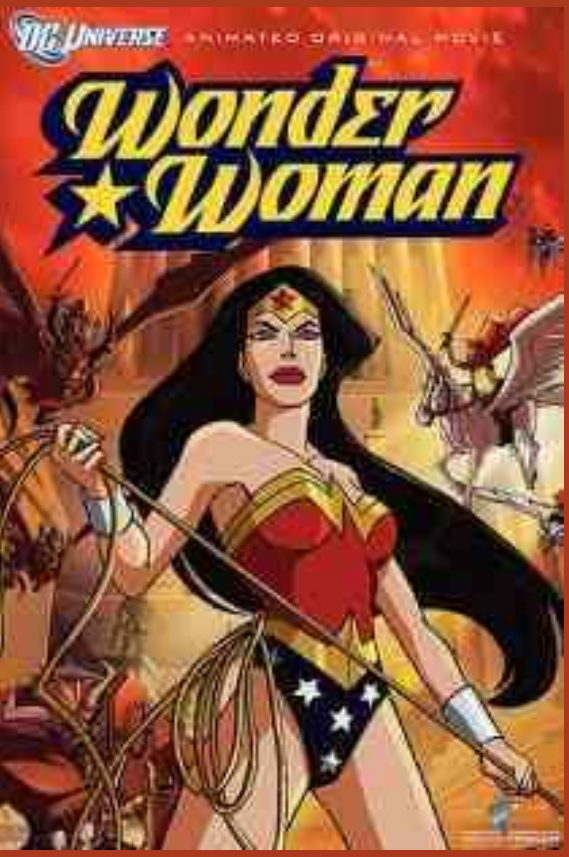
Wonder Woman (2009) Jump

v1.1

by Masked Dusk



You know the story right? Of how thousands of years ago a group of warrior women fought for their freedom and justice for their slain families. How Ares' head was prevented from being removed by Zeus interfering with only Hera's actions preventing the Amazons from going to war with the Gods of Olympus. Granted an ageless immortality and peaceful island of Themyscira far from the world of man. Hidden by magic. With Ares kept as their prisoner for possibly all eternity cut off from his godly powers.

How during those thousands of years Queen Hippolyta's desire for a child not born of an act of rape and not connected to man was granted by the Gods. Leading to the creation of her daughter. Princess Diana born of clay and the blessings of the Gods. Someone who lived all her life never knowing the hardships and cruel nature of man and is curious about the outside world believing it has to have changed after all these millennia.

Then Steve Treavor crash lands on Themyscira due to Queen Hippolyta messing with the magical protections during a dog fight. Let's see how this goes…especially as a certain God of War is not as well imprisoned as they all want to believe.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*You may choose a starting location for free…but where is the fun in that? Want to gamble a little Jumper? Roll a **1d6** to determine where you start getting +100 CP for taking the risk.*

Themyscira
The island of the Amazons. You might have crash landed here, possibly been living here for many years already if you're an Amazon. Alternatively you might have snuck in with a goal in mind that is less than noble.

New York City, New York
You're in New York where Steve Treavor was stationed at the base there and eventually will take Diana to in order to figure out where Ares went using the available resources. You arrive somewhere in the city likely having lived there for years now.

Greece
You're living somewhere in Greece. Possibly in the secret military base of operations for the Cult of Ares in the mountain where Ares will perform a blood sacrifice ritual to literally open the gateway to the Underworld (Tartarus).

Washington DC
You are in the capital of the U.S. itself where the government decides the big events and changes. You might have been living here for years, possibly longer than anyone expects or knows.

The Underworld
You went to the realm of the dead arriving there. You have no clue how you got there especially if you are alive. Try to stay hidden and avoid attracting Hades' attention as while not actively antagonistic and not likely to hunt you down believing all living beings will eventually come to his realm anyway. Hades would not hesitate to make you into his new whipping boy and slave, working you to literal death and beyond for his own amusement. Just try to keep your head down and get out when Ares does his ritual in a few days and opens the gates, and DON'T EAT ANYTHING OR YOUR TRAPPED THERE FOR THE JUMP!

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

With how long lived some of these origins are and others are not. You may just pick an age for yourself that makes sense with your origin.
By default your gender is whatever you were previously. Though since some origins are gender locked you may change your gender for Free, this time.

Origins

Note: Any of these options can be taken as a Drop-In due to multiversal shenanigans making it so that people dropping out of the sky from another universe isn't totally unusual in a DC Comics setting.

Flyboy [Free]
You're military, more specifically part of the United States Air Force, or at least I'll assume it's the USA's air force. You likely know Steve Treavor, possibly got shot down along with him since you arrive as part of his squad right before a dog fight breaks out with enemy forces leading to Steve crash landing on Themyscira. Hope you can talk your way out of trouble if you crash land or at least try to keep it in your pants better than Steve.

Amazon Warrior [200 CP] (Female Only)
You're a child of the Amazons, a race of immortal warrior women blessed by the gods. Born thousands of years ago when you and your people were enslaved by Ares the God of War following your Queen in a violent rebellion to earn your freedom. Now in modern times having lived for thousands of years of peace. Yet there are signs something is not right. Alternatively you might be Diana's sister or cousin born from clay with the blessings of the Gods.

Cultist of Ares [Free]
You are one of Ares' devoted followers. A member of an ancient order that has infiltrated the modern era. Waiting for their Master to be freed. The Cult's primary objective after his freedom was to restore Ares' full God of War status and aid his war on mortal kind.

Race

Human [Free]
You are a boring vanilla human, possibly one from ancient times or a more modern era depending on where you inserted in this timeline.

Beast of Tarturus [200 CP] (Discounted: Cultist of Ares)
You are a monster, literally of Greek myth origins. You are naturally stronger and more dangerous than any mortal man will ever be. Just what kind of monster is up to you. Perhaps you're a Minotaur, some kind of demonic hound, a giant, some kind of demonic beast from the pits, or something else. You possess powers related to your race here.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Comicbook Pretty [Free / 100CP to Keep]
Everyone here is hot. It's a fact of sorts. It's like an artist spent days trying to figure out how each and every character that would appear should look to get the most impact. You're affected by this, too able to adjust your appearance to being pretty, handsome or hot depending on your choice, at least an 8/10 naturally. Can be toggled and applied to the whole setting at the start of a jump applying the art style to the Jump.

Skilled at Sculpting [100 CP]
You are very skilled at the art of turning clay or even marble into statues or shapes you picture in your head. Having lifetimes of experience and practice. Your hands know well what you want to do and will follow what you picture without any mistakes.

Well Read [100 CP]
You are very good at reading. It is a skill that many underestimate. Yet you recall everything you ever read. Even the words of a long dead philosopher who just happened to have a spell for releasing someone from the control of a necromancer. You just have to read and find the book yourself to get full use of this. It will help you learn a great deal.

Animal Handling [100 CP]
A needed skill on an island in the middle of nowhere. You know how to raise various livestock and other animals from infancy onwards. You have a particular talent with raising horses in particular to be fast, loyal and courageous steeds. Yet you are also skilled at caring for other animals such as sheep and dogs.

Halcyon Days [100 CP]
A long existence of a jumper or immortal warrior could drive some mad or to despair over what they believe themselves to be missing. Yet you are at peace with the nature of your immortal or long lived life span. Able to find peace and enjoyment in living life day by day without losing the spark for what you enjoy out of life. Can be applied to all companions or followers if you choose to do so.

Emotional Awareness [100 CP]
You are fully aware of your own emotions and feelings. Are capable of conveying your issues and problems in a way that is understandable and understand the emotional state and feelings of others easier in turn. You still need to talk with them as you can only assume so much, and it doesn't keep you from sticking your foot in your mouth if you refuse to just talk about your problems. Still could help with that lingering PTSD you likely have been carrying for jumps now.

Flyboy



Ace Pilot [100 CP | Flyboy]
You are pretty good at flying a plane if you do say so yourself. Even if you cannot see what you are doing you know how to fly well enough you can literally fly an invisible jet plane that was modified by amazon warriors and made invisible without missing a beat.

Smooth Talker [200 CP | Flyboy]
Damn you're smooth. You know how to chat up people and get to know them. Figure out who they are and talk your way out of some pretty sticky situations. With enough time you can even figure out how to poke holes in the logic of people in ways that will make them listen and at least seriously consider what you are saying, even deep seeded views on men and the world.

Wanted Alive, Not Dead [400 CP | Flyboy]
By all means someone should want to just kill you especially if spotted in a place you shouldn't be at all. Yet somehow you always find yourself waking up after being found out. Now you just have to talk your way out of making it so that these people who by all means should want you dead don't end up killing you.

Clutch Moment [600 CP | Flyboy]
The pressure of this super natural non-sense can get pretty high. Especially if you're just the normal guy of the group without any clue what is even going on half the time. Gods, monsters and so on. Yet you can maintain a calm and focus on the moment and what really matters. When you have seconds to act, you will not hesitate making the choice you will not regret. Be it saving the life of someone you care about, or being able to out fly another pilot and stop a nuclear missile from hitting an island of innocent people. You come through when it counts most to the best of your abilities.



Amazon Warrior

Amazon's Blessing [Free for Amazon Warrior] [Exclusive Perk for Amazon Warrior]
You are an ageless immortal. You are at the physical peak of your life for the rest of your existence once you grew into it. This doesn't make you invincible though. You bleed like any other if stabbed and will die if cut down by a blade. Still if you live a peaceful life you could live for however long you desire. Before a blade claims your life.

Long Lived Warrior [100 CP | Amazon Warrior]
You trained alongside your sisters for generations, literally. You are highly skilled in combat and the amazon way of doing things. This includes the art of fighting with various weapons of Greek origin, horseback riding, fighting on horseback, and physical training that lets you out class most modern warriors in raw power even if not truly super human…at this stage at least.

Omnilinguist Blessing [200 CP | Amazon Warrior]
The Gods gave a blessing which allows you to understand all languages. This was meant to promote peace between your people and the rest of the world when you were ready to interact with it. You may speak and read any language with the fluency of a native.

Superhuman Amazon Training [400 CP | Amazon Warrior]
Over a thousand years with techniques and training originating from the Gods themselves. It gives a training program that allows you to shatter the barriers between mortal women and immortal warriors on a physical level. Enhanced physical ability, enhanced durability, enhanced stamina, enhanced endurance, enhanced agility, super human reflexes and more due to training that scales to you and how much effort you put into it over your many years of life.

A Child of Wonder [600 CP | Amazon Warrior]
You were born of clay, a blood of an amazon mother and blessing making you a sibling or cousin of Princess Diana, or Wonder Woman. This further amplifies the abilities of powers or perks that enhance your physical body as well as any super powers you possess. Along with accelerated healing, flight, super hearing, enhanced learning rate for combat and other skills.

Cultist of Ares



Modern Warfare [100 CP | Cultist of Ares]
You have trained all your life to one day serve Ares. You have trained in modern tactics such as how to use guns and close quarters combat. You have at least knowledge on all modern weaponry, enough not to kill yourself if you have to pick up something in the middle of a fight and lack the time to master it. Though this can help you figure out how to use these modern weapons faster than most soldiers.

Knowledge of War [200 CP | Cultist of Ares]
You possess a natural talent for tactics and information gathering. From ancient tactics from the Greek armies, to more modern informational wars. You are able to lie and infiltrate your way into the higher orders of government while planting information to manipulate events. Such as drawing a connection between a certain island that held your master prisoner and an attack of monsters and planting that idea in the head of those who can do something about it.

A Thousand Year Courtship [400 CP | Cultist of Ares]
Much like Ares yourself. You are very skilled at turning others to your side. Given enough time and effort, you can even get into the hearts of those who hate you. Figure out their weak points and twist it in order to get them to be yours in heart and mind utterly.

Son of War [600 CP | Cultist of Ares]
A member of the Cult of Ares was able to upon a ritual call upon the seed of their God and used it to impregnate your mother. You are a Demigod of Ares, a Demigod of War. You possess enhanced physical abilities as well as a natural talent and skill with all things related to War. From combat to tactics. You feel more at home on the battlefield than you ever would anywhere else and for good reasons as it all comes naturally to you. Though much like Thrax you are still mortal at the end of the day and can die or a mortal wound though not through age remaining in your physical prime ready to fight at your physical peak.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

A Gun [100 CP Each]
A normal gun you could pick up at a gun shop or have assigned to you if you're in the military and going to war. Includes a clip of ammo which refills after use after 24 hours after the bullet is fired. Which kind of gun it is will be your choice, though it has to be something you could get in the late 2000s on a modern earth.



Loyal Steed [100 CP Each]
A horse who is loyal and will always follow your commands. Smarter than the average horse and a follower that can be imported into future jumps. They are brave, loyal and true, always willing to follow you. They are also much faster and stronger than a normal horse having been selectively bred for battle and racing on an island of immortal women with a hobby of horse raising. Gender is your choice though any horse descendant of them will be just as strong and smart as this fellow.

Boomerang Tiara [100 CP]
This is a tiara made of metal forged by the Gods. It is nigh indestructible and is capable of being used as a weapon. Can be thrown at opponents to deal blunt damage, or cut their throats with the right angle. Will be in a style and fashion you personally enjoy and comfortable when resting on your head.



Flyboy

Piloting Jumpsuit [100 CP | Flyboy]
Sleek and professional piloting jumpsuit designed to help you when piloting a vehicle hundreds if not thousands of feet in the air. Includes a parachute on the back in case you need to abandon your ride and avoid getting pancaked on landing. You just need to open it and you will always slow down and land safely no matter how far or fast you are falling. It's after you land that's the problem. Comes with a helmet.

Your Favorite Bar [200 CP | Flyboy]
It's a nice place with plenty of spirits that you don't have to pay for. Great place for a first date assuming you don't mess up and get drunk, especially when trying to act like a sleaze. Still it's a nice place with a good menu of food that will come free for you and any company you bring for dinner or lunch, well lit and with friendly staff that know what they are doing.

Invisible Plane [400 CP | Flyboy]
Steve Treavor's original plane was shot down and landed on the island of the Amazons. They both fixed it and put powerful magics on it. Turning it and its missiles, totally invisible. It cannot be detected by any mortal means and most magical means will struggle to locate something this fast. Yet somehow you know where it is at all times and know where everything is including just how much fuel there is left. Once the missiles are spent along with the ammo they will reload and refuel in 24 hours due to the enchantments on it after being used. You could import another aircraft or flying vehicle of some sorts to get all the enchantments and upgrades.

Advanced Military Computers [600 CP | Flyboy]
An state of the art set of computers designed to calculate data and keep track of conflicts on a global scale. If you're looking for patterns it can even help you figure out just where an ancient God is going by figuring out their patterns. Just insert what you are trying to find or even who and they will be tracked down within an hour's time along with where they are likely to do. Can be used to keep track of all global conflict even in a world without wifi after a minor magical upgrade letting it use magic to gather data globally.

Amazon Warrior

Personal Weapon [100 CP | Amazon Warrior]
It could be a massive sword you have trained with for years, or a pair of swords to make use of your agility, or even a spear or bow and arrows. In any case you have training with this weapon with Greek origins.

Bracelets of Submission [200 CP | Amazon Warrior]
The bracelets were once the shackles forged to enslave your people. Your Queen learned how to reinforce them into defenses to protect instead. As an Amazon Warrior you were trained in your ability to use this to deflect projectiles as well as other weapons. Due to their blessed nature you can use them to deflect any weapon from bullets to even the swords of gods themselves. Though you need to be fast enough with high enough reflexes and training to make full use of them.

Lasso of Truth [400 CP | Amazon Warrior]
A divine artifact which can force the Truth to be spoken by those it binds. It is unbreakable and anyone who is restrained with it cannot break out. Not even the Gods can break it. Though if you are not strong enough to fully restrain them they can untie themselves or use it against you, be careful.



Paradise Island [600 CP | Amazon Warrior]
This is not Themyscira, but rather a second island that you were rewarded by the Gods in this Jump. It is an island paradise with plenty of space, buildings in a Greek style, dense forests, springs, waterfalls and animals. It has a magic blessing around it that will prevent anyone from being able to see it, including satellites, as long as it remains up. Though people can get through it once they know the location of the island. It can take in other properties, buildings, lands and be imported into future jumps altering the style and appearance.

Cultist of Ares

Fake Documents [100 CP | Cultist of Ares]
A set of documents that look real enough to get you into a high paying government job of a nation you have no real ties to. Could use this to set yourself in another life, or get yourself in a position that would best aid your future plans.

Cult of Ares Sect [200 CP | Cultist of Ares]
This is a group of 100 human cultists following the will of Ares. Your will in this case as they believe you speak for their god in his absence or death. They are utterly loyal and will grow over time after to…convert others. They cannot be imported into future jumps as companions and are only followers.

Secret Mountain Cult Base [400 CP | Cultist of Ares]
A secret and hidden base that is hidden within a mountain range in Greece. It is stocked with supplies including canned foods, MREs, modern camo, armor, ammunition and guns. Enough for a small army to be able to shoot without counting bullets. Will restock at the end of each jump and more can be put inside. It can be imported into future Jumps hidden inside any mountain, or kept inside your warehouse with your followers and not imported companions able to live there.



Army of the Damned [600 CP | Cultist of Ares]
Part of a deal with Hades himself. You can call upon all those who died in your name, and at your hands. Every one whose death you are either directly or indirectly responsible for, as your followers. They are now your army who will follow your will and fight at their fullest to slaughter your enemies, even if they were their friends and loved ones moments ago when they were still alive. Unstoppable, unkillable and ever marching. Any whom they kill will rise up to join if their enemy was alive. Be aware they have consciousness to them and while they cannot free themselves, it's possible for another to free them if they revive them somehow. Afterwards it is a matter of killing them again. I suppose you could grant them their free will….but why would you? They cannot be imported into future jumps as companions and are only followers.

Companions

Companions can purchase more companions.

Companion Import [50-200 CP]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import or create a single companion into any origin and race for 50cp each or eight for 200cp. Each companion comes with an Origin of choice for free and 600 CP to spend, they cannot take Drawbacks.

Canon Companion [100 CP]
So you want to take any other existing character from this world. Well then this option is for you. This will guarantee a good first meeting though convincing them to come with you is on you. Except for Princess Diana, Ares or anyone dead when you import. Anyone you select not yet dead will guarantee at least a meeting to change their fate if you're looking to save Alexa.



Wonder Woman aka Princess Diana [200 CP]
The star of this movie. A more naive and new to the role of Wonder Woman, yet one who proved herself by slaying the God of War in her first real adventure in this world and is destined to go on to do great things. You only need to convince her to willingly come with you now. She comes with all the Perks of the **Amazon Warrior (Origin)** along with her stuff such as the bracelets, her swords, her plane and her lasso of truth all protected and backed in this and future jumps.

Ares [600 CP]
I have no clue why you want him. But if you insist you can meet with him before he dies in this timeline. You have to convince the stubborn jackass to willingly join you. Yet he is a God of War still and if convinced to join you could be a powerful ally. Good luck as he will refuse to even think of leaving until he has his revenge.



Scenarios

The Amazon War for Freedom!



You landed right after Hippolyta escaped Ares and freed her fellow enslaved Amazons. They are hurt physically and emotionally from a mix of hard physical labor, abuse in multiple forms and loss of their loved ones to death and more. While the Amazon did win the war in the end, they bleed for each and every ounce of it. Maybe you can shift the scales a little and help prevent further tragedy or join Ares and be rewarded for putting down a slave rebellion.

You have two paths here to succeed.



Join the Amazon's Rebellion and pledge your sword to help Queen Hippolyta's cause and see Ares defeated and inches from death at her blade.

OR

Join the Army of Ares and rise through the ranks using this slave rebellion to sharpen your sword, break their wills and force them to submit to your God once more, or die.

Reward (Amazon Rebel)

Blessing of Future Amazons (Perk) - The Gods have seen how hard you fought for your people. Even if you did not start as an Amazon, you are now one of their own. They have been blessed with the ability to grant **Amazon's Blessing (Perk)** to anyone who wishes to join the Sisterhood, man or woman. This includes yourself if you did not already possess this perk.

Daughter Crafted of Clay and Blessed (Perk) - When the fight ended you were blessed with a gift having requested this knowing the pain your sisters would go through in the future without it. You have been blessed with the ability to channel a Divine Blessing through yourself into a clay child forged by hand of the Amazon who desires a baby with a drop of their blood split on their head. Once they have crafted this baby either by themselves or through multiple hands who all shall be the parents, you may bless the child with life much like how the Gods blessed Diana with life as a baby. They are born with **Amazon's Blessing (Perk)** and **A Child of Wonder (Perk)** unless you wish them not to be.

Themyscira (Item) - This is the island of the Amazons which will join you in future jumps having all that will be built on it by the time Steve Treavor arrived in the other timeline. More importantly it will come with the Amazons who trust you for having joined their battle and decided to make you into their Royal Advisor assuming you haven't talked Hippolyta into making you Queen instead, though you have no reason for that. Due to their loyalty and belief in you they choose to follow you and will allow you to import them into

future Jumps as companions should you ask, and those not imported can remain on the island as Followers.



Reward (Army of Ares)

Ares' Blessing (Perk) - You have proven yourself to be a loyal General serving the will of your God. With this Ares forged a connection between yourself and him. This will grant you the ability to draw on the psychic essence of War and channel it through your own body. This will greatly increase your physical body and abilities.

Broken Rebel (Perk) - Once you break the will of your opponent through battle. Their will stays shattered. They will not fight it when you put them in the bondage of slavery and force them to serve yourself and your fellows. They will meekly accept their place and not dare think of rebelling ever again becoming a Follower as one of your many slaves in future Jumps.

Slave Army (Item) - This is your personal army granted to you by Ares. 100 Amazon Warrior all broken even with their perks of **Amazon's Blessing,** and **Long Lived Warrior.** Each one broken by your hand and unable to think of rebelling against your will even if you send them to slaughter the innocent, or their sisters. Any one you defeat in combat you can force to join your army with **Broken Rebel** branding them as your follower even after death forcing their revival in the next Jump.



Death of Princess Diana (Requires: Amazon Warrior) (Cannot take with "The New God of War" or "The Amazon War for Freedom! (Ares Army Path)" Scenarios. Note: You can take it with "The Amazon War for Freedom! (Amazon Rebel Path)")

In this timeline Alexa did not take Diana's place for guard duty. She was murdered by Persephone during the events of the tournament when everyone was distracted. Hippolyta will learn of this event only after Ares and Persephone are long gone. Now while Hippolyta grieves someone needs to go out and stop Ares and avenge Diana before it's too late.

That someone is likely you since you will only remember the events of the movie, AFTER Diana is killed, if you remember at all. And while Diana did win the tournament in most realities, in this one you are the winner and thus the chosen champion for returning Steve Treavor home and now defeating the God of War and avenging your fallen sister.

Time is not on your side though as in her grief Hippolyta will take extreme measures and actions sooner. Sending out far more ruthless Amazons who are motivated to cut their way through the world of man to seek even a single hint of where Ares is and avenge their lost princess.

You will be rewarded when you have Killed Ares and Avenged Diana.

Reward

God Slayer (Perk) - There are many beings out there like Ares that shouldn't die, yet do at your hands. Once you deliver the finishing blow on these beings they will be sent to the

afterlife and be unable to escape. Facing their eternal punishment even if they are immortal and unkillable so long as you personally deliver the final blow.
Look, it's Wonder Woman! (Perk) - You have taken on the role of Wonder Woman in this timeline to honor your deceased sister. This comes with an enhancement to your physical abilities and powers as well as several blessings from the Gods. This includes Animal Empathy, control the effects of gravity on your own body, can see those using telepathy to be unnoticed or functionally invisible and overhear secret telepathic communications, astral projection, and an eidetic memory. Yeah it pretty much boosts you to Golden Age Wonder Woman to a level gaining some powers she lost back in the day and enhancing whatever else you possess.
The Spirit of Diana (Item) - This is not really an item so much as a future Companion. With Ares dead, the Gods made a deal with you. While they cannot revive Diana in this life as it would go against the balance, those who cared for Diana have found a loophole. They have granted possession of her spirit to you for the rest of the Jump, so that in a future Jump you can Import her into a Companion slot and thus revive her. You can get your sister back soon with this! Once used this way the item will disappear leaving the Companion behind. She will come with all of the perks of the **Amazon Warrior** line, her **Personal Weapon (Item), Bracelets of Submission,** and **Lasso of Truth.**



The New God of War! (Cannot take with "The Death of Diana" Scenerio)

Ares was killed before you arrived in this timeline. Yet his will lives on and War itself has not died. Instead the very essence of the Domain of War has chosen you. Rise up and follow the path before you to become the New God of War!

Though to accomplish this you need a few things to prove your worth and earn your Divinity.

First you must find the Armor of Ares that he died with in Washington DC. Some group known as Cadmus has taken it and is studying it. You can sense where it is due to your newly formed connection. You must enter the government institution that has yet to fully develop into what it will be and get to the armor. Once you do it will accept you and reshape itself to fit your body and style, enhancing your body and helping you feed on the psychic energy of war to help start your ascension.

Second, you will need to go to Greece. You will need to complete the blood ritual that the Cult of Ares aided Ares in completing to open the Gates of the Underworld. The scroll with instructions is hidden in the secret base of the Cult of Ares that Wonder Woman raided trying to prevent the return of Ares to power. From there you are to go to Hades himself. You must successfully make a deal and alliance with him, complete the task he will end you on for his benefit. Once you do, he will give his support and grant you a fragment of divinity from the soul of Ares and his son.

Third, having completed all those steps you must now prove your mantle by completing one of the following tasks. You either need to spark a War so devastating and powerful that it will leave thousands dead having experienced the pains and agony of war, or you must defeat in single combat the killer of Ares, and take her head. Yes you will need to be responsible for the death of hundreds of thousands or the Killer of Wonder Woman.

Once all three steps are completed you may now become the new God of War of the Greek Pantheon. What you do with this power…it is all up to you.



Reward

- **The New God of War (Perk) -** You are a New God now. You do not possess a domain of War, you ARE WAR! You are the concept of War given life and manifest. You can influence the strife, cruelty and madness of War within others. Escalate conflicts and even bless those devoted to you. Blood thirsty mad men will be drawn to your divine powers. You can use the power you gain from every conflict and WAR around the world to empower yourself further to create miracles or cast magic related to your nature.
- **Armor of The War God (Item) -** This Divine Armor was reforged and connected to your soul. Once belonging to Ares the God of War. It now belongs to you. It alters itself to suit your body and add a layer of defense to you. Its true strength lies in its ability to amplify your psychic connection to War. Growing stronger the greater the war and weapons happening around the world and scaring the nature of the world you live on further empowering you!

- **Cult of the New War (Item) -** What is a God without his followers? You now own the remains of the Cult of Ares and all the men and monsters who followed it. You can easily bless members of your Cult to further empower them or twist them into monsters. You start with a thousand that can grow. This is a group of followers which others can join by swearing total allegiance to you and giving you possession of their Soul. Each and every member is utterly ruthless and loyal to your will, following you to hell and back without question.

Drawbacks

Supplemental Mode [+0]
You may take this as a Supplemental with another Jump. If used as a Supplemental you get half the starting CP (500) the first time this is used only. You may only get CP from drawbacks used the first time this is used as a Supplemental. If you cannot get CP from any Drawbacks then you may not use this as a Supplemental.

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Part of a Larger World [+0 CP]



More is going on than just the events of this Movie with it having been implied at the end when Cheetah showed up. While Diana will be one of the first publicly known, there is already a man in a batsuit in Gotham City beating up the mob. A certain man who can fly is heading to the big city to become a reporter. Another man was struck by bolts of lighting not too long ago and will wake up from a coma soon. An immortal caveman stalks the earth plotting and planning and so much more. Welcome to the wider DC Universe where you can decide the details for yourself of just how everything will connect and unfold long term with the major players, possibly taking some inspiration from other series.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. This can be taken as many times as you want, but you only get points for the first 5 times for +500 CP total. 50 years might be a long time even for an immortal, but after that it all starts to blend together.

What is Crap? [+100 CP]
We are unfamiliar with this particular idiom. What does 'crap' mean? You have no clue about modern phrases and curses having grown up isolated from the rest of the world, possibly on an island of women who cut themselves from the rest of the world thousands of years ago.



Womanizer [+200 CP]
The truth is, I'm really not such a pig. No, that's not the truth. I am a pig. A womanizer. Been one for a long time now. Sometimes I think it's all because I don't wanna be hurt. Well, not again. This macho bravado, it's all a facade. You cannot help it. You're a womanizer even if you have a deeper reason for it. You slip up though you could manage it with enough active use of willpower.

What is Wrong with You? [+200 CP]
You do not appear hurt or incapable. Yet you keep asking men to do stuff for you while fluttering your eyelashes. Even when stuff goes wrong you will first look to other people to do things for you when you are more than capable of handling this yourself.

I am No Warrior! [+200 CP]
That you are not. But if you cannot fight like an Amazon, you will at least die like one! For this jump you are deeply afraid of battle and conflict. You can push through it and fight for your people. Yet you might freeze up and even duck to avoid a blow letting a comrade take a blow instead much to your own self-loathing and shame.

Blind Eye [+200 CP]
She now wears her courage. Where's yours, Alexa? You now wear your courage. Having fought on the battlefield. One of your eyes was damaged. You have a prominent scar over the eye which has now lost sight. Your sight cannot be restored in this eye. It will be a lingering mark and blind eye that will remind you of that incident and cannot be healed in this jump.



Not a Book Type [+200 CP]
I assure you, Alexa, a sharp blade and a strong arm will do more good now than a quote from some dead philosopher. You're not really the book type. The words of long dead philosophers bore you and frankly everything looks and sounds like that. You will struggle to get your way through any book, easily four times as long as normal, with any enhanced learning perks simply not working to help you here. Every book read will be a struggle.

Mob of Angry Women [+200 CP]
Oh, I don't know about that, angel. I've made a hobby out of fleeing chasing women. Women just don't like you. You somehow find yourself entering just the wrong room, or saying just the wrong thing that will tick off everyone around. Expect to have to flee more than a few angry mobs in your time here.



Artemis Doesn't Like You [+300 CP]
Her deal is that I will personally castrate you if you come within five yards of her. Artemis, the amazon warrior, just doesn't like you at all. She will stalk your every step and the second you step out of line acting like a typical man, she will personally castrate

you. Especially if you show any interest towards Diana. You cannot recruit her either with this drawback taken and she will always have a weapon on her person to carry out her promise.

Depraved Thoughts Exposed [+300 CP]



God, your daughter's got a nice rack. You keep blurting out stuff like you have the lasso of truth tied around your ankles. You have no filter at all between your private thoughts and what you say out loud about the appearance of others, what your intentions towards them are and so on. You cannot even lie convincingly if someone asks you a question.

Sexist Extremist [+300 CP]

You don't see either men or women as people (pick one). You might have had a horrible experience with men that soured the idea of the whole gender to you. Alternatively you might have been raised to see women as tools and toys that got uppity. Either way you're sexist and will look down on the gender of choice.

What is DC Comics? [+300 CP]

You have no memories or knowledge of the setting and larger world. You have no clue what DC Comics is. This lack of knowledge extends beyond just Wonder Woman's movie, but into the large DC Universe.

Foot in Mouth Flirt [+300 CP]

You are going to fall hard for someone during this Jump, Jumper much like Steve. The problem is that like Steve you will try your usual flirting antics only any perks that will help make someone like you more will not actually work on her or him. Oh and you keep flirting with anything that is remotely attracted to you in front of her and even blurt out stuff that should have stayed in your head when trying to seduce them.



The Heart Wants, Even That Which is Worst For It [+300 CP]

You have betrayed your sisters. You have killed one of your own. Yet it doesn't matter. Because you are in love with Ares and wish to free him so you can be together. You dedicate yourself to his cause acting as his blade. You will only feel the full weight of your actions while under his thrall after the end of the Jump with distance and space from your 'beloved'.

True Believer [+300 CP]

You don't care about the world at large. You just want to follow the will of your God, Ares and will do everything you possibly can to see his plans succeed! You are driven by a maniac fanaticism and belief in how Ares will bring about a better world and will do all you

can to see him become the New King of the Gods and Ruler of the Earth! Even if he dies you will still act to see his will done!

Sealed by the Gods [+600 CP]
Much like Hades you have no access to any of your powers that are beyond ordinary human levels or your Body Mod, not even your perks gained here can be accessed if they put you beyond that which a normal mortal is capable of. Your immortality is non-exist for this Jump. You cannot call upon your Warehouse or any item. And there is nothing that will remove this drawback for the rest of the Jump.



Hade's Whipping Boy [+800 CP] (Cannot take ANY Scenerio with this.)
Tell me, was it worth it Jumper? You got the extra points. Could buy whatever you wanted from this. Yet the second that you arrive you will already be dead. For your whole stay, at least 10 years, you will be a resident of Tartarus. Hades knows fully well who you are and how you are not staying, and he dislikes that. If you thought the way he treated Thrax was harsh you have seen nothing yet. He will personally take any bit of frustration he has on you. Overworking you and never letting you rest, and when bored will send you off to be tormented for every season of this Jump. Oh and if you think you can cheat him here is a little thing. He owns your soul here, meaning all those perks, every item and everything else you possess. He OWNS too and will only allow you to use them on his orders, even if someone such as a companion is able to revive you he will just pull your leash and drag you back to his realm where your now mortal body will continue where you left off and likely die again. This is not a chain failure if you remain dead and you can move on once your sentence is up. *But tell me honestly. Was it all really worth it?*

Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1

Initial Jump Creation

v0.2

Added in some more pictures to add some to the appearance of the jump. Added in the Boomerang Tiara (Item). Altered the format of the page including the color of the document and the text to give it some more pop.

v1.0

Some further editing happened that worked out the bugs, and spelling errors.

v1.1

Removed **Lockdown** and **Just A Normal Guy (Drawbacks),** edited **Sealed by the Gods (Drawback),** and added in a **Supplemental Mode (Drawback).**