Endless Pantheon

BY TODESWIND

CYOA

Jumpchain Compatible

Version 1.1

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Introduction

Welcome to yet another world, Jumper. You picked a doozy this time, that much is for sure. This is a world that feels similar, at first look, to the one you left. Earth exists, the usual nations exist, and the relationships between them are mostly as you know. But do not be fooled. Peel back a few layers, and the truth reveals itself.

This world is a fusion of the Dresden Files and the Stargate universes, drawing heavily upon both. It's something like this. The Alterans are called the Children of Eden, the Furlings are Fae, the Goa'uld were real gods until the Queens got pissed at them, and the Outsiders remain, as always, the biggest problem.

The Goa'uld came in contact with the supernatural factions of Earth in the distant past, and they formed an alliance against the Outsiders. Eventually, though, things happened and the Alliance was broken, and a Great War erupted that saw the creation and weaponization of the various Vampire Courts, and the eventual overthrow and chasing away of the Goa'uld.

From there things are as you may know, right up until Harry Dresden is thrown across time and space by the events of the Darkhallow, and arrives four years in the past during 1998, at the other end of the Galaxy. Followed shortly by you.

You begin with, as always, **1000 Choice Points**.

Location

Roll 1d8, or pay 100CP to Choose.

1. **Chicago** - The city of Harry Dresden's work. A very dangerous ritual is about to take place in a matter of hours, so you might want to get a move on.
2. **Nekheb** - The Jewel of Heka, the city of Nekheb is located on the planet of the same name, and is the stronghold of the Goa'uld 'god' of Magic, Heka. He's an absolute monster in every sense of the word, so, um...watch out?
3. **The Jackal's Prison** - A mining/prison world, this world has multiple underground Unas tribes living in fear, a continuous mining operation running to fuel massive reactors that keep the binding wards strong, and behind those wards, an entity of massive, terrifying power. Also holds a certain 'Key'.
4. **Delmak** - Sokar's Heaven. Delmak is the primary throne world of the Goa'uld Sokar. Contrary to most goa'uld worlds Delmak is well industrialized, with an advanced society. Plenty of space to hide, but Ra help you if you're caught. See, hanging in the skies is the moon, which is Sokar's Hell. *Not* a nice place to end up, FYI.
5. **SGC HQ** - Cheyenne Mountain, Colorado. On one hand, one of the few places on this list where the locals won't kill/maim/torture you on sight. On the other hand...very difficult questions wait for you. Like how the hell did you come out of an inactive stargate?

6. **Ferrovax's Kingdom –** This is deep in the Nevernever, my friend. And not the nice neighbourhood. These are the realms of the Dragons, where they live, breed and grow up. Ferrovax's word is law here, and while he might be *fun*...he ain't nice, by any stretch. You poor bastard.
7. **Arkhangelsk –** The city of Archangel, Russia. You don't arrive in the city, though. That'd be too easy. You arrive right in the heart of the Headquarters of the Brute Squad of Wardens, a couple doors down from Pietrovich's own office. Have...fun?
8. **Free Pick –** The galaxy is your oyster. Pick anywhere in the material world, limited to the Milky Way, or the Nevernever. The Outside is available too...but why the *fuck* would you go there?

Origins

Drop-In:

You just arrive in the world as you are, nothing to your name. No allies, no records, no friends. On the other hand, you have no records, no enemies and no obligations.

Priest/ess: *See Notes*

You are the follower of a pantheon of those who could potentially be called "gods", but whether or not they *actually* qualify has no bearing on whether or not you *believe*.

Scholar:

Whether of Magic, or Science, or both, you are a person inclined more towards study and understanding, testing things and figuring out how they work, than towards bashing heads or killing people. You are at home in libraries and labs, and tend to prefer working on your interests far from the troubles of the wider world than engage in politics and society.

Warrior:

You are a Warrior, Jumper! Whether with Ma'tok, guns, or magic, you are used to combat, to the thrill of dealing death and destruction and avoiding your own.

Books bore you, talking looks like a waste of time, because you know you are meant for one place above all others. A field of war.

Race

Tau'ri - 0 CP: *(Age 1d15 + 20)*

You are a Tau'ri, a spawn of the First World, the preferred hosts and slaves of the Goa'uld. In simple terms, you're a bog-standard human...or maybe not, you could be extraordinary, for all that matters here.

Hok'Tar - 100 CP: *(Age 1d35 + 20)*

You are a Hok'tar, a superior breed among the Tau'ri. You have extraordinary powers, being able to bend the elements of nature to your will and achieve great works with small efforts. In Dresdenverse terms, yer a Wizard, Jumper.

Goa'uld - 200 CP: *(Age 1000d15 + 3000)*

A snake-like parasite, you live in others' bodies, controlling them as puppets. Your kind came to Tau'ri a long time ago, and here you stayed until you were chased off. You might or might not also have once been a true god. If you were, you were severed from your power by the Fae.

Furling - 300 CP: *(Age 1d500 + 100)*

You're one of the most feared beings in the galaxy. You have a penchant for wordplay, twisting simple conversations into knots few can unravel.

You derive power from contracts and favors in a very real way, much in the same way as how gods derive power from worship. You start off as a mid-level Fey, meaning that while you're not a three-inch pixie, you don't have any Mantle or power anywhere close to Leanansidhe or the ladies...of course, you can change that.

Young Dragon - 400 CP: *(Age 1d500 + 200)*

Congratulations, you're a flesh-shifting, fire breathing Dragon! Yes, not a dragon, but a Dragon, of the nīðing Sárkány. Your parent or grandparent was one of the last three great Dragons, and you've got the potential too, being of the True Blood. Now don't go imagining you're any kind of primordial force of nature like Ferrovax already. You certainly have the *potential* to be, one day, but that's a long, *long, looooooong* time and equally great effort from now. For now your abilities are limited to that of a fledgeling dragon like Emily, which are nonetheless substantial.

Scion - 50/100 CP:

As it turns out, your parents weren't exactly what you thought they were. Well... at least one of them wasn't. You are half human, half something else entirely. It could have been a demon, fairy, or something else far more sinister, but it most definitely wasn't a human. A Scion's abilities and drawbacks will depend upon who sired them, but they can generally pass as human assuming that they're even aware of their lineage. For an additional 50CP you not only know what they are, they know how to use it. You may take one 200 CP perk and item each from the Race options for free.

Perks

(100CP Perks are Free to their respective Origin and Race, others are discounted to 50%)

General

Magic - 0/200 CP: *(Free to Hok'Tar)*

You have a power few others have. You can use magic! This is the proper Dresden Files Magic experience, with enough juice and range of aptitudes to make you a proper, full-fledged Wizard. This perk provides you the Sight that allows a Wizard to see the truth of things, view the world in terms of concepts and allegory. Use it carefully, because you can never forget what you see thusly.

It also gives you the power of the Soulgaze, looking into someone's soul with brief eye contact, on the condition that they then get to look into yours. Similarly, you may open Ways to and from the Nevernever, and all the other similar tricks that a Wizard can do.

However, given the depth of the emotional and mental component involved in this world's magic, there are certain pitfalls that it's incredibly easy to fall into. These are highlighted by the Seven Laws, which are detailed in the notes. Using magic that violates those laws causes you to steadily become corrupted so you find it more and more easy and convenient to violate them, until you are twisted into a monster who would find no problems with murdering a roomful of kids over the noise.

After this jump, the Soulgaze is entirely voluntary, and you can choose to forget what you see in the Sight if you want. Your Hex is also rendered similarly voluntary.

Genetic Memories - 0/200 CP: *(Free to Goa'uld)*

You wake up with several lifetimes' worth of memories already floating in your head. The genetic memories of the Goa'uld Queen that was your mother, passed on to you as with all Goa'uld. These memories make you fully aware and intelligent right from birth, providing you with deep, detailed knowledge of Goa'uld history, technology and culture, along with everything else that might be relevant.

Normally, these memories also make the Goa'uld completely and irrevocably evil, turning them into cruel, sadistic and capricious monsters who view none but themselves as having any value. But for you these tendencies have been suppressed greatly. They are still there, however, and it will always be up to you to keep them away. It's easy to do so at most times, but when you grow particularly stressed or emotional your control can slip. You may also freely pass whatever amount of your memories you want to your own descendants.

Free Will - 0/300 CP: *(Free to Tau'ri, Hok'tar)*

Free will is one of the most treasured things in the world by those who don't have it and one of the least noticed ones by the one who do. You have it, though. No magical compulsions can bind you, no Mantles can force a particular way of thinking or behaviour upon you, and no artificial stimulants can make you do things.

You can lie, cheat and steal, go against your 'nature', and in general all the things normally reserved strictly for mortals, regardless of whether or not you're one.

Shifting - 0/400 CP: *(Free for Dragons)*

You have the power of shapeshifting now. Simply with an exertion of will, you can change your body, each and every aspect and part of it. You can alter your appearance extensively, up to and including height, weight, clothes and gender. These are not surface changes either. You can change right down to your genetics, and moreover, you can acquire the biological and magical powers of the forms you assume, although in a somewhat reduced capacity. This has a limit, though, in that while you can *look* like anyone you want, you can only assume whatever powers any race as a whole has, not any particular individuals.

Beyond that, you can take living and nonliving forms, with the only constraint being the size, which ranges from a mouse to a horse. All your powers strengthen with age and time, so much that you could grow as big as a starship, or even greater.

Favor Trading - 0/400 CP: *(Free for Furling)*

You have the ability to trade in entirely metaphoric currencies. Not bound at all with the vagaries of paper or metal, you can trade anything for anything, from powers, memories, souls, favors...anything. The only stipulation is that the other party must enter into it of their own accord. Beside that, you can exchange anything for anything, and make the bargain however one sided you want, with no limits. Any

relevant prices you charge are extracted immediately upon you fulfilling your part, unless you will otherwise.

Furthermore, you actually draw power from these bargains. The more contracts you have, the more favors there are owed to you, the more your magical and physical power grows, not to mention your political power in whatever court or faction you're a part of. A lot depends on the '*who*' of it, of course, and on the exact nature of the bargains, but every little bit counts. It also goes away with the favors as they are spent, so you might want to practice your stinginess a little.

There is one caveat, however. By far the most versatile thing you can extract from people are open-ended favors. By that same gesture, though, these are the only contracts that the mortals can actually refuse to honor. Doing so gives you inordinate power over them, being able to bypass magical defenses and limits otherwise ironclad, but that still doesn't get you your price.

Mantle - 500 CP:

Congratulations, you're immortal! And also possibly a god! Or maybe not, it depends. In either case, you have what is colloquially called a Mantle, that is, a magical force that is a consolidation of powers, rights, privileges and responsibilities. It can be a godly mantle, or a position in a Fey court, it matters little.

What does matter is what this gives you. Firstly, if you weren't before, you are immortal now, utterly beyond all mortal disease and the ravages of time, and also to mundane injury. You regenerate at a truly mind-boggling speed, going from a state that would place a mortal at the verge of death to fully healthy in seconds. In

addition, mundane injuries just plain don't affect you in the same way they would mortals. You could be a pile of limbs and beyond the pain, it wouldn't affect your health at all. Not to say you're indestructible, mind you. You suffer the same vulnerabilities and dangers as other immortals in this world, explained in more detail in the notes.

Secondly, you are much, much stronger, faster and all-around *better* than any mortal. You could bench-press a tank, outrun a Formula 1 racer. Magic surges through you in quantities that put even the greatest mortal Wizards to shame, and your senses are boosted similarly.

Finally, the Mantle lets you tap into the power of worship. The more worshippers you have, the stronger you get. Your physical attributes, your magic, your domain-related powers all benefit immensely from this. But it can also influence you, as the Mantle is shaped quite a bit by these perceptions, and attempts, in turn, to shape you. Tread carefully, now. Wouldn't want to become *truly* mad, now would you? You can only get power from whatever worshippers you have in any given jump. The more power you use, the less control you continue to have.

Optionally, you may take the changes to your appearance too, the example in story is that Harry Dresden's skin became as pale as a corpse, his blood as black as ink, and his eyes became black pools flecked with stars. You however are able to change your appearance however you want, albeit with two limitations: 1) You are only able to change the colours/appearance of things and not the shape, 2) If you

choose to change, whatever you choose must be inhuman in appearance. Generally speaking you could change how you skin, hair, eyes, blood and beyond look but you would not be able to alter the shape of your nose. Whatever you pick ends up looking suitably intimidating, while becoming your new base form for this jump.

Domain - 200 CP: (one free with Mantle)

You are a god, much as the goa'uld were, once. But a god of what? Choose any domain you wish, such as War, Death, the Netherworld(s), or whatever else that strikes your fancy. You may take any number of them, with no restriction, and whatever you have chosen, that's what you're the god of, now. This provides you a number of benefits.

For those without a Mantle, you're really good with all your efforts in this domain. A mortal with a domain of War would be an unmatched fighter and general, one with a domain like Fire would be a Pyrokinetic of considerable skill, if not power.

If you *do* have a Mantle, however, you become a full-fledged God of your Domains. A God of Death would be able to resurrect people and/or raise armies of the undead, a God of Magic would have instinctual abilities with magic, and a god of Knowledge could possibly even have limited Intellectus. Worship is the coin of this realm, remember. The more devotees you have, the more you can achieve. Remember, the original name of the Archive was the Scribe of Thoth.

Drop-In

Speaking Tongues - 100 CP:

It would be great if everyone spoke English, wouldn't it? For you, it almost is that easy. When it comes to languages, you're absolutely peerless in your skills. You have the ability to just drink them in, and be fluent in mere days, if not hours.

This covers all aspects of the language, written, spoken or even sign languages. Finally, your abilities aren't even limited to having to have heard it spoken. Even when piecing it together from bare scraps, you're absolutely marvelous at learning them.

The Mad Jumper - 200 CP:

You can be terrifying, you know? Or just impressive, or maybe charming is more to your liking. Whatever you pick, you have a tendency to make lasting impressions on people. Anything you do tends to get blown out of proportion and gets spread far and wide, growing all the while. People tend to draw conclusions of their own based on your actions, and barring extraordinarily bad showings, they're always flattering in one way or another towards you.

Prince of Chaos - 400 CP:

People tend to panic when things don't go according to plan. For most people, routine is where they find comfort and disturbing that routine leads to rushed decisions. Not you, though. You're at your very best in rushed, high-pressure

situations. When everything around you is burning, everyone is screaming their heads off and impending doom is coming closer with every second, you think clearer, faster and sharper.

The more the burdens upon you, the worse your situation, the better at planning and working you become. Off-the-wall ideas, barefaced tricks, everything presents itself, ready to act. This works best in short term, fast-paced situations, but you also shine in the long term with only slightly less effectiveness.

Interesting Times - 600 CP:

An ordinary man would be amazed at the kind of things you get up to in an average week. The daring escapes, the adventures, the spitting in the eyes of gods...how do you even survive? The answer is, with the help of this perk. This perk makes it so you live your life like that of an action protagonist, full of strange turns and events. Villains will almost never 'just shoot you'. Events conspire to let you achieve unbelievable things, and to keep you alive when anyone else would be long dead.

Power, fame, money and mighty artefacts find their way to you, falling into your laps with a regularity that only seems to increase the less you want any of them. You're not the only one affected either, as this luck protects and defends your friends and families too, though to a lesser extent.

PRIEST(ESS)

The Word of the Lord - 100 CP:

You are a fully trained and qualified Priest (or can be, depending on the exact requirements) of your religion, with all the skills and talents that requires. You know the best way to preach and proselytize, to interpret the varying whims of a god to a set of codified teachings.

Finally, you carry your position as a man/woman of god to future jumps, although you may change to any god of your choice. Your skills update correspondingly.

Mysterious Ways - 200 CP:

The will of the Lord, or whatever alien entity powers you anyway, can be a strange thing. Mercurial, subtle, and almost a live thing with a mind of its own. But it's certainly useful. Once you decide on a mission, or set yourself a moral code, you find that the universe conspires to help you fulfil it. You find yourself guided to people who need help, situations where your presence may well tip the scales in the favor of the good instead of the bad. Whatever missions or goals you assign yourself, you're always offered chances to fulfil it.

And this is not entirely a static thing either. This can wax and wane, depending on how well you follow your tenets. The closer you are to whatever codes you set, the stronger this effect is, even helping you gather resources and support at times. You can reset your code once every jump, and this effect can be toggled at will.

In His Name - 400 CP:

What you do you do in the name of your god, he who is the only one true god. You may face monsters, nightmares from beyond reality, horrific evil from beings of this very reality, but you do not bend, do not break. No matter what, your will is iron, your mind inviolable. Your sanity is unassailable and limitless, no matter what puts it to the test.

Warded and Shielded - 600 CP:

You carry upon your skin the blessings of your god, in the form of intricate runes and patterns, which depict his teachings and deeds, and serve as a majestic, powerful anchor for your faith.

You have an incredible resistance to all magic meant to do harm to you. Fireballs fizzle out upon contact to you without even feeling warm, and bindings of magic wither away in moments. No matter how well the enemy's spells may be cast, nothing short of a god's own might can harm you, so long as they stick to attempting magic. After this Jump, the visible parts of your blessings are entirely optional, becoming utterly invisible and undetectable at your will.

SCHOLAR

Follies Averted - 100 CP:

This perk provides you perfect control over what you say, so you'll never utter any words without realizing the full depth and breadth of what could happen due to them. You can switch this off, but it'll always reactivate in time to warn you if you're going to say something you know could be particularly disastrous.

Ancient Arts - 200 CP:

Research is the key to success, don't you know? Oh, you actually do, probably. You're very, very good at recovering long lost, buried information. Bet it looking up factoids by trawling through entire rooms of files or comprehending instructions written in a different language in a city buried under ash and ice across the galaxy, you are the one to call upon, being able to quickly and effectively put together pieces and get the complete image out of them.

Wordsmith - 400 CP:

You have a gift for words. You know exactly what to say at all times. Simply by thinking about it, you get a sense of what to say to invoke the desired reaction in any person, be they mortal, immortals, or abominations beyond mortal comprehension. You could talk a Goa'uld into humility, or trigger a galaxy-spanning war with fifteen words, if you so chose.

The Art and Science - 600 CP:

Magic and Science, two sides of the same coin. You are a master of both, now. You are a genius without peer, skilled almost beyond comparison at any and all forms of 'book' learning. Your skills in magic equal that of the best Wizards of the White Council, and your skills at Science are comparable to those of the finest scientists among the goa'uld, and they only grow from here. Your learn in hours and days what others need months for, be it languages, branches of science or schools of magic.

You're also extremely good at teasing the maximum possible efficiency out of things, be they technology or magic, such that your spells have refinement and

precision virtually unmatched. This can be both practical, such as using super-fine lasers where other would use torrents of flame, or in terms of your long term work, such as software that you can write utilizing unbelievably little resources to be extraordinarily effective and robust.

Warrior

The Honor of a Jaffa - 100 CP:

Even their worst enemies acknowledge that the honor of Jaffa is something to respect and hold in awe. It is an unbreakable thing, unquestionable and eternal. You have the same honor now. Once you decide on a code, you cannot be made to compromise it, come hell or high water.

Soul-rending terror, mind-shattering horrors, while they all affect you, you may be sure that they will all eventually break, and do so before you do. No matter what you undergo, you will recover, ready to pick up the banner once more.

Lord of Ships - 200 CP:

Spaceship combat isn't an easy thing to master for even the most intelligent of people. Good thing you have this, eh? You're a grade-A certified expert in managing all kinds of interstellar warfare.

Not only can you pilot just about every Goa'uld warship flawlessly, you also have an incredible head for navigation and a steady finger on the pulse of a battle, having an innate sense of the logistics and calculations involved.

Truth through Strength! - 400 CP:

A man who defeats his attacker in combat has the rights of the victor. Those who defeat each other in single combat have the right of conquest. Such is the word of Heka, and a god's word is Truth.

This is a truth you now possess as a power. You may claim everything that belongs to any being that you engage in personal combat, (of whatever kind), and successfully defeat, and you will get it. People will acknowledge it as a valid transition and give you all the loyalty, deference and even fear they gave whoever you defeated. Computers will acknowledge you as an authorized user, as will magical wards and spells. This doesn't cover any powers or abilities innate to them, mind you. Just the things and people that belong to them. However, if those same powers belonged to some separate *thing* they could be said to have had, like, oh, a Mantle, which had provisions for passing thusly...Well, that's entirely different, isn't it?

To Earn a Name - 600 CP:

You are a warrior like no other. Be it with spear or sword, Zat or gun, you are absolutely supernal at all forms of combat, being a nightmare for your enemies and a dream come true for your allies. You find yourself competent with any weapon the instant you pick it up, and an unsurpassed master in a matter of hours. Whether to kill, disarm or just demonstrate, your skills are nothing short of superb. Even unarmed, you are as skilled as the very best mortal fighters...put together.

This doesn't just cover combat, though. Your skills in War, in the strategy, leadership and logistics of it, are every bit equal to your combat prowess. Indeed,

both these talents are linked for you, with any increases in one reflecting equally in the other.

Items

100CP Items are Free to their respective Origin and Race, others are discounted to 50%. You may import existing items into any of the options as appropriate for no additional cost...

General

(Not Discounted to anyone)

Key of the Dead - 600 CP:

This is a long dagger, its blade shining with a sinister gleam, with minute traces of long dried blood here and there. But what it *is* radiates out of it, a subtle aura that affects even the completely uninitiated. This is an ancient device of Alteran design, later modified and adapted by the Goa'uld. This is the primary component in the Goa'uld Necromantic Rite of Ascension, the process that combines Symbiote and Host together and makes them into a real god.

Put simply, what you need to do is to stab people with this. The more the better, and the more powerful the better. As you do, everything supernatural about them, their magic, their powers, their very soul is sucked out, and moulded into raw power. After a certain number of them, say, a couple thousand or so, it becomes charged up enough to do its work, which is to forge an entirely new, fresh Mantle of Power then and there. After this point you can sacrifice more people to get more powers with no limit, but it yields diminishing returns after a point.

Fortunately for you, this version is separate from the original in certain ways. Firstly, it doesn't have the requirement of 'user must be Goa'uld possessing a Hok'taur host'. Anyone can use it, and its benefits slot in seamlessly with whatever powers and abilities you already have. Secondly, and this is a big one, this one starts with a full charge, enough to make you immortal and a real god.

In future jumps too, this gets one charge per jump, which can be spent either on you or on anyone else you designate, and you can always charge it up again the conventional way.

Drop-In

Deep pockets - 100 CP:

A small bag filled with some absolute essential things, this is the sort of thing that can save your life. It's tiny, and enchanted so it can't be detected with any supernatural means. What it does is provide you with a tiny portal to your warehouse, big enough to draw out anything an ordinary man can lift with one hand.

ID - 200 CP:

A set of ID, which says you have complete right to be wherever you are and to do wherever you're doing. Won't hold up to investigation, as it doesn't generate any records for you in databases. But it does make it less likely that people will even check.

Multitasking Enablement - 400 CP:

Considering the amount of trouble you get up to, something that would allow you to think up more(and better) escape plans would be great, right? Good thing you

got this, then. This is a single piece of headgear, it's appearance and exact type left you.

What it does is that as long as you have it on, you can maintain multiple chains of thought going, with no loss in ability. You can simultaneously maintain your attention on dozens of things, tracking details and ideas, keeping an eye on the time, and do it all with the same attention and detail as you would have done if it was all you were working on.

PRIEST(ESS)

Garments of the Faithful - 100 CP:

The most devout of your faithful shall be signified by the garb and garments that they adorn themselves with (or lack thereof) as is proper of their station and place within the hierarchy of your faith. Never be caught unawares without your proper vestments again.

Being magical, these vestments also change. The bigger your religion, the greater the belief, faith and worship, the more elaborate and fine these garments grow. After a point they seem to glow with an inner light, emanating an aura in accordance to your god's beliefs and also changing to be more suitable. For a War god these grow incredibly tough and strong, for a god of Mischief they become multicoloured and bizarre...so on and so forth.

Priesthood - 200 CP:

Your position in your god's hierarchy is a valuable thing, perhaps the most valuable to you. Good, then, that you take it with you now. Not only are you automatically a high ranking member of the clergy of one religion of your choice in this world, you may similarly denote one religion in every future jump to become a part of, achieving a mid-high level position automatically..

The Tool of the Lord - 400 CP:

Not all priests are equal. Some are Warrior Monks, other healers without peer. But all workmen need their tools, do they not? This is a prime example of such a tool, blessed by the sacred rites of your pantheon, a truly holy thing if there ever was one.

As such as it pertains to the matters of your pantheon, this is the finest piece of equipment you could ever wish for. If your lord is a god of war, this is a weapon without equal, light, sturdy without compare and enchanted with enough magic to make it only slightly lesser than a sword of the Cross. Monsters and barbarians hammering on the gates, the innocent and devout behind you? It will smite those foul creatures and heathens into the pit and protect the men and their families behind you, as such is the will of your god!

But if that is *not* the will of your god, not the way of your god, your equipped tool changes to fit the circumstances and ways of your chosen faith. A god of knowledge could provide a book that collates all knowledge in a certain field, or can access all knowledge you have access to in one place. A god of agriculture could have provided a sickle that can reap whole fields in one motion, so on and so forth.

Scholar

Data Access - 100 CP:

Having knowledge isn't always good enough, seeing as it can be quite the hassle to actually *access* it if you don't have the proper setup. You do, thankfully. This is one device of your choosing, which allows you to perfectly access any and all books, scrolls or databanks you have, putting all of the knowledge you have gathered at your fingertips at all times.

It can also change forms, but is always something digital. Try not to stand too close to the wizard.

Extensive knowledge - 200 CP:

Pick one area of study. Archeology, Science, Finance, specific branches of science...anything. You have a knockoff Ancient Repository that dispenses the knowledge of this field to you and anyone you let use it. The depth of the knowledge contained depends on how broad a field you go for. Something like 'Science' would cover mostly just what humanity already knows, likewise for 'Magic'. On the other hand, something like 'Xenobiology' would give you intimate understanding of every alien race's biology in the Milky way.

Heka's Library - 400 CP:

Well, you scored big, didn't you? This is a complete copy of the library possessed by Heka, the now self-proclaimed, but once True God of Magic. The greatest store of Magical lore this side of the Archive, it holds a truly vast, bordering on unbelievable, amount of knowledge on all things magic. And it's not just magic,

either. 20,000 years of meticulous record keeping and hoarding of knowledge produced this library. Wars can and have been waged for this, wars that involve glassed planets and shattered star systems. It's focused a bit towards magic that favors sacrifice and necromancy, and there is so much of it here that for a reference, everything Kemmler ever did was based off of discarded pages from texts that were not important enough to pack into this for Heka back when he left.

It updates with every future world to acquire the local magical knowledge to an equal degree. Just about any type of practitioner could spend their whole life here, learning frantically every day, without grasping a hundredth of the secrets the God of Magic gathered over his millennia upon millennia of study.

Warrior

Warrior's Weapon - 100 CP:

This...this is a great weapon, Jumper. Maybe a sword presented to you by a Furling, maybe an Energy weapon developed from reverse engineered Alteran designs....in any case, this is a weapon you can use with extraordinary proficiency. But that is far from the most important thing about this thing.

The greatest thing about this weapon is that it *grows*. As your own strength and abilities grow, so do those of this weapon. It will never be less than exemplary in channeling any and all energies you can use, and indeed, magnify and strength them considerably. It is also incredibly receptive to be adapted to work with any unique abilities you acquire, requiring only minimum work to be suitably adapted.

Band of Brothers - 200 CP:

Your own small army of Jaffa warriors. These are about 10,000 Jaffa, along with the supplies needed to feed, clothe and arm them. They answer to you, either as their God or their leader or some other equivalent. They come with a base on some obscure planet to go back to R&R.

All are well trained and highly skilled in many fields of combat and fighting, with a smoothly functioning organizational structure. They aren't companions, but the new ones you get in the future have all the skills and abilities their predecessors did.

Big Honking Spaceships - 400 CP:

This is...pretty much what it says on the tin. Your very own starfleet, this is a fleet consisting of about a dozen Ha'Tak and all the appropriate supporting equipment, including a dockyard for refueling and repairs. Every part in every ship is the latest, most up-to-date and effective version possible with Goa'uld technology, including the crew. Moreover, every ship possesses extensive and elaborate protections and defenses against the traditional enemies of the Goa'uld, including but not limited to the Fey and Outsiders. Oh, and the databanks are full of schematics for every piece of technology incorporated here, and more.

In future jumps the fleet updates itself with the latest technologies commonly available in the setting. You can choose to disable or modify this, but it cannot get any tech possessed by specific factions, only whatever is at least somewhat common. They come with a dockyard to return to, where any lost or destroyed ship appears a week later. Any ships you can actually get here are repaired in a single night. The fleet

is crewed by hypercompetent NPCs, but you can appoint companions or yourself whatever position you want

Tau'ri

ALL THE GUNS - 200 CP:

Like guns, do you? Good. This is a complete collection of firearms, a room with shelves carrying one of every piece that has ever been made on Earth. This is an infinite supply, meaning that upon removing a firearm another simply appears in its place. Also, it carries a dozen each of Zats and Ma'tok and a single Kara Kesh too, but these are only restocked upon destruction.

Stargates - 400 CP:

Ah, whoa. This is... some find, Jumper. This is a set of fully functioning Stargates, about the size of a set of football goalposts. At the side is a small control for getting them to full size. You have eight of these, complete with dialing devices, which can be placed at any distance you want across a galaxy and still work perfectly. The real prize, arguably, is in the databanks of the dialing devices. It's a set of blueprints portioned and scattered across the eight databases that, once pieced together, contains everything you need to know in order to build more of these.

Hok'tar

Magical Focus - 200 CP:

A staff, a small wand, a rudimentary Kara kesh or maybe just a ring, this is an extremely well made magical focus, ready to be used. It's uniquely suited to you,

channeling your magic perfectly and shaping extraordinary magic even if the spells you use are lacking.

More than just channeling your magic, it amplifies it, releasing effects that are roughly a half again as powerful as they normally would be. It works for all styles and schools of magic you know, from this world or beyond.

A Faerie's Debt - 400 CP:

Well then, look who turned the tables! Someone somewhere made a bargain, or maybe your patron waved their hand and made it so, but whatever the cause may have been, you are now the proud owner of a debt owed by a powerful denizen of the Nevernever.

It could be anyone up to the level of the Leanansidhe or below. They are obliged to discharge this debt to the best of their ability in a manner of your choosing. It can be a single big favor, a continuous service like protecting your stuff from the Nevernever side of things, and similar. But be careful. Abuse this and they get pissed off, and an angry fey is *very* creative. If you're a fey buying this, apart from the debt itself the power you gain from this is enough to earn you some sort of position in one of the courts, but don't expect it to be particularly high.

GOA'ULD

Bloodstone - 200 CP:

Or Naquadah, as it's alternatively called. This is a small supply of Naquadah, about fifty kilos worth, in purified brick form, ready to be used for whatever purposes you desire. The supply replenishes every month, and can be stockpiled.

Goa'uld buying this also get the Bloodstone implants customary among your kind, with all the benefits entailed. Other species can get the same, for an additional 100 CP.

Dominion - 400 CP:

It would be a poor God-king indeed, Jumper, who did not have a kingdom to rule. This is your kingdom, an empire of some considerable size and wealth. You own just over twenty five habitable planets across forty star systems, each approximately the size of Earth. Some are bigger, some smaller, but they're all close to it. About a third are rich, verdant, life-supporting worlds, already populated with your citizens, a few hundred thousand on each of them, the vast majority of them already subscribing to your cult. You can choose every aspect of the population demographics, but you can't change your choices later on.

The rest of the planets and satellites in your realm are mostly barren, but all are rich in their own ways. Some are so rich with Naquadah you could get it simply by putting mud through a sieve, others have massive deposits of Iron, Iridium, gold or other such minerals.

Put simply, this is absolutely Prime, A+ real estate, that any System Lord would kill to have. Well, your average System Lord would kill to have a biscuit that they would then throw away, but you get the point. And it is all yours. If you're a Furling or a Dragon taking this, you can choose between this or a dominion in the Nevernever instead. In the latter case, it's a vast domain, easily the size of multiple planet's surfaces put together. Still nothing compared to Winter or Summer, of course.

Whatever form you choose, your dominion follows you to all future jumps. Those who took it as a Nevernever Kingdom get it in parallel dimensions they may step into or out of at will, while planetary rulers get it in the form of a star system existing somewhere out of the way. Optionally, you may put it into a warehouse attachment instead, completely disconnected from reality unless you deliberately connect it.

Dragon

Hoard - 200 CP:

A vast collection of wealth is the right of all dragons. Why should you be deprived? This is an immense wealth, somewhere to the tune of fifty million american dollars, in whatever form you want, be it cash, jewels, gold or otherwise.

This hoard can convert to any and all currencies you encounter in the future, no matter how exotic. Even things like souls or similar are available. You can add any money you have from other sources to this hoard too, and have it be similarly converted.

Claiming Rights - 400 CP:

Dragons take whatever they want, with neither care nor concern for petty things like laws, or who gets hurt in the process. You are the same. You have a personal mark, a sign denoting your own power.

Simply by carving this mark into something, you may grant it the same protections and properties as anything you buy with CP. This can be an item or even a building or piece of land, even something as large as a mountain, but no bigger.

Furling

Ever-changing Garb - 100 CP:

You have the clothes of a fae, a complete set of wear that fits you at all times. It can change with you, becoming anything mundane you wish, including all forms of uniforms and armor, expanding and shrinking as you need.

Furthermore, these clothes fit you no matter what form you may take, keeping up perfectly and seamlessly. Also, they are incredibly receptive to all kinds of magical and sci-fi enhancements adapting to perfectly integrate the greatest strengths of both.

Court - 400 CP:

Your very own Faery Court. This is a small collection of powerful fae along with thousands of lesser ones, which you rule as a monarch. While far from being comparable with the Titans of the Nevernever like Summer or Winter, this is a significant force all the same. You have about half a dozen positions of nobility to hand out, which, while not mantles, are nonetheless powerful things that could very well grow into true Mantles as time passes.

This court follows you in future jumps, slotting itself in whatever equivalent to the nevernever that exists. The members don't follow you, but you get new ones every jumps, who all happen to have whatever skills and their predecessors had.

Companions

Existing companions may be imported into any of the following options, except, obviously, Import.

Import - 50 CP:

Your standard import option. Each imported companion gets 800 CP to spend.

Local - 100/300 CP:

Someone from around here catch your eye? Take any human or Jaffa for 100 CP. For others, pay 300 CP.

Spirited Skull - 200 CP *(Discount Hok'taur)*:

A spirit of knowledge, residing in a human skull. This guy knows a lot of magic and supernatural lore, including certain explosive secrets, like the way to kill immortals, and is completely incapable of forgetting any of it unless directly ordered to. His personality is as you believe he should behave mingled a little with your own.

Apart from the vast fountain of knowledge, the spirit is capable of reaching out and possessing things, including both the living and nonliving. Interacts especially well with computers.

Fallen god - 200 CP *(Discount Goa'uld)*:

A Goa'uld who is somehow *not* a complete bastard. This was once a god from the old pantheons of Earth, before Thoth's Folly reduced him back to a parasite insect.

He/she likes you for whatever reason, and believes you may be a way to regain their old power. Has the Goa'uld race and an origin, and 600 CP to spend. If they ever actually *gain* the power they were seeking... the benefits of this relationship might soon be upgraded.

Young Dragon - 400 CP *(Discount Dragon)*:

Ah, now this is a *find*, Jumper! This young one is of the nīðing Sárkány, a True Dragon of the bloodline of one of the Great Three, and a potential heir to one of them. Young and somewhat naive, the Dragon has declared "MINE!" at you, and will protect you and...mostly play with you. He/she *is* a kid, y'know. A very powerful one, but yeah. Gets the Dragon race and an origin for free, along with the associated freebies, and 600 CP to spend. Be careful in meddling with the affairs of dragons, for they are capricious and guided by motives that you only begin to understand.

Lesser Sidhe - 300 CP *(Discount Furling)*:

This is one of the Sidhe, a Courtier of Summer or Winter. Without a Mantle, they aren't anything particularly of note, but they're still unbelievably Beautiful on a haunting, ethereal level, utterly *different* to mortal mentality, and know quite a few tricks when it comes to Illusions and magic related to their element. They get the Furling race and an origin, along with the freebies. But, given that this is a Fairy, you know that they have some sort of a plot at hand that benefits them beyond what they've already told you. Nothing's ever easy with the fae.

Genius Loci - 600 CP: *(Requires **Dominion**)*

You will find that the Genus Loci is at the heart of your Dominion, knowing and regulating all matters from within, and formed so very long ago by the willing sacrifice of your followers (or at least, those of the god whom you've replaced), giving rise to this great and terrible power. Post-Jump, you will find it is also capable of maintaining all of your Dominion, all of your properties, and all your holdings, making sure that everything within is sufficiently running to your pleasure. You must define the constraints of *what* your Genius Loci is currently monitoring, however. Genius Loci are are inherently myopic, and while your Genius Loci does have limited intellectus, it only knows information relevant to the type of spirit in your service.

TYPES - Must pick one, may pick additional types for +300 CP. Cannot be altered after creation. The nature of a spirit of the land has been made more or less immutable once defined.

Military Minded- The Genius Loci is a creature focused on warfare. It will keep track of ships in orbit, armies on the ground, and anything that it can conceptualize as being relevant to combat. But it's useless for most other things.

Spirit of Nature- The Genius Loci is tied to the land, understanding the ebb and flow of the creatures and plants of your domain. Alfred Demonreach is a spirit of Nature, if not an outright force of it. While this powerful spirit can command the forces of nature to obey you, it has difficulty understanding specific mortal issues

Scribe Spirit- The Genius Loci is a scholar, or perhaps a spy, for its master. It keeps track of every word that is spoken or word that is written within a discrete area. The perfect tool for a man of learning or a god seeking to discourage sedition.

Machine Spirit- Sufficiently advanced technology might be imperceptible from magic but this spirit is quite determined to bugger the barrier between them. A spirit that focuses on machines, technology, and rituals- the Machine spirit is the perfect creature for a more advanced society.

Drawbacks

(+1000CP - Drawback Limit, unless taken w/ "I Told Her" , Thoth's Folly or *Allied to Moloch)*

Lively Comment Discussions +0 CP:

It seems that your every action (or at least, every *major* action) is being monitored by a group of powers *very* much more powerful than you, and in response to your actions they provide lively commentary. This commentary ranges anywhere from helpful to absolutely irrelevant, from the mundane and serious to the absolute absurd and bizarre, meaning that while it *may* be able to aid you in your quest, it can absolutely f*ck you over if you take all comments at face value.

Long ago, A Traveler... +0/100 CP

Your arrival is set to when the gods first descended upon the Earth in the year 10,500 BCE, during the infancy of humanity, during the early days of the Kingdoms of Egypt, where the god Ra discovered what good hosts they could make. You get a front row seat to watch when the faith of humanity catapults them to real godhood,

and you will almost certainly see Thoth's Folly with your own eyes, with all that follows. Unless you butterfly all of that away.

Anyway, you must survive until 1999 AD, without getting trapped or depowered in any way. All other drawbacks you pick are in effect for this whole duration, but you cannot take 'Jumper in Trouble'.

Alternatively, you can use this as a timeline toggle, meaning that you don't get the 100 CP but get to choose the time you arrive in. The condition to survive till 1999 remains, however.

Magnetic +100 CP:

Oh? You wanted peace of mind in this jump? How cute. You find yourself continuously attracting trouble. No matter where you go or what you do, events conspire to bring you into the vicinity of the plot, with all its dangers.

Legendary Liar +200 CP:

Is what everyone believes you to be, anyway. Putting it plainly, no one except your companions believes a word you say, no matter how many times you explain. Unless you can back it up with incontrovertible proof, don't ever expect anything you say to be believed.

Thicker than Harry +200 CP:

Well, no use mincing words. You're dumb. You miss obvious clues even when they're staring you in the eye, have moronic hangups about weird things right when it would be least convenient, and haven't ever heard of such a thing as a brain-to-mouth filter.

Brutally Trapped +400 CP:

Ah. Arkhangelsk. Did I say you start near Pietrovich's door? No. You start in one of the prison cells, right next to the hair-sealed pot holding Koschei the Deathless. The prison is designed to channel your own powers against you, and everyone believes you most definitely should be right there. In one year and change, Dres'u'den will be along, and that should create an opportunity to flee. But till then, enjoy yourself. There is a reason the guys here are called the 'Brute Squad'. If taken with "Long Ago, A Traveller..." you will find yourself living out the 13,000 years in various prisons, transferring at the White Council's whims and (dis)pleasures.

Exposed Tok'ra Operative *(Goa'uld only)* **+400 CP**:

You're one of the good guys, or so you think. One from the brood of Egeria. This sounds great until you realize all the baggage it comes with. Any resources you have are stolen, your genetic memories specifically neglect some rather ***major*** events in Goa'uld history, you're trapped in an endless war with the Unspeakables **and** the Goa'uld, and to top it off - the Goa'uld have blown your cover. Start running bucko, they're coming for you.

Anubis's Attention +600CP:

I imagine Jumper, you thought you could escape the attentions of many of the powerful players in this game, did you not? Regardless of how careful you were, you and your actions (or lack thereof) have been brought to the attention of Anubis, the one who allied himself with The Outsiders. And he aims the entirety of his might at *you*, my dear child. Tread carefully, now.

He will begin with minor attacks, small testing moves and whatnot, but with time expect him to escalate, until he descends in his full Half-Ascended, Mantle-Bearing glory. All things considered, life would probably have been easier and a lot less disagreeable if you'd just agreed to serve as Moloch's vassal.

Allied to Moloch +600 CP:

You made your bed bucko, now sleep in it. You allied yourself with the most evil, loathsome, and unrepentantly horrific of the Goa'uld who didn't end up exiled to the Outside after Thoth's Folly. People don't trust liars, they don't like cheats, they aren't willing to deal with thieves, but they ***despise*** you. They know exactly what you had to do to earn that alliance, and they hate you for it. Fun fact. Moloch finds it infinitely amusing and won't ever raise a finger to help.

Owed Debts +600 CP:

Okay, basic rule of dealing with the Fae: Don't. The price they charge is never worth it, and it's always you getting the short end of the stick. Yes, even if you do *that,* and even *then.*

Good to know now, isn't it? Pick a high-level fey. Titania, Mab, the Erlking, or someone in the same scale. You owe not one but *two* favors to them, and rest assured they *will* call upon you to fulfil them. The price they set will, without exception, be either an unbelievably, insanely difficult task or something that, while you could *just about* survive losing it, it would be like carving out one of your kidneys with a spoon.

Jumper in Trouble +600/1000 CP:

Ookay. So, something went wrong between the Darkhallow and Time-travel. Or maybe this is an AU? Anyway, Harry Dresden didn't arrive a few miles from Nekheb four years before he left Earth. *You* did, in his stead.

And now you have to take his place, and also his burdens. You inherit his debts to Mab, as well as his obligations to Sokar, along with everything else. You must ensure that things go at least as well as they did in canon, even if it means just one Dark God is loose and not just two. For the 1000 CP version, you lose all out of jump powers and items. This drawback cannot be taken with 'Long ago, a traveler...'

Don't be Gentle +800 CP:

This...why'd you take this? Okay, so as things transpire in the world, people grow and change. They acquire tools and resources, and learn from things. Not so for you. No matter how much you go through, no matter how much you grow or strengthen yourself, events will always transpire that you will find yourself broken and humbled, losing something vital. Through what is most certainly *not* blatant railroading, the only victories you will ever achieve will be through random Deus Ex Machina. Your plans fail despite you doing everything right, and when you acquire new powers or resources your enemies just 'happen' to have counters to it, or you're hesitant to use it for some random reason. The same force that does this also ensures that you will survive this experience...but you *will* loathe every instance of it.

"I Told Her" +1000 CP:

Well, you're boned. Somehow, one of the Sidhe Queens was told of your involvement in future events, *specifically* one where it ends in the death of one of their children, and no matter how justified it was, they will come for you with all of their power, glory and armies. Think *carefully*, now.

Thoth's Folly +1000 CP:

You thought you could escape the consequences of another's arrogance and folly, did you not Jumper? Regardless of how exactly this arrangement came to be, your presence here mandates that you abdicate any and all positions of power that you possess, to become a shadow of your former glory. You have been nerfed to the absolute minimum of your abilities and the ancient and forbidden knowledge of the wider existence has been...removed. However, do not lose hope! There may yet be a way for you to reclaim what has been lost to you and your kind...if only you remembered how.

Over the course of your Jump, you will receive hints. Strange things in conversations, half-remembered ideas from dreams, half erased inscriptions on walls...pieced together, they unveil the ritual you must undergo to return to your full power and regain your memories. If you haven't managed it by the time your stay in this world ends, well...then it never does.

Notes

- **Endless Pantheon Series Links**:
    a. God's Eye: (09.04.2012)
        ■ Shattering Occam's Razor: (08.03.2015)
    b. God's Blood: (12.09.2017)
        ■ Visions of the Pantheon: (21.10.2017)
    c. TBA: (DD.MM.YYYY)

Bloodstone is Naquadah. It provides you immunity to all Outsider mental effects, and most of the physical and magical ones. You could treat getting stabbed with Mordite as a normal stab. Also, it provides a small but significant boost to your magical abilities, boosting your spells by a degree and lowering the energy you must spend for it.

- Differences from Canon:

Not as many as you'd expect, the author is pretty awesome about fusing things properly. The Dresdenverse Fae are the Furlings. Alteran Science is called Ferromancy, but is what you know it to be. The Goa'uld were parasites, then came to Earth and became real gods through sacrifice and faith, then back to parasites after losing a war, with most of the supernatural factions you know from DF on the other side. Egeria made a bargain with Titania, asking for the most dangerous knowledge she could acquire, which backfired when when the Summer Queen gave it to her...wholly granting her total understanding of the suffering known to the victims of *all* the

Goa'uld, bundling it in the gift of empathy...so remember kids, *don't fucking make deals with creatures from the Land of Sun and Snow*.

Most Goa'uld habits that were for the evulz in the show seem to have reasons related to Outsiders...as well as the evulz. Several powerful Goa'uld are overseeing prisons holding ancient enemies, including more than a few Outsiders. Two we know for sure are Ra and Sokar, but it would probably be wise to assume every big name System Lord has some.