

Iron Druid Chronicles Jumpchain 2.0



Trouble always follows a Druid, but Atticus O'Sullivan has spent almost two millennia in hiding because of an incident involving a stolen magical sword. Unfortunately for him, all things must come to an end, and very soon the chase will finally come to an action-packed conclusion in Tempe, Arizona. Unfortunately for the world, that is only the beginning of its troubles.

You arrive in Tempe, Arizona, circa 2011, a few hours before the Morrigan warns her catspaw that one of the other faith-born gods has found him. You will have the option to leave twenty years afterwards.

You have 1000 Druid Points to prepare yourself for the coming events.

Origins

All origins may choose their sex for free, and pay 100 DP to pick their age.

Mortal (Free) Whether or not you know about magic and monsters and gods, you're broadly just a normal Bob Q Somebody. You've got a family, a job, and a whole life to deal with. Your age is $20+2d10$. This may be taken as a drop in option, but doesn't need to be.

Druid (100) You are one of the few mortal Druids in the world, debatably the only one. You were trained as a bard and advisor, but your true duty is protecting the Earth from assholes. Bad news: you're outnumbered. Good news; you can draw power from the Earth to manipulate nature, speak with elementals, and shapeshift into a small set of animal forms. Your age is $22+1d10$, and you get a free purchase of Magician so long as its Druidry.

Old Soul (200) You are a rarity in this world: a supernaturally long lived mortal. Whether you struck a deal with the Valkyries, stole an apple from Olympus, or learned the spells to jump bodies, you've been around for a very long time. Your age is $200+8d100s$.

God (600) While you *may* have been a natural creature once, you are now a higher being; a ruler of the universe. Faith created you, and faith empowers you, though you rarely venture onto Earth these days. You are not the greatest of your kind, and may be one of many incarnations, but you're nothing to overlook. Your age is 600+5d1000s.

Perks

Discounts are half off, as usual.

How Men Solve Problems (Free) You are skilled with one ancient weapon and the tactics thereof. Your skill would be recognized as legitimate, if unremarkable, by most immortals, and has been honed by a small amount of battlefield experience. With your level of skill a normal human could match blows with a common vampire.

Philosophy Major (Free) You have a bachelor's degree in Philosophy, with all the knowledge and accreditation that goes with it. This will carry over into future worlds, but good luck finding a job with this one.

A World of Infinite Possibility (Free) Like all the people of this world, you possess psychic energy, some form of soul, and the basic capacity to use magic. This is probably redundant, but better safe than sorry.

Zest for Life (100) Novelty is to be prized, but you appreciate all forms of beauty, from the painting and the song to the mountain and the sunset. You enjoy seeing old and new sights, whether a river of pus or the face of Elrond. That will never change.

Nigel in Toronto (100) If you should perish, you may rise as a ghost or revenant to complete some unfinished business, including revenge. This can't save a chain unless you join a Wild Hunt or so on, but it can delay failures and respawns while you handle a few things, so long as you use it honestly. Even in life, your ability to think and spell cast is more reliant on your spirit than your brain, so concussions and assassins are less of a threat.

Witches and Warlocks (100) When you teach or import or otherwise share a magic system, it gains a natural tendency to act as a semi-secret back door to power, and a check on your social ills of choice. The same sort of plot armor makes it unnaturally difficult to forget or contain or eradicate, even with active effort, so it may pop up or be reinvented elsewhere as though divinely inspired. This goes double if it's open access, multicultural, and builds on or embraces religion rather than neglecting or rejecting it. Sorcery has always been the last resort of the oppressed - why change that?

Invader (200, Discount with Grudge Against Thor) Certain powers only work on certain planes. Certain objects cause disaster if moved or stolen. Certain plants need their native soil, or physically can't leave it. There's no full moon on Namek. When it comes to your own magic or that of your possessions and spoils, issues such as these simply don't apply unless you want them to. Also, this connects different versions of the same magic system without exactly combining them.

Other Thors (200, Discount with Magician) In case you ever find yourself in need of a patron god, you have a short ritual to contact potential replacements, including both demons and different versions. If they agree, you're back in business. Helpfully, the ritual helps with the convincing, though it may change your magic without weakening it.

Folklore and Mythology (200) Sagas, epics, and anthropology papers have left you with an in-depth and highly accurate understanding of prominent myths, monsters, and magic. Additionally, you gain an almost supernatural talent for correcting yourself about it. This knowledge pool updates itself every decade or jump. If you travel the multiverse under your own power, it will update itself over about a year. With study, you will be able to cut that down significantly, but the ratio of truth to fiction may decline depending on your other skills.

Fierce (200) You are a natural warrior, and capable of exchanging blows with fighters who have many, many times more experience and training than you. You're also unusually resourceful in combat, so even if they have greater technical skill and powers, you'll often come out on top.

Arielis (200) If you ever attempt to summon a spirit into confinement or binding, the conjuring simply fails if you haven't made reasonably adequate preparations to actually hold or control them. You can still make mistakes after they appear, but you won't be screwed from the start. If you're willing to forgo this failsafe, you may scale the dangers and benefits of a perilous summoning to your own personal power.

Magician (400) You have at least two decades worth of education and practice with one form of magic, more if you're long-lived, or the training takes longer. As every pantheon has sorcerers, there is a multitude to choose from, from Taoist alchemy and Jewish Kabbalah to Caribbean Vodun and Slavic Zagovory. Just remember that magic is still magic, and iron is its bane. This may be purchased multiple times; Druids get Druidry for free; everyone else gets a discount on the first.

Werewolf (400) You are a standard urban fantasy werewolf, albeit one with an enhanced lifespan and some crazy magic resistance. You also ate human flesh during your first transformation, so you're stronger than most of your fellows, but I'm sure you know the rest; full moon, regeneration, no silver, pack-telepathy, at-will shifting, infectious bites, etc.

Unchosen (400, Discounted with Apocalypse Now) You have a degree of plot armor and immortality, as your Chooser of the Slain has sworn not to take you if they can avoid it. Other death gods can bypass this, but your morbid friend is not above sharing premonitions occasionally. This protection shall follow you into later worlds.

Pop Culture and Technology (100, Free Mortal) You are familiar with modern technology and popular culture, uncommonly so. Never again will you miss a reference or need to ask younger people for help using your computer. This updates every jump or decade, whichever is shorter.

Good Job (200, Discount Mortal) You're one of the best there is at what you do, but what you do... is completely normal. You have two decades of experience with a mundane profession of your choice and all the relevant education; very few are

better. Whether you are a bartender, shopkeeper, or lawyer, people will rarely walk away from your place of business unsatisfied.

Monster Hunter (400, Discount Mortal) Like the Hammers of God, you are skilled at investigating and exterminating supernatural evil. You have slain many types of demon and witch, not to mention vampires and other monsters. It helps to work with a team, but you can do without. You're skilled with all sorts of weapons, from bullets and blades to arrows and explosives, but if you're any sort of sorcerer, you can also intuitively tailor your spells to specific adversaries - far more than is normally possible, and even if it usually isn't.

Apotheosis (600, Discount Mortal) Your worship is particularly potent; it can strengthen all forms of divinity, and spawn "gods" in any world. You can start the process by attending a single Mass or building a single shrine, but it'll take time and additional faith for the god to actually manifest. This can be toggled, for those you pray against and not to. Your background can also create their gods when you desire, and your divine progeny will generally think well of you, whether or not they know it. You may allow local magic to influence this process, but once that first god is born, pantheons tend to fill out on their own, though it'll go faster if you remain involved.

Gaia Loves Us More (100, Free Druid) They're called elementals, but they're more like *genus loci*. They generally like you, they're in every world you visit, and all their equivalents are happy to fuel your Druidic magic, even if your allegiance is to another planet. You also don't need your tattoo anymore, and can make it invisible at will.

Sick Hippy's (200, Discount Druid) You have learned the Herblore of Airmid. While the recipe for teas of immortality were not shared, almost all of the plant world's other secrets are opened to you. Even without the addition of magic, your potions will make drug companies jealous. When bindings are mixed in, you can do things that the pharmaceutical industry can only dream of. Also, you have developed the magical ability to recognize the properties of any plant you encounter.

Urban Druid (400, Discount Druid) As Mac Lir is to water, you are to cities; your Druidry can draw power through - and affect - synthetic materials. As a gift from Gaia, your powers and spiritual allies can ignore all sorts of natural/unnatural and worked/unworked divides when beneficial. They can also take on new industrial or urban forms, and have lost all categorical weaknesses to civilization or industry. You can even draw the Earth's power through barriers like snow, assuming you're a Druid in contact with it.

Iron Jumper (600, Discount Druid) Your aura destroys and absorbs most magic - even otherworldly magic - like you were made of living iron. This may be suppressed at will, and your own ferric weaknesses have been removed. You also know how to remove other material weaknesses by slowly and painfully binding yourself to them.

A Sense of Humor (100, Free Old Soul) Novelty and beauty will help, but the daily grind just doesn't wear on you the way it wears on others; at times it's even satisfying. You also have superb instincts for danger and the all important ability to laugh at yourself, which comes with the maturity and mental fortitude to avoid regressing or losing perspective.

Avoiding Anachronisms (200, Discount Old Soul) You have learned how to seamlessly adapt to new societies and maintain modernity. Over the course of a year or two, you can also update an obsolete skill to a new age, applying old insights to new circumstances where possible.

Many Lifetimes of Experience (400, Discount Old Soul) You are a quick and clear thinker, with a clever mind and the numerous skills of an immortal. In addition to the general stuff, you have mastered many languages, trades, and fighting styles,

some of which have aged better than others. Still, it's more than enough to keep going, and create new identities, even without magic.

True Immortality (600, Discount Old Soul) While you still need to fuel it with magic, you have the Olympian sort of immortality. You cannot be killed or impeded by most weapons or injuries, and while you still feel pain, you generally lack mortal frailty. Given time, your physical aspect can be regenerated or replaced. Even exhausted and atomized, you are alive and immune to most of the general methods of permanently killing immortals, inside and outside this world. The convenient or standard ones are especially prone to fail.

The Name of God (100, One Free God) You hold the spiritual and magical identity of an existing cultural figure, like a god or hero. This will let you accept their fame and worship as your own, though you may have to share it and there might be other effects in some worlds. You can also be a generic angel or Fianna or so on and gain a fraction of the faith in the aggregate when you play your part. This may be taken up to three times, not counting icons you've already been; those are free. Gods can forgo this for an extra 200 CP.

Divinity (600, Free God) You have the many and sundry powers all deities share. You can travel between certain planes, appear in Dreams, and brute force magic.

You can survive physical death, replace your bodies, and empower magician-priests. You can send signs and become animals. You can sense and sort through a wealth of information, including prayers, blasphemies, and sacrilege. Worship empowers you, but fame and fear aren't bad. Your myths can affect particulars and grant additional powers, which is why Aphrodite can control emotions, the Norns are never late, and Mac Lir can guide souls.

Ceremony and Tradition (200, Discount God) You and your priests can redesign spiritual rituals and magical spells to include new pageantry and restrictions. The more appropriately meaningful and symbolic they are, the more they enhance and simplify the spiritual, magical aspects. Screwing them up is bad for multiple reasons, but the originals remain valid.

Free Agent (400, Discount God) Faith empowers you, but it does not influence or restrict you like it does other gods. In fact, other such influences and corruptions pass you by, almost like you were almost meant to be free. Direct control isn't much better, though it can affect you if it comes from a stronger source.

Monotheism (600, Discount God) You share a single mind, body, and worship pool with all of your cultural and denominational versions, including syncretic forms and future developments. You already have several. Your internal debate is

aggravated by certain factors, but never to the point of madness or indecision.

When needed, you can divide into your variants, create avatars, and embody aspects of yourself, but this isn't casual or easily reversed. Additionally, while your counterparts act as a hive mind and get everything you bought here, almost everything else - including powers and most perks - has to be split amongst your various selves. The other types get nothing by default, though they're more independent, and aspects can be rebellious. As a side benefit, you are immune to any Spaarti cloning, quantum shenanigans, or routine timeline splits you may encounter.

Omniscience (1000, Discount God) You know all and see all; the past, the present, and all possible futures. The eldritch truths and anti-memes too. Of course, it's not as simple as that. For one thing, magical concealment exists. The good cloaks don't even leave voids. Furthermore, this is too much information for any physical brain, so you'll have to navigate a filing system, which also partitions memetic hazards safely. Of course, spirits don't have the same limits, so you can try to bypass it...

Items

Destroyed items respawn after a week. Discounts are 50% off.

Pilfered Grimoire (100) Smart mages hoard magical tomes like dragons hoard gold, and you may be one of them, as like Atticus and the Daughters of the Third House, you have come into possession of a rare or high quality spellbook from another tradition. The spells and techniques could be an intro to magic - or they could strengthen your existing skills with foreign secrets. This may be purchased multiple times.

Fog Machine (100) In this world, water acts as a barrier on the netherworld between planes, and prevents the passage of spirits. Mist from this enchanted fog machine retains that property elsewhere, and it produces a prodigious amount. A good magician could easily reverse engineer it, and a good Druid could make a charm for it without much issue.

Thunderbolt Iron (200) A protective amulet and your preferred style of sword, forged from meteoric iron by a smith-god, who imbued them with the ability to extend magic's iron vulnerability to otherworldly sorts. Also, by special dispensation, it may interfere with your powers, but the iron will never bother you yourself.

Introductory Texts (100, Free Mortal) A series of books that accurately describe the most common local monsters and magics, and explains the existence of gods.

It isn't enough to practice magic, but you could probably find a mentor. This updates every jump.

Home, Sweet Home (200, Free Mortal) A nice two story house with running water, electricity, WiFi, furniture, TV, plumbing, two yards, temperature controls, and room for a family. Which you don't need to pay taxes or utilities on. It can be imported into and updated for later jumps.

Vampire Census (400, Discount Mortal) This is a copy of a certain folder, hidden in Toronto, which contains the name and addresses of every vampire in the world. In later jumps, you may pick one organization or supernatural species, and receive a similar folder.

The Hammers of Jumper (600, Discount Mortal) A relative of the Hammers of God, this is an international, interfaith organization with immense resources and an unwavering dedication to protecting humanity from the supernatural via judicious use of Kabbalahistic sorcerers and their weird beard-tentacles of doom. You are their leader, and no one will mind the minor quibbles. Unless you are clearly in the wrong, they are willing to slay whoever you choose, and they shall follow you into later jumps, regaining lost members, retaining upgrades, and somehow adapting to local evils.

Irish Wolfhound (100, Free Druid) An Irish Wolfhound you can telepathically communicate with if they're nearby, and all the appropriate paperwork and food. They mostly understand a language of your choice, and are both loyal and well behaved, but capable of violence when necessary. They're not very good with time or numbers, but they can drive away all sorts of dark spirits. If killed, they will respawn three days later. You may freely import another dog if you have one.

Druidic Charms (200, Discount Druid) A set of amulets and charms, similar to what Atticus wears, but without the iron and composed of gold rather than silver. They will allow you to perform numerous minor bindings with a single word, and store magical energy for later. It also comes with the instructions for making more, and modifying them. It does not have a soulcatcher, but I'm sure you can figure that one out with time.

ThreeEye Books (400, Discount Druid) A well warded bookstore with lots of religious and occult merchandise, some of which is genuine. It also stocks some pretty good herbal remedies. There are two NPC workers, and all merchandise is restocked monthly, free of charge. Those who purchase the rare authentic grimoires can gain the benefits of the Magician perk. In future jumps, you may

import it into the setting and replace or supplement the merchandise with local resources.

Irish Sword (600, Discount Druid) A copy of Moralltach ("Great Fury") or Fragarach ("The Answerer"). Being divine swords, they are extremely tough, and never dull or rust. The former's magic quickly kills almost anything it gets a solid hit on. The latter cuts through all armor, leaves wounds that cannot heal, and controls the wind. Additionally, when held to a person's throat, they are harmless, and compelled to provide full, honest answers to all the wielder's questions. You may purchase the second for 300 DP.

Fake IDs (100, Free Old Soul) You have three legal identifies, all of which are positively airtight and scrupulously updated, or not updated, to your specifications. It is easy for you to transfer funds between your three identities, and only the very observant will be able to prove you are more than one of them. You can freely pick what age each identity is believed to be, and at the beginning of each jump you receive three more.

Werewolf Lawyers (200, Discount Old Soul) You have a long standing contract with a highly skilled law firm of lycanthropes. This contract, paid for by your

benefactor, will even allow them to represent you in later worlds, and do so competently. They are also willing to provide you with new identities, for a price.

Personal Fortune (400, Discount Old Soul) Tens of millions of dollars hidden in a variety of bank accounts and investment portfolios around the world, all of which are easily accessible by any of your IDs. Additionally, unless it was spent on a physical item and that item was brought along to the new jump, the money not only imports itself into new jumps, but replenishes and adjusts as it does so.

Elixir of Life (600, Free and Discount Old Soul) Most immortals require some resource to live indefinitely, usually a food which must be consumed monthly. Whether it is a tree that grows the Apples of Idunn, a herd of Manannan Mac Lir's pigs, a recipe for the Elixir of Life, or even a supply of Atticus's Immortali-Tea, you have enough to sustain yourself and two other humans indefinitely. This is in addition to all the knowledge needed to maintain, harvest, and prepare it. If you pick a recipe you will only be able to produce a small amount and will have a truly difficult time teaching others to make it. If you choose a plant or animal it will require constant maintenance, but tend to spread of their own initiative.

Post-jump, trees and herds of immortality may be accessed through the warehouse and all sources of immortality will otherwise be tended to, harvested,

and prepared autonomously, but may also be imported into the jump. This may be purchased multiple times, but only the first is free for Old Souls.

You Very Own Wikipedia Page (100, Free God) People remember you, even if they don't worship you. You're in their stories, their scholarship, and their museums, if not their faith. Alternatively, you may play a minor role in a larger, living religion. The energy is equivalent either way. You may determine which version and which identity you use every jump.

Cult (200, Discounted God) A few thousand people worldwide know your identity, read your scripture, do your rituals, and mostly abide by your edicts. Some of them are priests (or equivalent) and magicians. They can be their own religion, or a small part of a larger faith. Even if you're sharing the spotlight, you still get full power from it. You may purchase this up to six times, with each purchase multiplying your worshippers by ten. In later jumps, you will find that there is a similar group in place, though their numbers are adjusted to the new setting and you will need to decide which form they take.

Divine Weapon (400, Discounted God) You hold in your hands a weapon or weapon collection of archaic design but great power. It is nearly indestructible, focuses your divine powers, and has a small number of useful abilities. Like Mjolnir, it

might always return when thrown, or like Vayu's Arrows, it might fly straight regardless of weather and always pierce the heart.

Jumper's Plane (600, Discounted God) You have access to another plane of existence or group thereof, tethered to Earth on some spot, which serves as your pantheon's home and an afterlife for your worshippers, among other things. It is also filled with numerous, moderately powerful magical creatures, many of which serve you loyally. With great magical effort, you may create new tethers to this plane in new locations, even other jumps, but it will not allow people to travel between jumps until your chain is over. You may freely design and designate both the planes and their inhabitants, but assuming they aren't shared with someone else, these planes start out the size of a mountain range, and will grow as power and souls are fed into them.

Companions

Companion Import (50/300) You may import up to eight companions into this jump, with the last two being free if you import six. They gain 800 DP to build themselves and half the DP from any drawbacks you take.

Canon Character (100) You may select any canon character you like. You are guaranteed to have multiple meetings with them, and they will be positively

disposed towards you. If you can convince them to come with you, they shall become companions on the rest of your chain. Companion Druids gain the Gaia Love Us More perks, and companion gods continue to receive energy from this world, and gain the benefits of the Jumper's Plane item as well as the Name of God perk, just as companion magicians gain the Magician perk.

Friendly Iron Elemental (150) A low-ranking nature spirit of ferric metals, with the ability to devour magic on contact. This one is a particular friend of yours, doesn't need to be imported, and may consume most otherworldly magics as well.

The Morrigan (150) This Irish goddess is the Chooser of the Slain among the Tuatha De Danann, and she does not allow herself to make friends, but if you purchase this you'll become the one exception. Partially because by buying her companionship this way, she gains the benefits of the Druid, Gaia Loves Us More, and Free Agent perks, the last of which solves a major dilemma of hers.

Original Character, Please Steal (200) A character of your own invention, whom you get 600 DP to build, who will follow you into later worlds. .

Drawbacks

You may take these for extra Druid Points. Max +1000 DP

Ink and What Now? (+0) The sequel series are the concepts thereof are not canon for the purposes of your specific jump. Side stories can also be set aside if you desire.

Not Funny (+100) You're convinced you're funny. You aren't, but you won't be convinced otherwise, and can't stop cracking jokes unless things are very serious.

Bad at Blending In (+100 /+ 200 / +400) You mean to blend in, honest. But you keep slipping up and drawing attention to yourself with shepherd's tunes and Shakespeare's English. This is worth double points for Old Souls, and an extra 200 DP if taken with A Wrathful God. Only the first 100 count towards the drawback limit.

Cold Iron (+200 / +400) Your out of jump powers are now susceptible to absorption and disruption by iron. If you take Iron Jumper, you do not receive it until the end of the jump. For an extra 200 DP that doesn't count against the drawback limit, your out of jump powers and power-adjacent-items are sealed altogether, and any means to remove your ferric weaknesses are disabled.

Faded Glories (+200) Once, your in-jump self was much stronger, wealthier, more respected, and so on. Alas, that time is past. While you still might be quite

powerful, you are painfully aware of how far you have fallen, and it bothers you incessantly.

One Eye (+200) Like Odin, you are missing or otherwise blind in an eye, and cannot regenerate or directly replace it. Indirect substitutes - like borrowing the sight of a minion - are fine.

Airgetlám (+200/300) You are missing your off hand. For an extra 100 DP, it is your dominant hand. In either case, it cannot be regenerated during your time here, though replacements are alright, as long as they're obvious and imperfect.

Iraq? (+200 / +300 / +400) Whether you just escaped a time bubble or spend a lot of time off-world, you're a little out of touch with modern society. Your morals and languages are unaffected, but you might need some help with current technology, manners, and geography. This is worth an extra 100 DP for Mortals and Old Souls, plus another 100 with A Wrathful God, and neither counts against the Drawback limit.

Karma (+200) What goes around comes around, and your sins have an annoying habit of coming around to you specifically. If you're rude to people, expect someone else to be rude to you in a similar way. If you wrong someone, expect to

be wronged in equal measure - or stuck cleaning up the mess. It's not absolute, but it'll be a noticeable trend if you're looking for it. This does not count against the Drawback limit, and your background's crimes aren't counted.

I've Had Time to Reflect (+200) You have immortal serial killer levels of past sins, and are dedicated to making up for them. Nothing will make you forget your former crimes, and you won't be able to stop angsting over them until the harm is repaid.

Classical Demigod (+200) While you don't inherit any magic with this alone, you are the direct progeny of a god (or similar, see below) and they - or one of their alternate versions, if they're particularly reasonable or you want to get screwy - feel owed your allegiance. You might not reciprocate, though you do hold a certain amount of filial piety, if not affection. Expect to be dragged into family dysfunction.

Iron Oaths (+300) You take serious oaths as seriously as people from the Iron Age do. You do not try to lawyer or weasel out of them, even when it would be to your benefit, and certainly never break them. This will land you in hot water at least once.

Grudge Against Thor (+300) Thor, that wretched asshat, has grievously wronged you, and you *will* have revenge, one way or another, regardless of your normal feelings on that. Only blood will satisfy.

Awesome (+300) Every pantheon is at least ten times stronger than they would have been, while their monsters are more numerous. Additionally, they're more competent, and their powersets are more expansive, with implicit belief also empowering them. Just as an example, the chariot of Flidais can outrun most cars. You are not affected by this.

Re-Avatarization (+300) Ah, Neil Gaiman. Why couldn't he have just been dead? Anyway, your mission, if you should choose to accept it, is to murder or otherwise ruin Neil Gaiman, and broadly get away with it. You don't chainfail if he somehow survives, but you're filled with a deep, burning desire to see it though. This does not count against the drawback limit.

You Just Made Vampires Real (+300) At some point during your time here, vampire society will be exposed to humanity. This will probably set off total war between the two, not to mention witch hunts, global panic, and who knows what else.

Protecting the Earth from Assholes (+300) Gaia created the Druids to prevent mages from destroying or enslaving the world's elemental nature spirits, since she didn't want another Sahara desert. Unfortunately, mortal Druids are essentially extinct, and the Tuatha De Danann seem to be slacking off, so she's subcontracted you for the jump. You are fully dedicated to this task, and may communicate with elementals in service to it, even if you can't normally. Unfortunately, there seems to have been an upsurge in the aforementioned behavior, even though it never ends well, so you'll have to deal with some warlock at least once every six months.

Bronze Druid (+300) You begin in 3,000 BC, rather than the second millennium CE. Besides the obvious downsides of not having access to flush toilets and the internet, gods and monsters alike are both stronger and less constrained without iron. At least you only need to stay for two decades. For an additional 200 DP, you forget how to make or use any anachronistic technology, and cannot rediscover or relearn it until the knowledge comes back naturally at the jump's end.

Incompatible with The Hundredth Battle.

A Wrathful God (+300 / +600 / +900 / +1800) Some god has it out for you.

Fortunately, it's one of the gods who's weaker these days, like Weles or Bast. You are hidden from their direct divinations, but they will spend a not-inconsiderable amount of their resources hunting you. Perhaps you should ally yourself with

their other enemies? If you're not the violent sort, talking them down will be infeasible, but possible. For double points, your enemy is still relatively strong like Thor or Zeus, who can command vast storms and slaughter magic-resistant werewolves. Diplomacy is theoretically not impossible, however. For triple, you've somehow managed to piss off one of the major powers of this age; gods like Amaterasu, Allah, Brahman, or Jesus, who mortals shouldn't even look at on the magical spectrum. They tend to be pretty reasonable, so you must have done something pretty bad, which will not make it easier to talk them down. For double *that*, you've irreparably angered the Earth upon which you walk - what Atticus calls *Gaia*. Each tier may be taken separately, and the highest removes the drawback limit.

Age of Ideas (+400) Oh dear, it looks like it's the end of the current world order. Every god has just become immune to iron, and most magic or monsters are only affected by it when it's delivered the old fashioned way. All have received a very big power boost - enough to restore the old dynamics and hierarchies. The world is forever changed, and certain secrets won't remain secret for long.

The Hundredth Battle (+800) Rather than inserting in the modern day, you arrive millennia earlier, as loyal and trusted advisor to Conn of the Hundred Battles, just before the night battle where he'll defeat Mug Nuadat but lose the Answerer. Your

goal is simple; create a united and lasting peace throughout most of Ireland. It doesn't need to be perfectly peaceful, even by the standards of the time, but if it can't last until the reign of Conn's grandchildren, you chainfail. You will not chainfail if you die in the process, but the jump lasts until the first of you and the king are dead. Lugh Lamhfhada and Aenghus Óg will support your effort, but they are not the only powers at work, and the Morrigan intends for Conn to lose his magic sword, which'll make everything harder. Incompatible with Bronze Druid, though you may seal your knowledge of future history and technology for an extra 200 DP that doesn't count against the drawback limit. Technically not incompatible with A Scheming, Cowardly Footpad. If you're crazy enough to take both, neither counts against the drawback limit, and you can take both upgrades for full points.

A Scheming, Cowardly Footpad (+800) In the original timeline, Siodhachan O'Suilleabhain, later called Atticus O'Sullivan, stole the great sword Fragarach from High King Conn during a night battle the legendary king had dishonorably perpetuated upon his rival. In this one, you did it, either during or before the battle, perhaps out of honorable outrage. In either case, you are pursued by not only your former comrades in the Fianna, but also Aenghus Og and Lugh Lamhfhada. You must survive some two millennia until the jump's original ending without allowing the Tuatha De Danann to retrieve their property earlier than

they did in canon, though you yourself need not retain it until the 21st century. If you have any divinity or out of jump powers or equivalent items, they are sealed. If you succeed, you also get Fragarach for free. Incompatible with Bronze Druid, though you may seal your knowledge of future history and technology for an extra 200 DP that doesn't count against the drawback limit. Technically not incompatible with The Hundreth Battle. If you're crazy enough to take both, neither counts against the drawback limit, and you can take both upgrades for full points.

Apocalypse Now (+1000) You've landed on a doomed world. At least one of the mythological apocalypses is going to begin at some point during this jump, and you will be center stage. It will take all of your strength, courage, and cunning to stop it, no matter how much you have. If you cannot, the world shall end. Oh, and just in case you're not the sort who cares about that sort of thing, you are filled with a deep desire to save this world, though you won't chainfail if you can't. This does not count against your drawback limit.

The Logical Heir (+1200) If Atticus is Dresden's replacement, it's only right he has his own Outsiders plotline, right? Right. There are now malevolent forces, in the world and beyond the world, which cannot be fought with men or with machines, which must be fought with monsters and with madness. They are not the will of

the environment, nor the manifestations of human thought; rather they are Lovecraftian horrors which may be as old as the universe, and they hate or hunger for all that is. No level of physical science will beat them back, no diplomacy will win a peace, and white magic is a poor counter, for their evil is utterly insidious, with binding oaths and monstrous natures being the only true safeguards and effective weapons; even they are flawed. Information must be tightly quarantined, and comparisons to could be made to actively malevolent radiation. But hey, what's it to you? We're not forcing you to have a dog in this fight, and the world will probably, hopefully, *maybe* survive another score, as local forces have marshalled and adapted. Of course, there will be at least one crisis while you're here. There always is, and some fool's always opening the way for them or shifting them in their sleep. This does not count against your drawback limit, but it also changes the world forever.

Ending

After spending a score in this world, you have three choices. Whatever you decide, all drawbacks are removed.

1. Go Home to a world you've already lived in, with a refresher of your memories there.
2. Stay Here forever, at least as far as your Benefactor is concerned.
3. Move On to the next jump, continuing your chain.

Notes

Book series by Kevin Hearne, Jumpchain by Ze_Bri-On.

A number or words, chiefly god and worship, are used loosely in this jump. A God could easily be a saint or Bodhisattva, for instance, and veneration is good enough.

You may purchase magic styles that did not appear and might not exist in canon, though I'm not sure how usable chaos magick or tulpamancy would be without sponsors. In any case, all the magic you buy or learn keeps working and can be taught to others post-jump. Don't ask why your patron doesn't run out of energy when they're frozen in time or how your summons reach you. Also note that Magician may include supplemental skills. For example, Druids are trained as bards, healers, royal advisers, priests, warriors, and more. There's a reason it takes 12 years of training.

Connecting the different versions of the exact same magic system with Invader will let you add third edition spells to fifth edition spellbooks, use the Disney Force with your Legends sensitivity, or fuel Marvel comics magic with MCU energies, assuming you've been to the right places and gotten the right stuff. It can also bridge the gap between mismatched perks or items.

The more narrow, strict, formalized, and popular a god is, the faster their Apotheosis. The perk also stacks with itself, but pantheons generally don't splinter off into new incarnations unless there's a reason for it. Yes, you can deify yourself or others by running a cult, though that is a slower process than creating a god ex nihilo. Also, a person with Apotheosis will find that the greater their role in a congregation, ritual, or organized religion, the more the group's worship counts as theirs for the perk's purposes. Oh, and don't worry about transcendental faith; ritual and sacrifice are enough.

When appropriate, any god or pantheon created with Apotheosis can/will create a fully retroactive afterlife in jumps without explicit underworlds. If they're the only game in town, every soul is theirs by default, even if the beliefs or metaphysics don't line up. The same applies to divine jumpers and companions when appropriate.

The Name of God does not give you the ability to feed on faith or fame on its own, it just gives you access to more. Also, generic angels still have duties and denominations, both of which you may select. For instance, Catholicism doesn't have a named and known angel of silence or sports or free will, but you could assume either identity for appropriate benefits, because the idea fits within the

worldview without raising questions about why we haven't heard of them. With Divinity or similar, you'd even manifest the abilities implied by your post, even if no one directly believes in you specifically. Naturally, this wouldn't work with Olympians or other groups with fully defined membership.

As for extra effects, The Name of God becomes the Legend background in WoD or when touched by its magic. You could also imitate Kieron Gillen's Galadhad without the belief requirements or friction, given a touch of his world. See also the jump for Sire by Alexis Royce; you get freebies from extra ancestors from that one.

If any of your Monotheistic incarnations are slain, the invested perks and powers will gradually return to the collective with no permanent loss of strength, as opposed to energy. They're also comparatively expensive to create, so they don't make good shadow clones. Also, while aspects are cheap, they tend to have wildly different expressions of your powers and personality. Of course, this will also let you make your own Takhisis or Sobek by creating a specialized form that's more attuned to a specific culture or group or magic and gets more power from them. Even if you don't go that far, an investment of strength can raise aspects and incarnations to godhood - if you're a god already.

Monotheism doesn't let you absorb local incarnations, though you could probably weaken Makima a lot just by being the Horseman of Conquest in her world.

Changelog 2.0; Renamed Choice Points to Druid Points. Decreased Origin Costs.

Renamed Immortal to Old Soul and expanded age range. Discounted Invader with Grudge Against Thor and Unchosen with Apocalypse Now. Also kinda buffed them.

Renamed Selectively Religious to Free Agent. General wording changes -

especially to Invader, Apotheosis, Iron Jumper, True Immortality, Divinity, and

Monotheism. The first got a slight buff, as did Urban Druid. New God insert

option. New tiers to Cold Iron and A Wrathful God, the latter of which allows you

to have multiple enemies now. Decreased Bronze Druid's value. Added A World of

Infinite Possibility, A Zest for Life, Witches and Warlocks, Nigel in Toronto, Fierce,

Arielis, The Name of God, Pilfered Grimoire, Fog Machine, Thunderbolt Iron,

Friendly Iron Elemental, Original Character Please Steal, Ink and What Now?, One

Eye, Airgetlám, Classical Demigod, Re-Avatarization, You Just Made Vampires Real,

Awesome, Iraq?, Karma, The Hundredth Battle, A Scheming Cowardly Footpad, I've

Had Time to Reflect, and The Logical Heir. I'm not really happy with that last one,

but I didn't want to copy-past The Old Ones Are from Ink & Sigil, so it's what I'm

running with. Mortal can now be a drop in option. Folklore and Mythology is in

general now; it has been replaced with Monster Hunter. Druids no longer have

their own magic perk, and instead get a free purchase of Magician. Irish Swords

are now more affordable. Extra fiat is in their new free perk; Gaia Loves Us More. Realized I'd left off Ending options and timeframe. Awareness is now Your Very Own Wikipedia Page. Abridged notes. This update is dedicated to my maternal grandfather, who passed peacefully in his sleep this Monday, August 4th, 2025.