigorates you, allowing you to gain strength and sustenance by being soaked in it; the more you kill, the longer you can go and the stronger you get. At the same time, the more you slay others the faster your wounds will heal, which could potentially let you chain your kills to keep the benefit up or even increase it further. The world shall tremble, for you shall take the throne of man and eat his people like a wolf among sheep!

-Resplendent Form (100CP) (Free OR 50% off: Divinity): You are not like the others. No mere mortal or man or beast. You are something more, and your grand existence is a testament to this fact. Blemishes and imperfections of the skin are removed, with your skin taking on a color tone of your choosing. At the same time, your appearance is noticeably improved with any non-human parts of yourself improved as well; scales will shine or dull as you see fit, fur will take on a luxurious sheen, etc. Of course, it is only natural for a being of your stature to look as good as you do.

-Resplendent Monument (100CP) (Free OR 50% off: Divinity): You cannot be everywhere at once. You could TRY, but that's so much work. There are better ways to let the world know of you. With this, you have gained the ability to manifest marvelous statues of yourself with merely a thought, anywhere from three to fifteen meters tall. Of course, simply manifesting it can be boring... so you also have the option to make them fall from the sky to land where you deem them. Be warned that this cannot be used for offensive purposes at all, and they're as durable as any other statue...

-Glorious Repairs (200CP) (50% off: Divinity): The only things that shall be broken around you are the things you wish to be broken. It is an offense to your glory to be met with damaged works, and it is as though the world recognizes this. You may choose to toggle a sort of 'aura' around you, repairing any mundane objects in your presence to their proper state. Naturally, the larger or more complex something is the longer it will take... and supernatural items are much, much more time-intensive. But when you want to wave your hand and watch a trashed room fix itself after a party, you'll be glad you picked this up.

-Fear and Awe (200CP) (50% off: Divinity): There may be some confusion at first. Some disorientation, some semblance of curiosity when they see you. But that is not what they should be feeling. Not when it comes to you. You can choose to give off an aura that can invoke the feeling of fear or the feeling of wonder and awe, in the design of your choosing. Whether it is being bathed in flames, or your hair turning into a storm, or even as simple as your clothes being windows to the cosmos itself, this visual effect is keyed into the effect. Of course, the stronger the will the less likely people will succumb... but it's still a nice effect.

-Power of Names (400CP) (50% off: Divinity): Words carry power, and your name is powerful indeed. Should you choose it, you can designate your name with a strong magic, alerting you any time someone dares to speak it aloud. You will also be aware of the sentence your name was used in and the location of this person, allowing you to determine whether it is alright or worthy of your wrath. There was a reason the names of the gods were spoken in hushed tones... and now, your name will be the same.

-Borrowed Aspect (400CP) (50% off: Divinity): The gods of Olympus are petty and covet their power, but they are not so petty as to ignore the pleas of others that are like them. To help you with your journeys, you have been granted a boon from a selection given before you. You may only purchase one option:

> -Wisdom: To act in the right manner, one must possess the ability to comprehend and understand what is in front of them. Now, you will possess such wisdom too. Whether it is in the art of War, of Peace, or in everyday situations, you will find your judgement greatly improved and your ability to learn from mistakes likewise increased.
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> -Desire: Everyone desires something. Whether it is power, or control, or beauty, or people... there's always something that someone will want. You? You can understand what that 'something' is, getting an idea of what they seek the stronger their desire truly is. Furthermore, if they reveal that desire to you then you gain an understanding of how to help them achieve it.
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> -Spirit: The soul is a concerning and wonderful thing, all in the same time. It is a responsibility to be aware of it, to see it in all its potential. You too have this sight, able to see the souls of others and the potential they could reach if they only tried. You can also open portals to an afterlife a world might have... just be careful, however. The ability to travel does not mean you are protected or welcome.
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> -Light: Revelation. Illumination. These two words often go hand in hand, so is it any wonder that truth is often associated with the light? You have access to a similar light, your body able to glow and make it difficult for those to lie around you. As a bonus, you can also shine a light to encourage the growth of plants. Feel the power of the sun.
>
> -Trade: The world continues to spin, all in thanks to the gods. But to deny the power of mortals and their trade is hubris all in of itself, for it is the power of trade that also makes the world spin. You find that you have an easier time of trading, especially when it comes to finding good prices to purchase goods and selling your own wares. You're also more capable of finding business partners, encouraging them to work together for the name of profit.
>
> -Elegance: The Arts and the Sciences are powerful indeed, for they are some of the cornerstones of Greek culture. What is knowledge without clarity? What is art without perspective? It is these things you possess, having a keen eye for the details and foundations that can lead to wondrous journeys of understanding and creativity! Furthermore, you are also an expert in teaching these things to those around you.

-Empathic Environment (600CP) (50% off: Divinity): You are a force of the universe. It is your views that shape the views around you... sometimes in terrible ways. You have tapped into this power in a minor way, and so the land responds to your personality and whims. You may choose to, over time, change aspects of your surroundings to a biome or environment that best reflects you. Slowly but surely, the longer you spend in an area the more you can shape the environment 'naturally' to remain this way. Should you go into combat, you may do a quick burst of terraforming to shape the battlefield to a biome of your preference. Your will be done.

-Embodiment of Evil (600CP) (50% off: Divinity): The Greeks were wise to be wary of the contents of Pandora's Box. The gods were also wise to trap the world's evils inside. But they didn't get all of the

evils. Deep in your heart, you have been infected by one of these great evils... but where others have been corrupted, you have adapted. You may select one of the Greek Evils to benefit from; the more there is around you, the stronger you become. You also have an unnatural knowledge on how to exactly incite this evil to let it spread and help you. After all, what is evil to one on the other side of the coin?

-Finders, Keepers (300CP): That monster you slayed was a tough one! Just like the one you fought underwater. Shame you couldn't harness that power towards others... or maybe you can. With this, you can use the severed parts of monsters to your bidding. Just killed that Gorgon? Great! Pick up her head and wave it around to petrify people! Giant scorpion had a nasty poison? Grab its severed tail and you can start jabbing at your leisure to watch them suffer the effects. Though if you study the parts enough, you could maybe incorporate them into yourself! Of course, there is a caveat: You must have been the one to kill them in the first place.

-Adaptive Body (300CP): There are strange things being thrown around in this world. Lightning, fire, to say nothing of the various mythical monsters running around. Fortunately, your body is a bit... quirky. More specifically, you're primed to be able to absorb and utilize various energies that you may come across. Even better, if you absorb enough of it you could potentially incorporate it into your biology! It should go without saying, however, that if someone's trying to attack you with this energy or it's naturally harmful to you anyway that it would be... unwise to attempt anything.

-Titan's Blood* (500CP): What a curious thing you are, to have become such a thing. One of your ancestors was a Titan, a primordial being of great power and ability that was responsible with shaping the world as it is. You are not full-blooded, but the effects have been prevalent on you nonetheless; your size may be increased up to fifteen meters in height, with your strength as such that you could throw pieces of buildings one-handed at your enemies. You may also choose one Titan you are a descendent from, gaining aesthetic appearance changes similar to them. But more importantly, you may relax yourself and 'commune' with the world and nature around you; by opening your mind to the world you can learn about it and its secrets quite quickly, along with finding what is the largest threat to the balance of nature. You are of the planet, child. It is your birthright to know these things.

COMPANIONS AND IMPORTS:
Gods, monsters, armies, and Heroes. All things dangerous in their own right, all things that may have any reason to seek your death. Why go alone when you could bring friends? You may choose to have a single companion imported as the option for 'Cast-Out Ally', 'Ethereal Adviser', or 'Boxed Brethren' instead of a new one.

-Beginning of a Legend (Varied): It's quite the world here, and despite what Kratos would lead you to believe he did not get anywhere on his own. You may choose to import companions at a cost of 50CP per companion, up to a total of 200CP for bringing eight companions in. They will be given a background of their choice and 300CP to spend on skills and abilities only.

-Cast-Out Ally (200CP): The gods are petty beings, delivering torment and curses at the slightest grievances. They will do much against little, and that can bring unlikely allies from the depths of the shadows. You have found one such person, warped from a man into a beast. Treat them as though they had one purchase of 'Monstrous Form' and 'Monstrous Weapons', along with 'Forever Untamed', 'Venomous Touch', and 'Silent Footing'. They will be quite grateful to you for rescuing them, and willing to do much for you.

-Military Phalanx (200CP): A curious thing, this is a group of soldiers capable of being summoned for a small time to protect you. These soldiers all have the perks 'Keen Eye', 'Fire-Forged Friends', 'Phalanx Maneuvers', and 'Information Appian Way', and when summoned can strike at your enemies. When summoned, they will have modern military equipment for that time and era matching average to upper levels of quality, and will gladly give their lives for you. Once the fight you have summoned them for is over, they will vanish until you summon them again.

-Ethereal Adviser (300CP): There are strange things that happen to gods when they die. Sometimes they are destroyed, never to be seen again. Others are reborn as mortals, doomed to wander the world like the beings they had ruled over. Others have a more... unique fate. This was one such god, having perished and become something more. Along with being able to turn into a ghost-like form, they also have the 'Keen Eye', 'Foundational Seeking', 'Resplendent Form', and 'Borrowed Aspect: Wisdom' perks. They will often have perspectives you may not possess, allowing for advice and direction previously unseen to you.

-Boxed Brethren (300CP): Upon your entry into this world, you will come across a box. This human-sized box is empty, but you can fill the box with a metal of your choice to watch it be shaped, given life by divine flame and granted a human appearance. They will be a blank slate initially, but will learn from their surroundings quite quickly while developing a personality depending how you treat them. They will also be given 500CP to spend on skills and abilities alone, in a background of your choice.

ITEMS AND EQUIPMENT:
Impressive choices! But are you truly satisfied? There's more to things than knowledge and power, for even Heracles and Jason took refuge in select equipment and items to help them on their journey. Of course, why not make things easier on yourself and pick some of them up here? You'll have an incredibly hard time finding them otherwise, but it won't be expensive. Maybe.

If you have purchased 'Titan's Blood', then the 200CP item belonging to your origin is free instead of discounted.

-Attire (Free): When in Rome! ...wait, wrong place. Ah well, the phrase still holds. You'll be able to have a a set of Greek or Spartan outfits so that you can blend in more efficiently. It doesn't have any extraordinary properties, but it does at least help you look the part. Assuming you're human in appearance... but hey! If you're a monster, you're going to be the most trendy monster out there!

-Smelt It Down (50CP): To receive, you must sometimes give. Truer words have never been spoken when it comes to the Forge, for creation must come from somewhere. Something cannot come from nothing; even the act of manifestation requires energy of some kind. Here, you may pay 50CP to gain 50 Forge Points, to use in the Weapon Customization Table.

-Drachma Stash (50CP): It may be a world of chaos, a world of gods, a world of disorder... but nothing says currency is useless even in times like these. You've got a few urns stocked full with Drachma coins, allowing you to live a life of luxury for one year or a moderate life for all ten years. Or you could just blow it all on something shiny. It's all up to you.

-Grapes of Wrath (50CP): Everything is angry! You're angry, your enemies are angry, even your food is angry! Okay not really, but you DO have food. By selecting this, you have an infinite store of grapes. Seedless grapes, wine grapes, dried grapes, it's all there. As a bonus, you can choose to instead have some of these grapes growing on vines in a location of your choice.

-With Your Wine (50CP): Of course, the Greeks did not just drink. They ate many things, and among their favorite foods was cheese. You too have such a supply, stockpiles of replenishing cheese of all kinds. Even better, if you introduce a new, non-supernatural cheese to this stockpile it too will begin to replenish! ...really, I thought this was Greece, not France.

-Detailing Kit (50CP): Make it look nice! Crafted weapons and equipment may be hard to alter now, but they doesn't mean you have to go without appearance. Using this kit makes it much easier to apply the Greek aesthetic to any equipment you may have; robes get gold trimming and color changes, weapons can look like art or become Spartan-like in nature, and other things could possibly look like timeless art. However, keep in mind these are outward changes; they are still the same things on the inside.

-Olympian Demesne (50CP): Have you ever wanted to feel like a god? Even for a little while? There's ways, of course. But anyone will tell you that a god has a home. By selecting this, you may aesthetically alter the Warehouse to appear like an impressive palace upon a large mountain, looking down at a lush world. Or maybe you want to make it look charred and broken, with your fortress of iron above lava. The exact details or mythological references desired are yours to decide, but you must remember it is still the Warehouse, not a world. Walls are still walls, as are ceilings.

> -Titanic Sanctuary (50CP): Of course... there is always more to do. So many things to design. By purchasing this, you may also choose to partition your warehouse or move attachments to arrangements that befit your purposes. Why have that extra room as a door in the wall when it can have its own building on the mountainside? However, keep in mind this option does not create space; it only partitions it. Be careful with what you do.

-Guard of the Lion (100CP) (Free: Drop-In): The shoulder piece that would seem far too large for any normal person, it oddly shapes itself to fit the wearer. This golden piece is shaped like a lion's paw, and was favored by one of the sons of Hera. When wearing it, any damage you take seems to be reduced somewhat, while ensuring you have a choice of whether a scar is formed or not. A Hero is extraordinary; why should they show any weakness?

-Schematics of the Genius (100CP) (Free: Peasant): Daedalus was very clever for his time. One could say a bit too clever, as evidenced by his fate and his losses. But his work will not die with him. These schematics on ancient paper will help with creativity, allowing you to gain ideas faster and with more clarity than you would have before. On the plus side, they'll also help give suggestions for where to place a large structure in a given area for greater effectiveness.

-Helm of the Underworld (100CP) (Free: Spartan): This horned helmet is intimidating, and quite grim in appearance. Of course, the fact that it's tied to the Lord of the Dead would have something to do with it. By donning this helmet, you will find your health and magic reservoirs increased significantly! At the same time, you can also use fire to replenish your magic. Optional burning 'mask' to cover your face.

-Coin of the Messenger (100CP) (Free: Monster): This unassuming coin is quite special indeed, a replica of one favored by the Messenger God himself. By carrying this coin on your person, whenever you wound or kill an enemy the amount of blood they spill is increased dramatically! I'm not quite sure where it all comes from, but if you're into that then sure. For abilities that work on Blood Orbs, it increases the amount dropped. What would you need with all that blood, though...?

-Eyes of Thunder (100CP): (Free: Divinity): To have statues in your honor is not enough. No. They are mere sculptures that cannot compare to you. But they still carry your visage, and as such they deserve more than that. This device can allow you to see through a statue's eyes as though they were your own, allowing you to notice things beyond your immediate presence. If you focus on one statue, you could even 'puppet' it as a remote body! There is a condition: It must be a statue that was designed in your image, it cannot be any ordinary statue. But of course, you're not an ordinary person.

-Nemean Cestus (100CP): Have you ever wanted the dominance of an army? The intimidation of a predator? Look no further than these oversized pair of metal gauntlets shaped like a lion's head! They're surprisingly light for their size, and they can be used to slam the ground and cause minor tremors around you to shake opponents up! Of course, I'm sure if you found any chains that you could do even more damage...

-Trident of the Sea (100CP): A relic belonging to the Lord of the Sea, this three-pronged weapon isn't necessarily used like one. Well, you could, but its primary use is allowing anyone to dive, swim, and breathe underwater for an indefinite amount of time while ignoring any temperature issues while in the sea! But if you really want it as a weapon, so long as you were the one who threw it you can command the trident to go in any direction you wish so long as it's submersed.

-Wings of the Son (100CP): The son of Daedalus once soared on wings of wax, and could use this to fly and reach places no mortal could touch. But in his hubris, he flew where it was too hot, and his wings melted. You too now have a pair of wings that are similar... but I won't tell him if you don't. You can use this to glide long distances and use gusts of air to move around, and if you use a bit of magic you could even achieve full flight!

-Messenger's Boots (100CP): Have you ever felt the need for speed? The desire to just cut loose and roam the world on your terms? These golden greaves with burning red wings on the side will aid you in

your cause, as a result of being a relic of the Patron of Boundaries and Thieves. Not only will these boots allow you to run on walls, but you can also gain a dramatic burst of speed capable of letting you rush through your opponents! ...or walls that may stand in your way.

-Sun-Touched Bow (200CP) (50% off: Drop-In): The light that bathes Earth is a dangerous thing, traveler. It can illuminate, but it can also consume with equal opportunity. But now, this power is yours. A weapon of the Lord of Prophecy and Light, this bow enchants any arrows fired with a glorious flame that will spread from where it touches. Better yet, you may activate additional enchantments to illuminate the room you are in with glorious sunlight. Let there be light.

-Nemesis Whip (200CP) (50% off: Peasant): To survive in this world, one must be creative. Brute force cannot hold out forever, and in times of peril this must mean unorthodox methods are utilized. Consisting of a pair of chains, each ending in three claw-like daggers that give off a teal colored aura, the Craftsman of Olympus has given his personal touch to this weapon. It strikes surprisingly quickly, its blades spinning on the chains to deliver multiple strikes in unparalleled time. Its natural properties also make it naturally produce and conduct electricity, able to disrupt and shock opponents with every strike. It's time to bring the thunder.

-Savage Hammer (200CP) (50% off: Spartan): Not every weapon is glamorous and stained in legend, traveler. Sometimes they are stained in far worse things. This massive, spiked hammer belonged to a terrible Barbarian soaked in the blood of armies from all of the killing he has done. Their blood stains this hammer to such an extent that the more one strikes a foe, the more their will to fight might be replaced with the will to flee. With each strike to the ground a large gust of wind may blow enemies away, and should you choose it could potentially summon phantoms of lesser beings you've slayed to swarm your foes in a tide of sorrow and steel. May you find better luck with it than its original owner.

-Blade of the Hunt (200CP) (50% off: Monster): Even a monster can recognize the glint of sharpened metal and the dangers it represents. Was it any wonder that they would have eventually used one? This oversized blade was one used by the Lady of the Forests and the Moon, and while it was rumored to have been used to slay a Titan, its true quality is its properties. It improves one's combat skills and senses in the presence of moonlight, and any with magic potential can use it to instead increase their speed and strength for the sake of hunting quarry. Wielding this blade also makes it easier to become the head of a group, your dominance as a hunter as clear as the star-filled night sky.

-Eyes of Truth (200CP) (50% off: Divinity): There are things that no mortal should be able to gaze upon. Likewise, there are things that no mortal can see past, such is their nature. But you are of a better nature, and these eyes shall help you prove that. By wearing these, you can determine whether something is an illusion or not... and with this, target them to destroy such false images. To attempt to deceive you is folly. To think themselves capable of fooling you? Heretical.

-Dionysus' Stash (200CP): War, war, and death abound. Why should it always have to be about the bad kind of madness? Why not get into the madness of parties and drinks? This secret stash is from the personal stores of Dionysus himself, ensuring that this ageless wine is of the finest quality. Not only will it never fail to make the drinker as intoxicated as they wish, but its quality allows it to taste like any

mundane wine ever created... if only to immediately taste better. As a bonus, it can even make the drinker more attractive over time as this magical wine slowly shapes them with regular consumption!

-Shield of the Sun (200CP): You could go under cover of darkness... but is that really your style? If not, you might want to look at this. This perfectly crafted shield shines like a mirror, and holds a golden face upon its surface. It is no ordinary shield, for it not only has a chance to reflect attacks back at its origin, but it can also fuel your attacks and increase its damage depending on how much sunlight there is. Your glorious incandescence will show these heathens to give praise to the sun.

-Gauntlet of Lightning (200CP): This intricate, golden gauntlet is a mighty weapon indeed, and due to its nature as an item of the King of the Gods it lives up to its name. By wearing it, physical attacks become significantly more pronounced in damage and the wearer becomes quite capable of shattering materials mere mortals could not hope to break. It also allows the wearer to absorb lightning and redirect it, even convert it to other forms of energy. Hail to the King, baby.

-Conch Shell of the Tides (200CP): The Ruler of Atlantis is quite a powerful entity indeed, and his various artifacts reflect his fluid but strong nature. This conch shell is one such artifact, glowing a sea-blue color from within with seemingly no source of light. But by possessing this unnatural shell you will find your magical and spiritual pools regenerating at a significantly faster rate than normal while increasing the size of those pools by a large amount. Woe to those who fight the sea.

-Spear of Destiny (300CP) (50% off: Drop-In): A relic from the Island of Creation, this spear is proof enough that the Sisters of Fates take the defense of their home quite seriously. After all, Fate would not be as powerful as it is if it could be changed so easily. This spear has magical purple crystals at the end, and it is those crystals that give this weapon its power. When stabbing an enemy you can choose to leave crystals inside which will explode... violently within them. The spear can also summon powerful crystal bombs and projectiles to launch at the enemy, and as a bonus this spear can also extend to three times its distance for a surprise attack. Boom.

-Scourge of Erinys (300CP) (50% off: Peasant): There are things worse than death, traveler. Sometimes there is the fear of oblivion, to see the Void for what it is... it is time to bring that fear to the enemy. A bracelet that almost seems to watch others, this device allows one to summon dark vortexes that pull enemies in and bunch them together to make attacking you an enormous challenge. In addition to damaging them greatly due to gravitational forces, it also sucks the very life out of those trapped, sending it to you to heal you or even slowly repair your damaged equipment. What will you do then the Abyss gazes into you?

-Golden Fleece (300CP) (50% off: Spartan): None can dispute the legend of the Argonauts, in their valiant quest and their perilous journey. None can also dispute the wondrous things they've found, if this powerful three-piece amulet is any indicator. It grants an incredible ability to parry attacks, and the more you parry the more you can 'charge' up an energy to imbue your weapons to be able to launch a deadly counterattack. You can also choose instead to unleash this energy in a powerful wave around you, striking all who surround you. In a more practical manner, it also protects you by negating fall damage. May the gold protect you.

-Claws of the Deathlord (300CP) (50% off: Monster): The Rich One's domain is varied indeed; ranging from the Earth and its minerals to the souls of the fallen. It is little wonder why many believe they go underground when they die... but for those who are squeamish, sometimes you need some motivation to get them moving. These two-claw chain weapons glow a terrible purple and grant a nightmarish power, allowing one to damage the soul as the chains strike flesh for powerful attacks. When the enemy is truly weakened, you can dig the hooks into the enemy to pull their very soul out of their body... whether you absorb it or trap it or let it free is up to you. It can also guide its wearer to strong souls and sources of spiritual energy. It's time to think past the physical.

-Amulet of the Fates (300CP) (50% off: Divinity): The Fateweavers are meticulous in their planning, accounting for every detail for every moment in time. Every second counts, which is why this item was made to milk those seconds for everything they are worth. Upon activation, this amulet greatly slows down time around you for the duration of eight seconds to grant the wearer a great edge in battle while everything is bathed in a green hue. As a side effect, possession of this device greatly increases the wearer's resistance to time manipulation. They can try, but it would take a truly powerful effect to take hold upon you.

-Gilded Stables (300CP) (50% off: Drop-In): Whether one is a hero or a tyrant, the one thing that remains clear is the relationship between man and animal. Animals assist man in many ways, and it is only fair that man assists the animal in kind. This attachment to the Warehouse grants an immaculate, ornate set of four stables for any animals you may possess. The stables are self-cleaning, size up to accommodate for the animal in question, and not only provide a quality of food that allows the creatures within to grow stronger than normal, but also grants a bit of space for them to roam and let you play with them. As an additional bonus, animals stored in these stables will never suffer health problems or issues from being left on their own. Show them you only will give the best of care.

-Hanging Gardens (300CP) (50% off: Peasant): Not all that glitters is gold, traveler. There is the beauty of nature to consider, and the treasures it can bring to your world. By selecting this choice, you gain a divine garden attachment to the Warehouse, with palace pillars and balconies decorating a room filled with lush, fertile dirt. This place is primed to accept plants of all kinds, and alters its atmosphere to encourage the best conditions for the plants to grow... even growing around the pillars and infrastructure inside. In time and with great energy, the plants may breed and even create new forms of plant life, even if they would not normally be compatible. Forget the green thumb, you've got a golden thumb.

-Volcanic Forge (300CP) (50% off: Spartan): The Smith God's power is great, but it is not by his will alone that his works are forged. There is also his tools to consider, and with this you have one such tool. Attached to your Warehouse is a small volcano, a fiery beast that will never fade and never falter. Its power is great, reducing the time you need to break down metals and minerals, reworking them into new forms while increasing their quality and inherent strengths. Should you choose, you may also take a significant hit in forging time to experiment with different metals and minerals, melting and combining them to create a different, newer resource with one quality from the second object in question. Rise, craftsman. Rise and begin your work.

-Divine Source (300CP) (50% off: Monster): It is well known that the gods are ageless entities. Powerful forces naturally suited to rule the world and all who inhabit it, their reign is so rarely disputed save for times of great crisis. However, gods are alive... and as such, the gods still require sustenance. Upon purchase, this room attaches to the Warehouse and contains a priceless site; a tree with fruit of Ambrosia and the dew of its leaves becoming Nectar. This fruit and dew is so nutritious it could leave a person feeling fed for a full week, and is far more healthy than any mundane food. As a bonus, the Nectar can imbue the drinker with youth and restore them to the age of their prime, while the Ambrosia cleanses physical imperfections and can improve the connection one has with their abilities. It is little wonder why these have been the food and drink of the gods.

-Hallowed Temple (300CP) (50% off: Divinity): The power of the gods goes beyond mere physical power or command over nature. It goes beyond the tools one uses or the rules one lays down. No, it can be argued that one of their greatest powers is the ability to mystify and intrigue their followers or their equals. The nature of a god is one of embodiment... such power starts with a foundation. This attachment to your Warehouse is a large temple, dedicated to embodying something; it can be a person, an element, a concept, or a force. It will shape itself to suit what it embodies, its fantastical nature only dwarfed by its ability to convey its message. When praying or meditating in this temple, your powers are sharpened and your mind is honed, letting you work in greater efficiency and cleanse yourself of undesired mental effects more easily than normal. It also holds replenishing supplies of scrolls, books, or data files that will help you more easily spread the message of your temple, increasing chances of recruiting converts to the ideals you cherish. May they hear the Word.

WEAPON CUSTOMIZATION:
There are priceless relics in this world, you know. Ancient things crafted by primordial entities, weapons forged out of the bodies of Ancients. Each of these weapons can be as infamous as their wielder, legends in of themselves. It would be truly wondrous if you could have one of your own... so let's do just that, shall we?

You gain 500 'Forge Points' for use in this section alone.

-Forged By the Gods (Free): Whether this weapon was given to you by birthright, or whether you 'found' it in some way, you have acquired your very own divine weapon. It is a powerful tool, forged by Hephaestus himself. This is a capable weapon in its own right, one you should not treat lightly. Be wary, traveler.

If you purchased a weapon from the item section, you may choose to use it as a base for free. You may instead import one Natural Weapon for free if you have chosen "Monstrous Weapon" as a perk instead. This may only be used once.

-Double or Nothing (50CP): One isn't enough for you? You desire to have more weapons? Well, don't let me stop you! You may choose to spend 50CP to bring in a second Weapon with its own customization budget of 500 Forge Points, whether it is hand-held or a Natural Weapon.

-Trying Something New (50CP): None of these weapons available to you for the time here have any appeal to you, mm? A pity, but it would be unfair of me to lock you into those choices. You can pay to import a prior weapon instead, or to have this apply to a Natural Weapon you have not purchased with 'Monstrous Weapon'.

-Weapon Reskin (25FP): Maybe you don't like the look of a weapon, or maybe you just want to have a certain style to it in order to match what you have. Either way, this is for you. You may choose to change the color and aesthetic of your weapons. Have a Greek weapon look Egyptian! Or make your claws the color of gold! Have fun with it.

-Weapon Reshaping (25FP): At times when one loots a weapon, everything is nice about it but its design. Maybe those spikes are impractical to you... or maybe it doesn't have ENOUGH spikes. Maybe you want that longsword to look more jagged, or that massive greatsword to be thinner. Regardless, with this option you may choose to do so as long as it retains its general weapon type and size to retain its classification. For an additional 25FP, you may choose to instead change the type of the weapon itself, such as turning a sword into a scythe or a gun into a bow.

-Weapon Aura (25FP): That sharpened blade is impressive enough, but that's mostly in stabbing something. Everyone knows a truly impressive weapon will glow, and now you too can purchase this to obtain a special aura around your weapon! Maybe magical butterflies fly to and from the blade, or maybe when you draw it the runes burn with a hellish flame. Or maybe it just sparks with electricity. Either way, you may choose to apply an aesthetic aura effect on your weapon that you may choose to toggle at will. This can be purchased multiple times for different auras.

-Oiled (25FP): Are... you sure you really want this? It's still mostly aesthetic, but... well, upon activating this weapon effect, both combatants gain something of an oily sheen on their skin to make them glisten. It's supposed to show off a muscular physique, but... really, do you want this? Is the appearance worth that much to you?

-Chained (50FP) (Cannot take with Natural Weapons): The one thing the Blades of Chaos are known for, their ability to be swung around on chains for an extended attack. Well good for you, with this you can attach the weapon of your choice to a chain and start swinging it around like no one's business! Surprise your enemy when you start whipping it around... and it's not just for melee. Why not attach a crossbow or a gun and start spinning it? For an additional 50CP you may choose to make a copy of your weapon specifically for chain-wielding; overall it will retain the same strength and powers as its template.

-Projectiles (50FP) (Natural Weapons Only): Why should those humans with their fancy metal and crafted pieces of wood and twine have all the fun? You could launch projectiles too if you wanted... and now you can. You've learned to shoot out parts of your Natural Weapon, whether they be fingernails or

barbed tail spikes or... canine teeth, I don't know. You've more or less learned how, so this is going to be a nasty surprise.

-Sound Effects (50FP): Clanging and banging and striking can get really old. Like, REALLY old. So spice things up, change the effect that sounds out when you strike an opponent! Make it sound like anything from a clown honk to crystals rapidly shattering, or maybe the sound of wailing souls singing a song of the damned. Who knows, it could really unnerve opponents. Ranged weapons aren't exempt; make your bow sound like an electric guitar when you fire it or a shotgun sound like a cannon!

-Repurpose (50FP): They say a sword is only a sword; that it cannot do anything but take life. It cannot aid you otherwise. You however, have told them to shove it in the most practical way possible... by proving them wrong. Your weapon has been improved, allowing you to do such things like using hammers to pole vault or to use a sword to climb a wall. The weapon suffers no damage when using it in this manner.

-Bright Light (50FP): Sometimes, that shiny effect isn't just there for the sake of it. Sometimes you really do need to shine a light on things... and besides, it's not cheating if there's no rule for it. On command, you can make your weapon suddenly shine a powerful light everywhere and temporarily blind an enemy, assuming they use physical sight to see. It's dirty, but it could give you the edge needed. As a bonus, you can make it double as a flashlight or a lamp.

-Eternal (50FP): A reliable weapon is one that will last throughout the ages. A weapon that is as durable as its legend is one worthy to be wielded by you. While this doesn't prevent damage done by attacks, this boon will at least guarantee your weapon will never suffer damage or require maintenance from constant use. Hitting something a thousand times will never see a dulling in edge, or even a scuffing in detail.

-Sturdy (50FP): Sometimes you don't have a shield on hand, or maybe you just want to be badass and block that arrow with your sword. Nonetheless, by purchasing this your weapon will be reinforced and made much more durable as a result; it could easily double as a shield or an obstacle to ensure you are unharmed. Watch them freak out when you drop your large hammer and use it to tank that boulder!

-Boomerang (50FP) (Cannot take with Natural Weapons): Isn't it just annoying how when you throw a weapon, you need to go and retrieve it? When you could be spending that time spilling the blood of others! Worry not traveler, for you have a solution here! When you throw a weapon towards an enemy, a few seconds later it could swing right around and return back to your hand! Whether it does this in the air or after hitting someone is your call.

-Lengthen (50FP) (Natural Weapons Only): Men are quick to underestimate beasts when they think they're out of harm's way. It's time you proved to them that you're the ruler of the land for a reason. Upon command, your natural weapon can elongate and sharpen to strike where you normally could not do so before. You can even change the shape of your Natural Weapon with this perk; turn fingernails into talons on demand!

-Venomous Ducts (50FP) (Natural Weapons Only): Most poisons or venom a beast may give has to be produced by their body, and this has been both a boon and a curse. But you? You have evolved beyond such petty concerns. So long as you can survive the foreign material, you may dip your Natural Weapon into a toxic substance and store it for later, when you attack someone. Won't THEY be surprised when they find they brought the wrong antidote?

-Self-Repair (100FP): When a weapon is damaged, sometimes it can be a bigger pain just trying to find the smith capable of fixing it. Other times the damage is so severe it's a hairbreath away from being a pile of scrap. But with this, you can simply put the weapon away for some time and come back to see it good as new! Never worry about maintenance ever again!

-Shockwaves (100FP) (Melee Only): Do it loud and do it proud. Why settle for a simple strike when you can slam your weapon on the ground and send out a wave of force? Or simply hit someone hard to make the kinetic impact explode out to push them back from said impact? There's a myriad of ways to use this, and I guarantee most of them will look cool.

-Quick Reload (100FP) (Ranged Only): Maybe you're just really quick with your trigger finger, or perhaps there's something more to your biology than one would be lead to believe. Either way, your ability to reload your ranged weapons have increased dramatically. Watch as reloading your bow becomes machine gun fire, or swapping pistols is as easy as blinking. If you purchased 'Projectiles' then this also applies for your Natural Weapon.

-Bound (100FP): Your weapon is your own, traveler. Whether it is because they are attached via chains to your skin, or some strange magic, the end result is the same: To take your weapons from you is much easier said than done. Even Natural Weapons will be more difficult to tear from your body, such is their connection to you. Even if it is done, they will not be able to hide it; you will always be able to sense the direction it is in. Let them fear the weapon's wielder, not the weapon.

-Resizing (100FP): Why should your desired tool stay the same size? What point is there to a sword that cannot slice through a wall? Nay to that, you say! This enchantment allows you to resize your weapon as needed for the situation. Maybe you want to shrink it for carrying convenience, or maybe you need it to grow for when you grow. Who knows? You do, because you're prepared now.

-Personality (100FP) (Cannot take with Natural Weapons): Ever wish your weapon could talk? Well with this, now it can! Your weapon now has a basic personality, which is mostly limited to cheering you on, insulting your enemies, and maybe encouraging you a bit much to do terrible things to your enemy. This last one can be curbed, but you'll need to talk with it as well. Either way, it should be funny for a bit.

-Rooted (100FP) (Natural Weapons Only): You know what's worse than sticking something in a person? Making it hard to get out. You can stab your Natural Weapon into your opponent and rather than ripping it out, detach the point in question. While you regrow what you have lost, the embedded point will immediately become barbed and make it difficult to remove without greatly wounding them in the process. Think of it like hooking someone, only you don't have the reel.

-Final Strike (150FP): The killing blow, the coup de grace, the cherry tap, call it whatever you wish. This addition allows for a powerful, charged attack where you may strike an enemy that's essentially on their last leg. This attack can be quite flashy, with the powers of the weapon coursing through it in order to ensure there is a gruesome end. You might also find the weapon encourages you to aim at certain points... depending whether you wish your kills to be clean or messy.

-Minion Summon (150FP): COME MY MINIONS, RISE FOR YOUR MASTER! I guarantee this song will play in your head at least once when you use this ability; the power to summon a small horde of low-level monsters to your bidding. Maybe it's spectral wolves, or maybe a group of skeletons. Or maybe for whatever reason you've got tiny dragons whelps made from shadows. Who knows? The point is you've got a fair amount, and while they may not be much by themselves they could swarm the enemy in numbers to give breathing room.

-Bane (150FP): Maybe you hate minotaurs. Like, you REALLY really hate them. Maybe not minotaurs, but centaurs? There's probably SOMETHING out here that you really dislike, which is why this was made. When against an opponent of a type you have designated, this weapon will do significantly increased damage against them! Show them you mean business by spilling their blood over the ground.

-Transform (150FP) (Cannot take with Natural Weapons): ROLL OUT! We're gonna blow those sti-... wait, we're not singing? Boo. Anyway, this weapon is very unique in of itself, as it can now transform into a different weapon type! You want that sword to become a lance? No problem. That hammer to be a shield? No problem! The power of the gods is great indeed to allow this kind of variety for you. For an additional 50FP, you may instead choose to combine this with another weapon of your choice... provided you bought or imported it.

-Super Sharp (150FP) (Melee Only): Don't be satisfied with a plain weapon of regular sharpness! Improve what you have with this handy property, making you capable of slicing through steel as though it were butter! Magical metals might be harder to do, but overall your weapon is very sharp indeed. Just try not to embrace the edge TOO much...

-Super Blunt (150FP) (Melee Only): Maybe sharpness isn't your style. That's fine, there's more than one way to skin a beast... or in your case, more than one way to crack a skull. Your blunt weapon has become much more durable and capable of channeling raw force, letting your impacts carry much more force than they normally would have. They'll never see it coming... and with luck, they won't see anything again.

-Super Piercing (150FP) (Ranged Only): Whoever strikes first, strikes best. Well, that's what they want you to think. But you know better, you know it's whoever strikes the most efficiently. You? You've figured out efficient. By applying a spin to your projectiles, you've figured out how to increase the penetration of your ranged attacks in order to pierce barriers and durable armor with less effort. Think of the enemy like a rock... and you just so happen to have a drill. Time to dig.

-Guided (150FP) (Ranged Only): They will always tell you to strike true. To aim yourself and require only one shot. But you've decided skill is not the only thing you need. You also need to cheat, and you've

done this by allowing your projectiles to 'guide' themselves to some extent, moving to increase the chances of hitting your enemies in the event you're off or that you missed. They won't make a sudden sharp turn, but when you're shooting? 'Close' becomes 'close enough'.

-Powerful Roar (150FP) (Natural Weapons Only): It is supposed to be an insult that one's bark is worse than their bite. You thought it'd be funny instead to turn that around, your natural weapons aiding you. When you bare these weapons with a roar, they amplify your demonstration to heart-gripping levels of terror and even have a chance of making them hallucinate, making them think you're much scarier than they thought. Put your foot down and roar with pride!

-Elemental (200FP): When one thinks of a magical weapon, they will often think of a great power. They will think of an embodiment, to channel an element where there is none. One of the more flashy properties a weapon can have, this effect allows one to imbue their weapon with a natural element of power (Fire, Water, Lightning, Ice, Earth, or Wind) along with creating elemental attacks such as waves or spreading it along the ground. For 100FP you may choose additional elements, and this bonus can be purchased multiple times.

-Animated (200FP) (Cannot take with Natural Weapons): Sometimes the problem with biology is that it means you can only hold so many weapons at a time. Fortunately this bit of magic upon your cherished items will assist in that problem, animating it and keeping it within five to ten feet of you. Wield your greataxe while your bow fires itself! Or wield your pistols while your sword twirls around you to cause death. You may spend an additional 25FP to add five more feet to this range, and this boon can be purchased multiple times.

-Cursed (200FP): It is one thing to strike someone with a weapon and cause wounding, but to have those wounds persist? It is a terrible thing indeed. Your weapon thirsts for pain and misery on some level, and as such any wound caused by this weapon will remain for some time. Even the power of regeneration will have a limited effect against this wound, healing it slower than it normally would. They're not done bleeding until you say they are.

-Master (200FP) (Cannot take with Natural Weapons): Whoever claims that a weapon has no loyalty clearly has not met you, if this grand design of destruction is anything to consider. Your weapon works perfectly well in your own hands, but in the event someone takes it to use it on you, they will find the weapons... does not work with them. Along with dealing drastically decreased damage, they will be unwieldy and quite heavy to those with ill intent against you. Only those who are worthy may wield your weapon.

-Channeling (200FP) (Natural Weapons Only): Weapons can only do so much, especially when they're attached to you. But you're of a different breed, traveler. You have learned to do more with things. Your Natural Weapon is improved, allowing you to channel abilities through it with increased effectiveness. Fireball? It will just make your fire claws more dangerous than it would have. Entropic power? That's going to leave a mark when you bite.

-Organic (200FP) (Cannot take with Natural Weapons): This mutation is... concerning. Curious, but concerning. Your weapon has been changed, altered into an organic 'variant' with eyes and teeth where they shouldn't be. While this still allows you to purchase normal weapon options, this grants you the ability to purchase Natural Weapon options.

-Metallic (200FP) (Natural Weapons Only): Your body has undergone a strange mutation... or maybe part of you was replaced, a morbid fascination from someone associated with the gods. Who knows? What you do know however, is that your Natural Weapon has been altered dramatically and turned into a machine-like state. A metal sheen and the thin rivet lines are the only giveaways, but with this you are able to purchase options normally banned from Natural Weapons.

DRAWBACKS:
You require more points? Well, far be it from me to deny you your request, but you must know by now that there is give and take... and to take points, you must give something in return. I hope it will not be too much of a problem for you. You may take a maximum of +1000CP in drawbacks, and while you can take more, you will not gain extra points.

-Epilogue (+0CP): Did you know that this story could go two different ways? It's true! Time is a fickle thing, one can be skipped if you know the right path. If you choose this, you may continue on the storyline that the first God of War game had in mind, instead of the storyline given in GoW2-GoW3.

-Cod of War (+100CP): Well this is odd. You've been forced into wearing a cod fish costume for your entire time here. You cannot remove it, nor can others remove it for you. You are stuck in this thing for the next ten years, so you had best be prepared to be a laughing stock.

-Hephaestus' Looks (+100CP): You have been cursed, my friend. Hephaestus has found a way to steal your beauty, leaving you a horrid and ugly husk. People will shun you and insult you regularly, and no magic can fix or hide your ugly form. Hephaestus has been accepted back onto Olympus as a result, and he is protected by the other gods. Should you kill him, you can get your appearance back... but is that worth it?

-Puzzles Everywhere (+100CP): It seems the Greeks and the Gods really loved their puzzles. Need to get some food? Do a puzzle. Need to find a boss? Do a puzzle. Have to find your way back to your friends? How funny, a puzzle suddenly happens to be there! You will never escape the puzzles. You will never escape the puzzles. It will never be your birthday again.

-Awkward Speaker (+100CP): You cannot stop talking like you're in a bad play. Ever. Even when you're in a normal conversation, you have to talk all foreboding and dominant, like you're trying to prove you're the best. This would normally be funny, except you don't exactly have a volume control anymore either. You're going to be yelling. A lot.

-Lazy Mortal! (+200CP): The gods think quite little of you. Not in the beneficial 'overlook you' manner, the kind that makes them see you as a toy or a tool. They will continually engineer things to make you

fall into their machinations, they will never tell you the full truth, and the slightest backtalk will see them punishing you with odd things. Ten Labors? Try a hundred.

-Everyone's Useless (+200CP): No one can do anything here. At least, none of your allies and companions. They'll always only be able to get half-way at best before asking you to complete their tasks for them, and any of their attempts to help have a likelihood of causing problems for you instead of solving them. Have patience, for you will need it.

-No Subtlety (+200CP): You have absolutely no tact whatsoever. When you speak, you have no respect to who you talk to. When you act, it is with the force of a hammer regardless of what you intend. Even when someone angers you, instead of talking you figure it's best to just murder them instead. Needless to say, this will cause problems.

-Debt (+200CP): For one reason or another, you owe your life to Zeus, the King of the Gods. While this might be horrifying in ways one might expect, he focuses your efforts primarily on securing his reign. He will insist you guard certain things, kill people he does not like, and even lie to the other gods for him. This will make you a lot of enemies very quickly, for the one thing that defines the gods is pettiness.

-Boxed In (+300CP): What just happened. What. Your powers have been drained away, leaving you a mortal. Worse, your powers are trapped inside of a box not unlike the ones used to store the Evils of the World... and this time you don't know where it is. In a world of danger, dismay, and deadly forces? You'll either need to be really lucky, or really good at hiding... or find the box before anyone else does.

-Titanic Torment (+300CP): You share an unusual connection to the Titans of old, and it is not a pleasant one. You will hear their voices in your head constantly, demanding that you free them and let them walk the world once more... and they will NEVER shut up. In moments of weakness they may even try to possess you, an action you must actively try to fight off. Prepare for ten years of constant bickering and insistence.

-Unbreakable Oath (+300CP): Oh. Oh dear, something's wrong. Something happened when you entered this world, and the Furies have bound you to a terrible oath: The continued existence and life of Ares, the original God of War. You must do everything in your power to keep him alive and intact, regardless of the wanton acts of destruction he brings. The only way to break this oath is through your death.

-Hubris (+300CP): It appears you have come into this world with a death wish. You challenge people regularly at the things they're best at, and boast about how you're better than them... to their face. The gods have never looked well upon this, for they are a petty and extremely vain bunch. I would ask you to be careful... but you'd brag about how you didn't need it.

-Rage of Kratos (+600CP): This is it. The endgame. The nightmares made manifest. You have gained Kratos' utmost ire, and nothing you do can change this. Worse yet, you cannot stop his ascent to power. He will murder everyone you hold dear, he will find a way to gain powers similar to or greater than yours, and he WILL be after your head. This will culminate into an epic showdown regardless of what

you do at the end of your time here, with this situation only ending in one of two ways: His death, or yours.

END CHOICE:
If you have survived, then good for you! It's not an easy task in a world such as this, especially with certain people around. Any injuries or physical damage will be repaired and all drawbacks have been revoked, as something of a prize. But before anything else, there's still a choice you must make.

-Go Home:
This was the final straw. The work of petty gods, the rampage of a vengeful man who refuses to see reason, and the senseless death of millions have become the one thing you cannot ignore. You return home with all you have gained, a home that will most certainly not be prepared for you. Your future is your own.

-Stay Here:
Really? You wish to stay here of all places? Well I will not judge your decision, and only wish the best of luck. Your affairs back home are managed, your loved ones will be cared for, and life will go on. As a parting gift, not only will you get an additional 1000CP, but you may choose a new group to ascend with you to forge a new Pantheon, to replace the gods that have fallen while you were here. I bid you good fortune and a happy future.

-Move On:
The world of gods can no longer hold you, traveler. It is time you moved on. Time is frozen here, and still remains frozen on Earth. You move to your next world with all you have gained thus far.

NOTES:
-'Gift of Hope' gives a tremendous amount of heroic willpower and resistance to mental influence. Hope is very powerful, and Hope is what allows people to decide "I can do this". Do the math.
-'Forge of Souls' cannot be used on omnipotent entities. Likewise, any godlike or divine being cannot be forged into metal unwillingly; only if they actively give themselves to you will the process work. You might be better off donating your own spiritual energy.
-Likewise, 'Forge of Souls' must have quantifiable traits that are passed into the metal. You cannot simply say 'I place my magical power inside' or similar things.
-'Forge of Souls' while it can be used on much more powerful energies, it becomes more difficult as the energies become more powerful. This difficulty will climb as you get to the much stronger energies, so do keep that in mind.
-'Blood Feeding' only works with handheld weapons. Things like vehicles or starship weapons will not benefit from this perk. Likewise, 'natural' weapons such as teeth or claws do not count.
-'Glory for All' relies solely on your ability or prowess in the aspect you grant them. Any cybernetics, magic, or gear that may boost you is null, it MUST be what you are physically capable of without those things. It also must have biological grounding, so no abilities that are possible 'just because'.

-Likewise, 'Glory for All' must be three separate aspects. So no stacking Strength three times for an added gain. If you wish, you may also rescind these boons at any time but will have to apply the aspects yourself once more.
-As a clarification, ‘Glory for All’ has the physical aspects spread out amongst the army. So the more people you imbue, the less effective it will be on everyone. Be wise with this.
-'Respect of the Wild' has the animals showing basic self-preservation; they won't rush into a burning fire, but they'll attack in any opening they can find unless called off. Likewise, this perk will not work on sapient beasts or beasts that are capable of rending cities apart or above.
-'Bloodbath' is reliant on you personally killing people in melee range; when you stop killing for a noticeable period of time, the effects of this perk wear off. To keep the effects going, you must continue to kill.
-'Power of Names' only gives you the location they spoke it, not the person themselves. Furthermore, it must be a name that people know you by, not a random title or word.
-'Empathic Environment' MUST ALWAYS be able to belong in a naturally occurring Earth biome to count. Likewise, the environment must be able to allow a baseline human to survive.
-'Embodiment of Evil' has the following choices: Anger, Violence, Pride, Deceit, Gluttony, Fear, Greed, Hate, Lust, Vanity, Misery, and Jealousy.
-'Embodiment of Evil' specifically lets you nudge people in the direction, and it can replenish you if enough is around. It can also give you a strength boost in the presence of enough of the evil of your choice.
-'Finders, Keepers' must have the ability or property in question come from biology. For instance, Medusa's eyes can petrify people, and Helios' head can shine light, but you cannot simply grab Hephaestus' arms and gain his crafting skills in this way. Nor could you grab Poseidon's head and gain water control.
-‘Titan’s Blood’ only gives physical boons and an impressive aesthetic relating to your Titan ancestor. You do not get minor powers from your parent, such as Cronos and his time powers.

-'Military Phalanx' counts as one companion for import options. You may not take any equipment from them, nor can you upgrade them without importing them into other places.

-'Olympian Demesne' is not limited to Greek aesthetics; it could look like it comes from any mythology, or even become more grandiose in a more 'greater picture' way. One such example is having the 'warehouse' appear to be an asteroid base orbiting a massive black hole in the center of a galaxy, or a technological base inside a nebula held together by hard-light technology.
-'Olympian Demesne' is essentially an aesthetic choice; your environment can look like anything, but you cannot meaningfully interact with it outside of appearance. Minerals cannot be harvested, energy cannot be absorbed, etc. It is a pseudo-environment meant only to make your Warehouse have some setting aside from walls.
-'Titanic Sanctuary' may only partition and move attachment rooms around; you're making glorified pathways to get there. Any attempt to store anything in the pseudo-environment or these pathways will result in the item or creature in question to be violently ejected from the Warehouse. To make the pathways capable of storing anything, you must subtract the space from your initial warehouse amount to cover the path.
-'Olympian Demesne' and 'Titanic Sanctuary' may only have its major themes changed once a jump. However, minor details and little facets of things you may change at any time; the bigger the change the more time it will take, essentially.

-'Claws of the Deathlord' have a condition: Though your strikes can damage the soul as you attack the enemy, the more powerful the soul the more strikes you will need. It's still doing greatly increased damage, though.
-'Divine Source' requires regular consumption to keep the effects in place.
-'Volcanic Forge' cannot be used to melt down sentient minerals or materials.

-The weapons imported for Weapon Customization must be handheld; you cannot import ships as a 'weapon'.
-If your weapon is already a hybrid, then 'Melee Only' applies to the melee parts of your weapon. Same thing with 'Ranged Only'.
-Sentient weapons or companions with a weapon alt-form are eligible for Weapon Customization imports; they will not count as 'Natural Weapons' however.
-'Oiled' does not make people lose their grip on their weapons. It's primarily aesthetic/a skin effect.
-'Chained' does not increase the power of your weapon; it retains the same power level and effects of the weapon you used. The total product counts as one weapon, you're merely unlocking a dual wield feature.
-'Minion Summon' has a cooldown of a half-hour, and all summoned minions must be gone before you may summon once more.
-'Bane' cannot be used to type gods or any godlike entities; it must be a standard fantasy type. 'Orcs' or 'Giants' or 'Demons' are okay. 'Bullshit' isn't.
-'Animated' is working off of the size of a human. Keep this in mind when scaling up or down in size, as it scales with you.
-'Channeling' is limited to attack/buffing abilities you may have.

-Ares cannot be hidden in the Warehouse for 'Unbreakable Oath'.

*Titan's Blood also grants access to the following boosts for capstones you've purchased:

-'Gift of Sight': Your precog has been made more accurate, allowing you to see up to a full year in the future along with one to two events that will lead up to the primary important event. You can also pass these visions to others by placing your hand on their head.

-'Gift of Hope': The ability that is your willpower is mighty enough that it can spread to your close allies. Your mind is strong enough that you can also gain a strong resistance to supernatural illnesses with sheer determination.

-'Daedalus' Student': Your crafting has undergone a dramatic improvement, to the point where you can make incredible works with the strength of an army within them. You have also gleamed into a new type of crafting, and you can forge energy constructs such as Zeus' Lightning to be used in your wishes.

-'Forge of Souls': You find that your conversion ratio is improved, letting you get higher quality metals if you use the same amount of energy or the same materials for less energy used. You have also learned to turn different energies into metal, such as magic or psionic energy.

-'Blood Feeding': Such is the potency of your lust for blood that you find the time needed to increase the power of your weapons is dramatically decreased! You have also discovered secrets to the blood, and can now forge said blood into strong weapons for your use.

-'Glory for All': Your ability and control have grown, allowing you to imbue two more physical aspects within your soldiers. You have also discovered the secret to the marks, and may imbue them with an energy of yours temporarily to further aid them.

-'Divine Beast': You are a strong beast indeed, one rumored to be blessed rather than cursed. You may choose a second element, mixing it with what you possess to become a powerful monster indeed. As if further blessed, you may also temporarily merge handheld weapons into the self for natural weapons to possess.

-'Bloodbath': Your desire for blood is intense, your hunger for it so insatiable that being coated in blood grants you sustenance to keep going when there is no food in sight. You have also tapped into a latent ability, granting you telekinetic control over blood to be used in a myriad of ways.

-'Empathic Environment': You have gained a better control over the environment, allowing you to impart more minute and exact changes to better suit your needs. Furthermore, you may 'attune' the environment, allowing it to be more aligned to magic, psionics, or spiritual energies in general to make it more accepting of further changes you may wish to give on your own.

-'Embodiment of Evil': Your dedication to this Evil is great indeed, unlocking the ability to alter and augment your own form to better embody this Evil that you have chosen for yourself. You have also gained insight as to how to store these Evils, placing the the energy you gain in containers for later use.

Co-written by Muyo

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