The Riordanverse

v1.0

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Welcome to a world of divinity and myth hidden just below the mundane. Where the time of the gods continues strong as civilization marches onwards. The name's Winifred, but that's too formal, so you can just call me Winnie. I'll walk you through your choices here, 'kay?

By default, you start on the day Percy and his class goes on their field trip to the Met, and more importantly where Percy kills his pre-Algebra-teacher-turned-Fury with a magic sword. At the end of that school year, Percy will get a very rapid introduction to the supernatural world.

Take **1000 CP** to get you started

Origins

All Origins can be taken as a Drop-In

Demigod 0/400 CP

Partially mortal, partially divine, demigods combine the raw power of their divine progenitor with the utter freedom of action of a mortal, and in turn are the greatest assets of their respective pantheons. Other divine beings like Titans can sire demigods, though not many cases are known, and in the case of Titans particularly, such offspring is unlikely to be welcomed by the Olympians. Demigods are physically superior, implausibly capable for their age and physique even on the low end, and capable of blatantly superhuman feats when they get going as their apparently impossibly effective adrenaline starts pumping. Furthermore, depending on their particular parentage, they inherit any manner of quirks, talents, and abilities. With just this origin, whether you are a child of one of the Big Three or a minor deity, you are a decently powerful demigod, enough to fit in as a member of the main casts of the series. As a minor boon for all demigods, you do not suffer from Dyslexia or ADHD as most Greco-Roman demigods do, as they are not necessarily traits that every single one has, and the Norse demigods don't at all. You still benefit from an innate fluency in the language of your divine progenitor and potent combat instincts. Of course, demigods

don't tend to make it past 20 for a reason, that being that they give off a potent stench to monsters, who hunt and kill them, especially the younger ones. This will extend into future jumps to other suitably monstrous creatures, they aren't specifically compelled to hunt you, but you smell really tasty.

For an investment of 400 CP, you are tremendously powerful, a demigod on par with Perseus Jackson. Compared to the average demigod, your might beggars belief, greater on average in every respect. You perform with relative ease the feats that the average demigod would consider a tough task at the best of times, just as Percy, as an unarmed twelve year old, killed the Minotaur, a monster that the average demigod would consider a proper foe even if armed and trained. Regardless of who your divine parent is, your innate combat instincts makes you a truly gifted fighter even amongst the children of the gods, and with even a modicum of training you could surpass demigods years your senior who dedicate considerable time to training in combat, learning so fast and naturally that you could flawlessly pull off sword techniques that takes years to master after just one demonstration. Your divine powers are likewise mightier. It could take an entire Cabin's worth of lesser siblings to equal your feats, as when you push yourself, your abilities can be considered more like localized natural disasters than the efforts of an individual. With your far greater strength is a far stronger scent of course, monsters able to smell your divine blood from far far away even in future jumps, but with how mighty you are and will be, that is unlikely to be a problem. Demigods like you are the reason why the Big Three swore to no longer sire offspring, even if they didn't exactly stick to that very well in the end, because when determined, naught but the gods themselves and those terrible cataclysms that threaten even them can reliably stop you.

Monster

Monsters, as integral to the myths and legends as the heroes that slew them. This option is the catch-all for any supernatural being that isn't a demigod or god, covering both inhuman humanoids like Satyrs and Naiads as well as genuinely monstrous creatures like the Hydra or Set Animal. Pretty much any monster is to some degree physically superior to mundane humans; even Satyrs, without too much impressive to mention, are incredibly swift of foot, while monsters of note, a Hydra or

Hellhound, are strong enough to threaten even powerful demigods just on their physical might. Pretty much any monster of note has some special abilities and quirks, a Hydra's poison and regeneration, the Nemean Lion's invulnerable pelt, a Hellhound's ability to shadow-travel (traveling through shadows to anywhere on Earth or the Underworld). Generally, a monster's abilities trend towards the more physical and narrow, poisonous, acidic blood more likely than the ability to generally conjure poison, for instance. They can still have more esoteric abilities, petrifying gazes and the like, but you're not liable to see a monster with broad manipulation of some element of reality like a demigod might. Monsters also have an odd relation to death, and how that relates to chain failure is explained in the notes below. You are a mighty example of a Monster, no Drakon or Gigante, but an equal to legends like the Hydra or Nemean Lion.

Magician

While magic is found across every culture in one form or another, most do not have organizations governing them with the reach and structure of the House of Life. You are a Magician, a practitioner of Egyptian magic, which is at its most basic speaking things into reality using magical energy as fuel. In theory, basically any effect you can imagine is possible, magic having been shown manipulating the elements, creating portals, healing, creating animate constructs, and raising the dead, among plenty more. Magic costs magical energy, with each magician having a limited supply, and if one tries to cast beyond what they can pay, the spell will draw directly from their life force, potentially killing them, and often literally burning themselves up in the process. Storing magic in various objects, staffs and trinkets, can help lessen this issue, but even those can only store so much. While any language can be used for magic, hieroglyphs, and their spoken equivalent Divine Words, are optimal, being the language of order itself. While no master, you are genuinely learned, with a sizable talent in one particular branch of magic and a smattering of capability in most other forms as you needed while learning. Assuming you don't specialize in any of these, with a few moments to focus you can open portals for rapid travel across long distances, though it requires you to be at auspicious locations and ideally auspicious times. You can likely manipulate the elements enough to kill ordinary men with ease, though monsters might take some more effort, create magical shields to protect against blows at least as powerful as the elemental magic before, perform various binding rituals

able to restrain lesser monsters, heal to a respectable degree, though not enough to make genuinely deadly wounds any less of an immediate concern, and with some time on your hands you're a dab hand at making shabti. While you lack the incredible natural talents and powers of demigods or the beastly might of monsters, with wit and knowledge and planning, you can be every bit their equal, and you're certainly more broadly capable than all but the most powerful of demigods.

Age & Sex

I don't give a damn about the latter, pick as you wish. For the former, demigods all start at 12, as Demigods get substantially stronger with age to the point that monsters don't even bother attacking adult demigods due to their power. For Magicians, feel free to be whatever age you wish, but there is no mechanical benefit to being older, you just started later or learned slower and are just as skilled as if you chose a younger age. Age doesn't really matter for Monsters, they're all unaging by nature.

Location

Choose freely from the options below, or roll a 1d8 and take 100cp for your troubles.

1. **Camp Half-Blood/Camp Jupiter:** You pop up in one of the two known camps for demigods in the mortal world. If you're of the appropriate origin and background this is fine. If you're an unknown demigod of another pantheon or a magician, you probably won't just get killed, but it might be a bit dicey. If you're a Monster, feel free to roll one more time for something else, and hope you're very convincing and non-threatening if you do end up here.
2. **Pick A Nome:** Pick a Nome, any Nome! Really, pick any of the 360 Nomes of the House of Life, though if you're not a magician I'd advise going to one of the less well defended ones, I doubt the Nome in Egypt would take a random demigod or monster appearing inside very well.
3. **New York City:** Good ol' NYC! You've got Mount Olympus in Manhattan over the Empire State Building, and the Twenty-First Nome in Brooklyn,

and just a few hours drive away you can find Camp-Half Blood on Long Island.

4. **Boston:** Welcome to Boston, in this setting most notable for being the Center of the Universe….at least according to the Norse. That means this place is where all the Norse stuff happens, where Magnus Chase is living as a homeless vagrant, and where the plot of his series takes place.
5. **San Francisco:** A major point of power for the Greco-Roman pantheon, to the Roman side especially as Camp Jupiter is nearby in the Oakland Hills. The Mist is thick, between Camp Jupiter, the Garden of the Hesperides, and Mount Othrys. The last one being the former seat of power of the Titans in the Golden Age, and would be their base as they built up for the Second Titanomachy as well. It is also where Atlas is holding up the sky. Technically it's Mount Tamalpais, but like many things in the setting, physical reality kneels to magic, so it is also Mount Othrys, moving just like Olympus did.
6. **Realm of the Divine:** Which one? It should depend, though I suppose if you want to you can pick any. This could be Olympus for most Greco-Roman demigods, or the Underworld for the child of Hades or some other chthonic deity or perhaps a monster. The calmer levels of the duat for a magician or again some monsters, and for a Norse demigod or an Einherjar this is presumably Valhalla. Really, the default assumption is it's wherever you would fit best, but choose any of them if you'd prefer.
7. **Free Choice:** Well congrats, you've gotten damn lucky. You can pick anywhere on this list to go to. Good for you.
8. **Wrong Part of Town:** Well….shit, that's some bad luck right there. You, my friend, are in just about the worst place you could be in that isn't an immediate death sentence. As a Demigod, you're in Greece, the old country, where the gods left and ancient monsters still lurk. This place is dangerous, and in time is where the Giants would set up, as the eldest roots of the Greek gods. What is uncertain, but you can be sure that *something* is hunting you, or very soon will be. As a Magician, you're unpleasantly deep in the Duat. Not waving at Apophis deep, but quite a bit deeper than any magician should be going without preparation. Shit gets wacky here, and monsters and spirits abound. Proceed with caution, and

leave with all due haste. Finally as a Monster you're just in some woods somewhere, nothing major...except that wherever you are, it just so happens to be the same area that the Hunters of Artemis are currently operating in. Hope you're sneaky, or at least good at dodging arrows.

Perks

Perk Lines are discounted for the appropriate origin.

General:

A Boon for Jumper - 200/400 CP (First tier may be purchased multiple times)

There are an utter myriad of relatively minor abilities and blessings that one might have in this world that are lesser than the mighty talents and powers of a demigod. For a small payment, you may have such a boon. You could be an Einherjar, a Once Warrior of Norse culture, with enhanced physical abilities that would turn a scrawny street urchin into a man physically fit for brutal war. Or maybe you're a Hunter of Artemis (If you're a man you get to deal with any fallout from this) with enhanced physicality with a focus on speed, agility and fine senses. Maybe you've got a magical touch like Midas that turns almost anything to gold or some other material, though if so you could turn your version off at will. Perhaps you have a truly powerful level of Clear Sight that sees the true nature of things past illusions and trickery. You might even be an Oracle, a vessel of Prophecy from the gods, seeing portents of the future. Perhaps something else entirely, comparable to the above, that you could feasibly get as a boon from some deity.

There is one major exception to the things on offer that costs 400 CP instead, that being the Curse of Achilles, or the Curse of the Styx. By bathing in the Styx, one's mortality is focused into a single anchor point to avoid being washed away by the river. This makes one invulnerable to harm across almost all their body. The only place not protected is the spot where one's mortality is focused, which becomes proportionally vulnerable, such that even a light brush against it would send shivers up

your spine, and a single hard blow to it, even one that would never normally threaten your life, would kill you without fail. This point can be anywhere on your body that a normal person could reach and press on with a finger. Which means that the inside of your mouth is fine, or up your nose a bit, or even a few inches up your asshole if that's what tickles your fancy. It means you can't have it be behind your eyeball, firmly inside your guts, or anything like that. Also note that since your weak spot is vastly more sensitive, putting in certain places might be inadvisable. Dying because you put your Achilles Heel on the roof of your mouth and then burnt it with hot soup would be an embarrassing way to go. Outside of being specifically struck on that point you are effectively invincible, though you can still be pushed back and still feel some degree of pain. While it does not directly make one stronger, because you are invulnerable to bodily harm, you can push your body to its absolute limits without any risk of injury, functionally making you vastly stronger and faster. The Curse causes one to burn through their stamina far quicker, to the point that Achilles himself, if he wasn't fighting, was typically either eating or sleeping. It also amplifies one's emotions, particularly one's biggest flaws.

Prophetic Directive - 400 CP

The greatest tales of this world are those held deeply in the clutches of predestination, whether Greek tragedies ordained by the Fates or the coming end times of Ragnarok as told by the Norns. It is a terrible weight to be the subject of a grand prophecy, yet such weavings are what allow mere mortals to determine the fates of entire pantheons and define the tone of coming ages. You may have the best of both worlds. You may, on a case by case basis, dial-a-yield your connection to Fate, letting it have a greater and greater grip on your actions in exchange for its aid in pushing you to greater heights, or loosening its hold on you, freeing yourself from the inevitability of its prophecies but having to rely more on your own capabilities alone. With this ability to duck in and out of weavings of Fate, even in degrees, you can even theoretically pull others along with you if you try, saving someone from predestined doom, or

pulling someone into taking on a role in a prophecy they otherwise would not be involved in.

Interuniversal Law - 400 CP

The Ancient Laws, whatever their origin or the exact minutiae of their rules, are a set of binding laws that restrict the actions of the divine. While the exact degree to which these are truly restrictive on a god is up in the air, they do nonetheless seem influential on the actions of the divine. Whatever the truth of these laws, you may impose a largely similar set of rules upon any world you come to, stretching instantly across every part of the setting. All gods will find themselves bound, and unless you wish otherwise or specifically bring it up, no means will reveal that these Laws originated from you. These laws are universal, they cannot be applied on a case-by-case basis, and apply to yourself as well if you are appropriately godly. For the sake of space, the laws will be described for those unfamiliar in the Notes at the bottom of this document

Demigod:

Godspawn - Free, Exclusive, Mandatory for Demigods

The ichor of the gods flows through you, halfblood. Your physical abilities are superhuman, even at your weakest, and spike immensely as your adrenaline races. You're stronger, faster, tougher, heal quicker and more completely, react swifter, tire slower, your senses are sharper and tied to nigh-prescient reflexes, a demigod child more than able to match or surpass Olympic athletes when they need to. The pre-teen and teenage demigods of Camp Half-Blood collectively treat rock walls with flowing lava and colliding walls and capture the flag with real, deadly weaponry as casual, weekly activities. Depending on the god whom you draw your divinity from, you may manifest a number of different abilities. Incredible talent is the most common, nigh-ubiquitous, a child of Demeter

is almost certainly a fantastic gardener, you'd struggle to find a child of Apollo who could not get a bullseye with a bow and arrow with ease, and no child of Ares would be left without a considerable talent in the fine art of beating the shit out of people. Beyond that demigods can semi-frequently display any number of powers related to their parent's domains, a child of Apollo with the ability to heal or even inflict disease with a touch, a child of Demeter with chlorokinesis, able to make plants grow supernaturally fast and well, even far beyond their normal limits. While certain deities hold back certain abilities for one reason or another, such as Hephaestus not having many or any children with pyrokinesis after one caused the catastrophic Great Fire of London, at least until he had Leo Valdez, you by default are equal to one of the future members of the Seven, more than fit to have a main cast role, and thus there is likely no singular ability that you could not inherit from your divine parent.

If you paid the surcharge to be a Percy-tier demigod, you are considerably greater, one of the strongest children of your progenitor. As a 12 year old, though boosted by the rain, Percy nonetheless killed The Minotaur, a monster of great fame and power, more than able to throw cars like baseballs, with nothing on him but the clothes on his back and not a bit of training to speak of. He performs naturally the feats that would push a normal demigod to their limits, and quickly escalates over the following years into quite easily creating miniature natural disasters on command, tearing huge chunks out of glaciers, creating tsunamis, mini hurricanes, and earthquakes, and dueling gods, if on the constant backfoot. It is likely that with no one to contest you and with your adrenaline pumping, you could rapidly devastate large swaths of a city, by whatever means your divine progenitor has given you. And they give you a lot, because at this level, you functionally inherit at least a decent level of abilities from every domain your divine parent has. Percy has control over the waters in all its forms, and heals and draws immense strength from any contact with water, the more the better, along with of course breathing underwater without any issue. He can control and summon storms and cause earthquakes, he has an innate understanding

and skill with naval vessels and a psychic control over their functions and parts. He can communicate with all sea life as well as horses, and is beloved by them as their lord's son, and it's likely that he could also reach for his father's domain over droughts if for some reason it came to mind. You possess a similar degree of power and breadth in whatever your parent's domains are. As a Child of Ares for example, you would be utterly, titanically mighty in body, far beyond even that of a similarly potent demigod. You'd have an utter mastery of combat in all its forms, with no tool of war that was not as familiar as your own hand and no other implement that could not be applied to terrible violence. You could likely see the future, or at least likely futures, of battles, knowing what your foe would do before they ever did it. You could manipulate and control weaponry, or conjure weaponry as needed with more effort. You could radiate all the feelings of war, fear and hatred and the like, across vast distances. Not all of these would be so strong or natural to begin with, but they would not take too long to reach such a point with the life a demigod like you is bound to live.

Sneaking Suspicion - 100 CP

The list of monsters that want to munch on a demigod's face are almost beyond counting, and few of them are so nice as to give you a written notice a few hours before they kick your door in, most will either blindside and rush you or try to be subtle and sneaky. You have a sixth sense for this beyond the norm for demigods, a nagging feeling when something is wrong, a gut reaction to the monster in disguise amongst the crowds, or the empty road moments before something crawls from the pits of Tartarus. This won't tell you the *specifics* of what is wrong, just that something is, but not even the gods could deceive this sense. Past that gut feeling, working out the particulars is on you.

7-Layer Bean Dip - 200 CP

Just as Gabe Ugliano managed to literally stink his way into hiding Percy from monsters for years, you seem to radiate a masking aura. To any and all supernatural senses or other forms of detection, you ping as

an entirely ordinary person. Monsters wouldn't pick up your scent, even as a tremendously powerful child of one of The Big Three. Even more, people who spend time around you find themselves also masked by this aura if you allow it, spreading the effects of this perk to them for so long as they maintain semi-regular proximity to you. In future worlds, this applies to anything from spells that detect particular types of beings to a Dragonball Z scouter. And no, this doesn't actually make you stink.

Reward the Worthy - 400 CP

Many demigods toil constantly, fighting for just a scrap of approval or love from their divine progenitor, only to receive little or nothing, whether due to apathy or genuine restrictions. You are the sort that draws much envy from such demigods, for when you put in effort for an individual or cause, they spare no expense in genuinely rewarding you, and in time will hold you in higher and higher esteem, however that manifests. A demigod fighting for Olympus tooth and nail for years might find the gods above her head are not impersonal lords and ladies, but uncles and aunts who genuinely think fondly of her, if ones with high expectations and limits on their actions. Performing a task for a god returns not merely vague and oft-forgotten favour, but distinct debts owed or boons given, of blessings or magical items. Save a pantheon in its totality, and they would happily raise you as one of their number, or only somewhat begrudgingly swear binding oaths similar to those Percy Jackson would have the Olympians swear after the Battle of Manhattan, and you could be sure that they would follow them. If you wish, this can even apply to a lesser degree to those who work for the same cause or individual. Olympus might not shower all its children with boons as handsomely as it does you, but over time, and with tasks completed and loyalty shown, demigods could find their progenitors consistently putting in the effort to support them properly, as best they can within their bindings and nature.

Storied & Ascendant - 600 CP

It is a simple truth that demigods are not created equal, the potency of one's bloodline separating the common demigod from the true

legends, for all that any demigod is truly 'common'. While the simple raw strength of your heritage is determined earlier, this represents a more distinctive advantage. Your blood is truly potent, for one of two very different reasons. You may purchase this twice to acquire both versions.

For the first possibility, you are born from a truly storied bloodline. While you are of course the direct child of a god in the present, if you looked through your ancestry, you would find some divine blood in every generation. Usually the distant descendants of ancient heroes who were themselves legacies of the gods, but occasionally children and grandchildren of the gods directly. While this hasn't seemed to make your overall powers as a demigod much more potent, through the machinations of The Fates or the interference of a god directly, you find yourself inheriting a myriad of capabilities from your bloodline. Perhaps you inherited the ability to shadow-travel from a grandson of Pluto back during the Civil War, a nigh-supernatural talent for archery from a descendant of a daughter of Apollo from the Renaissance, the ability to talk with sea life from a descendant of a grandson of Poseidon way back during the times of Ancient Greece. While no singular bit of your ancestry can equal your direct parentage, the sheer breadth and quantity of it all is a tremendous boon, and is sure to confuse those who meet you as to who exactly you are the child of. While your storied ancestry does not make you more potent overall as a demigod, an already extremely potent demigod will find that the things he inherits from his ancestry are more potent, and he has an even greater variety of them, as those boons that were too weak to even manifest are strengthened to a meaningful state. In future jumps, any forms of varied supernatural ancestry you have gain similar breadth

For the second option, your blood might not range far, but it does dive deep. You are considerably more divine than any ordinary demigod, think two-thirds god rather than half. While not particularly different than you would otherwise be at the moment, barring the admittedly notable fact that you are utterly beyond the weight of ages in both body

and mind, as you train and use your divine powers, you will find your greater divine nature will unfold. All the various powers common to the gods are eventually within your reach, telepathy, shapeshifting, the creation of avatars to exist in multiple places at once, and more. Furthermore, at any time you can bolster yourself, drawing up your divinity to take on your own divine form, all powers and capabilities of divine nature growing orders of magnitude mightier. Such a form can only be maintained for a time by even a mighty demigod, for it is exhausting in the extreme and eminently harmful to the body, mind, and soul of a mortal being. Greater durability and resilience would help somewhat, but only a truly divine nature comparable to the gods could use this without any risk.

Monster:

The Beast Within - 100 CP

The honed instincts of a monster, of years and years and years of hunting, stalking, killing, devouring. You know all of the things your monstrous form is capable of from hard earned experience. No uncertainty of how to best rip a demigod to pieces with your mighty jaws, nor on the best environments to fight in to take advantage of your poisonous breath and long reach. If by some circumstances you are not personally a monster on the inside, if you might have qualms about tearing a 12-year old limb from limb while still alive to sup on their divine blood, you may choose to switch off any sort of empathetic or sympathetic reactions at will, even selectively so you can care for your loved ones while slaughtering innocents. Finally, your sense of smell is finely tuned to detect the divine might of demigods, tracking them down

like a bloodhound, with stronger godlings having a stronger scent. As a gift for you, post-jump this will apply to supernatural might in general, though you'll have to learn to differentiate any different types on your own. This will continue to work for any and all future forms, an understanding of your form and its uses and limitations born of long experience, flexible and reliable.

The Beast of Man - 200 CP

While taking physical form, at their most fundamental, monsters are abstractions of the threats and fears and evils of society. Only fitting, isn't it, that the very monsters that hunts demigods take the form of such mundane members of society? You are incredibly skilled at disguise and integration into different societies. Using the Mist to hide yourself under an innocuous form is a simple matter for you, even from the eyes of demigods and mortals with clear sight, and while not as good as in merely disguising yourself, you can just generally manipulate the Mist quite well. You're also just great at playing the part, hiding tells and true feelings, able to perfectly act the part of an ordinary teacher or student or other role as needed.

Hubris Beast - 400 CP

The Gigantes were, to be quite honest, not nearly a match for the gods they were created to dethrone, at least not in raw power. But each one was specifically tuned to counter the primary domains of their designated gods, such as Polybotes, whose touch turned water to poison, whom spawned basilisks and serpents from his gnarled beard with every rustle, and whose mere presence made a powerful demigod like Percy feel faint and sick. You embody this idea in truth. As you define yourself in opposition to someone, you can let your powers and nature twist into their bane. A singular battle would do nothing, but repeated conflicts might perhaps see your blows linger and tear viciously or your appearance alone inciting at least a flicker of fear in their heart, and if you were to spend all your time training and scheming on their downfall, your very presence might be terribly painful and weakening, while your

abilities twist into forms many times more effective at tearing them down.

Apocalypse Beast - 600 CP

You are Hungry, Hungry in a way few things in reality can understand, as Apophis Hungers for Ra. The power of the divine is seemingly rather immutable and distinct, such that a god devoured utterly might spring out unbothered if their devourer were to be slain. You are more thorough, able to devour supernatural might and energy, and incorporate it into you in truth, no longer in any way a part of its original owner. You don't necessarily steal capabilities wholesale, instead growing directly stronger in your own existing capabilities, and slowly manifesting appropriate new powers flavoured by your existing nature. A mighty Hydra might devour the sons and daughters of Dionysus, and along with becoming a larger, mightier Hydra with greater regeneration and more potent venom and venomous blood, it might incorporate madness and drunken revelry into itself, its venom inciting insanity even where it does not kill, it's mere breath grinding at the minds of those nearby. There is no risk of the myriad of sources of power you might sup on conflicting within you, no limit to how grand you might become, if you truly try to sate your Hunger. Devouring a being's essence like this will generally require overpowering them such that they wouldn't be able to resist you just killing them, or at least tearing them to pieces. This doesn't apply to those who sacrifice their essence willingly.

Magician:

Street-Wise & Learned - 100 CP

Before even the ability to cast spells, the most important tool to a magician is knowledge in general. Magicians are not demigods, with immense natural advantages and combat built into their very dna. Magicians, more than anyone else, have to rely on their wit and knowledge base to defeat foes in most cases. You are, quite simply,

extremely knowledgeable in matters of the supernatural. You have an encyclopedic knowledge of basically everything about every monster, god, or other supernatural gribbly there is, barring that stuff that would be considered hidden or genuinely restricted knowledge. Furthermore you have the practical experience to actually usefully apply that knowledge outside of white room scenarios. You can chant the rites and carve out the sigils to banish a creature back into the Duat even while the building you're in burns to the ground and it hammers furiously at the barrier you're only just maintaining. This is both practical wisdom and wit to know what bits of your knowledge would be useful and applicable in a certain situation in an instant, as well as the sheer nerve to do so calmly. In future worlds, this will give you similar knowledge, theoretical and practical, of those worlds' supernatural elements, though this won't initiate you in new magical traditions if the barrier for entry is anything at all more than the pure and simple knowledge that this perk would already give.

Versatility Is A Kind of Potency - 200 CP

For all that the magicks of the shesh can be terrible and mighty, far beyond mortal ken, magicians are typically not known for being supernatural powerhouses. The raw destructive might of many monsters surpasses them, and demigods possess natural ability that on the high end is more akin to the works of a magician's rituals than mere will and effort. No, a magician's true strength is in their knowledge, and the sheer versatility that stems from that. Beyond even that, you possess a knack, a talent, for making different magic not just work in tandem, but genuinely synergize into forms superior to any of their individual components . Forming a battle avatar out of an element you're proficient in manipulating, combining disparate elements like fire and ice, enhancing an ice spell by drawing away heat with fire magic as you conjure cold with ice magic. Fundamentally, the more knowledgeable you are in magic, the more you can leverage your total knowledge into greater effects, though the more disparate the knowledge, the harder it is liable to be to work it into one cohesive whole. This isn't just the learned spells of a

magician, any application of supernatural power can apply for the purposes of this perk.

Nome-ber One - 400 CP

Of course, it isn't any individual magician that defines the group, but their numbers and organization. Where monsters typically roam individually or in small groups, and demigods are scattered freely amongst the world aside from a few safe spaces, the magicians of Egypt benefit from a vast, ancient organization, with a deep pool of knowledge and broad reach, with three hundred and sixty Nomes, from the First in Egypt all the way up to the Three Hundred and Sixtieth in frigid Antarctica.

An organization like that doesn't come from nowhere, it comes from people like you. You have all the skills needed to build up and lead an organization just as vast and enduring. You are adept at gathering the economic and social capital to found an organization like this of course, but more than that you lay your ideological foundations deep in the bedrock. When you make laws, instill philosophies, and cultivate the internal culture of your organization, it is exceedingly, implausibly resistant to divergence, whether by the simple attrition of time or by malicious action. Millennia could pass, and your organization would still hold strong to the foundation you laid, with perhaps a handful of renegades straying. It helps that in the crafting of laws and standards and guidelines, you are possessed of a wisdom to rival gods, efficient and sleek, yet robust with consideration for human error and circumstance. And of course, you are apt at actually leading and managing, wielding bureaucracy like the finest blade, making even vast, old, cumbersome organizations move with a manner of grace, let alone the sleek machines you can raise up.

Divine Symbiosis - 600 CP

It seems that it was not in the Kanes alone that the old blood coalesced. You are born of the union of two separate instances of the

Blood of the Pharaohs, the bloodlines that can trace descent from the rulers of ancient Egypt. This does two main things, though technically they are linked. First is that you are simply a tremendously powerful magician, having raw power equal to Carter and Sadie Kane. The second is you are uniquely suited to harnessing the power of the Gods, using the Path of the Gods to harness divine power for magic. Other magicians can do this, but only you and others of such bloodlines can take it as far as you can, as you are theoretically capable of achieving the state of becoming the Eye of a god, a full fusion of mortal and deity, harnessing all of the god's power.

You do not start here however, being an genuinely experienced user of one or two types of ordinary magic, as well as a burgeoning connection to a particular god, who if you allow it will enter you as their host soon after the jump starts. While this is powerful, and being an Eye is tremendously potent, know that it is not without its risks. While as a descendent of the Pharaohs you don't really have to worry about burning up from overusing their power, drawing on divine might is still incredibly addicting, which is why your peers Carter and Sadie would cease to be the hosts of Horus and Isis respectively by the end of their series. Furthermore, you aren't just drawing on mindless energy, but the essence of a god, which brings the god with it. It opens a connection between your mind and theirs, and as a being with literal millennia of life pressing down on you, this can genuinely warp your thoughts, and if you aren't careful you could be subsumed and lose control of your body to the deity. In future jumps you can either carry along the god with you, or at least an absolutely perfect duplicate if you have an issue with stealing a god from the setting, or you can break this connection and take on a new link in a future world that functions the same.

Items

Items lost or destroyed respawn in perfect condition in a week unless otherwise stated.
Item lines are discounted for the appropriate origin.

General:

Treasures of the World - 300 CP (Can be purchased multiple times)

There are a ton of magical items that are a bit more than a somewhat magical weapon or bit of armor, but far less than a Symbol of Power. This is for those. You get some notably powerful magical item, like the Golden Fleece, Nemean Lion's Pelt, or a bag of a half-dozen Golden Apples of Immortality (they don't make you truly immortal in the manner of the Greek gods, merely adding centuries to your lifespan), or something comparable. Don't worry if you want something singular that already exists, you've got either an equal replica or an equivalent from somewhere else that's identical in function but technically not the same.

Just Like Mama Made 'Em - 100 CP

Well you try to avoid getting stabbed, but what actively questing demigod hasn't gotten gutted or impaled at least once, amiright? But dying is usually something we try to avoid, so now you've got a replenishing supply of Ambrosia and Nectar, the food and drink of the gods. It tastes like whatever your absolute favourite food or drink is, and most importantly it has a healing effect, with just a small square of Ambrosia healing smaller cuts, bruises, and scrapes immediately, and healing broken bones in a day. One could eat more to speed that up, but eating too much will make one feverish, as if they're burning up from the

inside, and consuming too much more will make that a reality. Normally only those with divine blood could partake at all, as full mortals would burn up from the inside if they tried, but your specific supply is safe for anyone to have as if they were at least a demigod of average strength, Your supply replenishes every 24 hours.

All That Glitters - 200 CP

Isn't necessarily gold, but at least in this case it's all far more valuable. You have a replenishing supply of magical metals, stored in whatever form you want, could be huge boulders of raw ore if you felt like it, but crates or chests are probably smarter. Celestial Bronze, Imperial Gold, Stygian Iron, and Adamantine are all within, as well as a number of assorted unknown ones with unknown properties, as there are some which don't get that much spotlight like Meteoric Iron and Bone Steel, and probably some other odd ones from around the world if you root around in your supply. All are supernaturally effective, a Celestial Bronze blade tough enough to handle the clashes between superhuman foes, and able to hold an edge sharp enough to be a deadly threat to such foes. They're also considerably more effective against monsters than other options. Alongside just being very strong metals that can become very deadly weapons, they're also far more impactful against monsters, as while you can kill a monster with enough mundane force, they'll just immediately come back in Tartarus, whereas weapons of magical metal keep them down for much longer, at least a few years.

Demigod:

Take A Breather - 100 CP

Camp Halfblood and Camp Jupiter. In the mortal world, those two are the only known true consistent safe spaces for the descendants of the greco-roman gods, barring a rare few times where their safety was truly threatened. Outside of here, and likely a few similar places for other pantheons, all demigods are constantly in some amount of risk even just living day to day, the possibility of a monster catching their scent and deciding they'd make a good snack ever present. Once your kind were

hailed as heroes, as champions, and there would be few homes in Ancient Greece that wouldn't happily welcome a friendly scion of Olympus for a night. But now you're harried around the world like frightened rabbits, never to have respite save a bare handful of places.

While this cannot make you beloved amongst the peoples as demigods once were, it does help with the need to constantly be on the lookout. Wherever you are, you can always find some manner of safe space within maybe a thirty minute walk, less if you're hurrying. Whether a literal fox-den of unusual size, an abandoned dilapidated warehouse, a quiet cafe, or something else entirely, while it isn't fit for long-term habitation, it will always be safe for you to stop and rest here for an evening or so, time to take a nap, grab a bite to eat, and just breath. For the first evening or so it is guaranteed safe, but staying for longer than a day will see such protection slowly fade, still enough for common monsters for a couple more days, less so for one guided by the will of an angry deity for example.

Little Ball of Murder - 200/400 CP

Not all magical creatures are enemies of Demigods, even ignoring satyrs and centaurs and the like. Whether the automaton hounds Aurum and Argentum that guard Praetor Reyna, or Mrs. O'Leary, the Hellhound tamed by Daedalus and later cared for by Percy Jackson, who benefited quite a bit from a magical dog somewhere between the size of a main battle tank and a garbage truck, with the ability to teleport through shadows. Whether a gift from the divine, or even somehow a mortal overcoming the nature of a Monster to gain a friend, examples are rare, but not non-existent. You find yourself with a similar companion, some magical creature comparable to Mrs. O'Leary, though its specific capabilities are up to you.. It's not of human intelligence, though it's definitely smarter than a common beast, and unshakably loyal to you. However you two became friends, I'm sure it's a long story, probably involving quite a few giant chew toys.

For 400cp instead, you get something even mightier, a proper dragon. Not quite one of the ancient Drakons, let alone the monstrosity that was Ladon whom even Heracles avoided fighting, but nonetheless a truly mighty creature. It might be a winged, fire-breathing dragon like Peleus, a many-headed dragon in the image of Ladon, even a mechanical automaton like Festus. The specifics are still up to you, as long as it remains huge, scaly, and very powerful. Even the greatest of demigods faced monsters like this with care, to have one so utterly devoted to you is a frightening concept.

A Champion's Panoply - 400 CP

Demigods are mighty, yes, but even powerful demigods prefer to face monsters with the tools of the trade at hand. While any demigod that aims to survive long will learn the value of using the environment and anything else they can get their hands on, there's something to be said for having some well-crafted arms and armour as well. What you have is quite a bit beyond just 'well-crafted'. A full set of armor, a shield, two weapons (classically a primary spear and secondary sword), and even a bow and quiver (that will replenish each day) if you'd like, all to your exact specifications. Each and every one is a magical item of moderate strength, alongside being a piece of exceptional craftsmanship, something that any child of Hephaestus would show off proudly. All of them can take a more inconspicuous form, like a blade becoming a pen and a shield a watch, while your armor might become a necklace with beads representing each piece of armor. Beyond that all have some specific enchantment, a blade might light aflame or a spear might electrocute those it strikes, while a bow might make its arrows bends and twist to seek out gaps in armor or fly straight and true even in a hurricane. Most demigods would be happy to have even one of these, let alone this panoply in its entirety.

Symbol of Jumper - 600 CP

While gods generally have many symbols of their power, usually they have particular objects that most strongly represent them, artifacts

of tremendous power without which they are far less mighty, such as Zeus' Master Bolt or Hades' Helm of Darkness. You possess such a Symbol, some object, whether a weapon or an article of clothing or a specific flower or something else, that acts as a channel and conduit for your divine power, in every way. You are vastly mightier with it in hand, as if always running at the peak of a divine adrenaline rush, the feats that you could achieve at your best now a common exertion. Barring divine-levels of interference you're always aware of it, and can summon it to you with a thought. Your Symbol is all but invulnerable such that even an Olympian would struggle to destroy it, and even if such a foe were to do so, your Symbol can be reconstructed with a considerable exertion, and returns automatically come to the end of a Jump. This Symbol can be an existing item if desired.

Monster:

No Cave Like Your Cave - 100 CP

What kinda hobo monster doesn't have a lair to call their own? You'd be a laughingstock in Tartarus! You don't need to worry about that, because you have a location made just for you. Whether a big dank cave or a glimmering department store or something else entirely, you have complete awareness of the goings on within, and while within it you find it substantially easier to hide your true monstrous nature and your malicious intentions, even the exceedingly clever and perceptive unlikely to catch on for a while, and that's without making any substantial efforts to hide. Medusa walked around in a veil to cover her face and snake hair, and had her petrified victims displayed in the open as lawn ornaments, and it took Grover noticing that one of the statues was actually his petrified uncle to catch on. This place is tied to you, so that if you ever settle in a new place it'll follow you.

Rightful Tribute - 200 CP

See, it's all well and good to be a terrifying monster of legend, and with some good use of the Mist you might even be able to integrate into

society, but are you really going to work a job? For money? No no, that won't do. Instead you can take an approach that is decidedly draconian. You possess tribute, less as a distinct thing, and more a trait attached to you. Where you reside, you are given things of value to you from those in the area. Whatever you get will not be useless to you, but can otherwise vary. Food, currency, and occasionally items of real if usually minor power get brought to you, and with greater strength relative to the area you're in the more reach you have and the more people will give up. This is assuming you're doing a 'scary monster that might murder us all' role. If you're the type to act more the benevolent protector of a region, you might not get as much constant tribute, as the area feels less worried about your wrath, but you're more likely to get nicer, more effortful tribute from thankful locals, and being in good favour is all but guaranteed.

A Gaggle O' Little Uns - 400 CP

You are not a solitary beast any longer. You have around you a small group, say a dozen, of the same kind of monster as you, if somewhat lesser in capability, just enough that you are clearly the top dog. They are utterly loyal to you, and if intelligent love you as family. If killed they'll rise from Tartarus in a month.

Legendary Purpose - 600 CP

A couple of the greatest monsters weren't wild destroyers at all, but guardians and protectors tasked with watching over places and things of tremendous importance. Think Ladon, guarding the Garden of the Hesperides and its Golden Apples of Immortality, or Cerberus, guarding the Underworld, particularly its entrance, preventing the dead from walking out or the living from walking in with impunity.

You have a similarly grand role, the guardian monster of something. Whatever it is, you command great respect for your role, especially from the ones who you're doing your task for, and those aligned with them. You are tremendously mightier when in the close vicinity of whatever you're guarding, and even more so when specifically

acting to protect it. A common hellhound could fend off a dragon that stepped too close, and even the greatest of demigods would do anything they could to avoid your wrath if their goal was to actually take what you guard.

Furthermore, you benefit in the long-term from your guardianship, for with time spent in your role you slowly accumulate some particular benefit connected to what you're guarding. If you were the guardian of the Golden Fleece, you might gain a greater and greater regenerative property, one that if given time to strengthen could unravel terrible poisons and even magical curses. This is a permanent blessing, just as much a part of you as your arm or your heart.

In a full decade of diligent work, you could gain a boon equivalent in power to a central ability of a powerful monster, like a Hellhound's shadow-travel or a Hydra's regeneration or poison, though this boon will scale endlessly upwards with more time, slower once you surpass the overall strength of what you are guarding but never stopping. While barring abject failure to do your job you won't be given the boot, if your task ever becomes unnecessary, like the thing you're guarding being given to someone by the owners, you're guaranteed to get an equivalent position soon after.

Magician:

The Essentials - 100 CP

The basic supplies that all real magicians will have. A staff for offensive magic, a wand for defensive magic, a box or satchel of various useful supplies (papyrus, ink, wax for creating shabti or protective charms, things of that nature.), and a few small shabti for basic tasks. They're all high-quality of course, but more importantly you'll always have them. Your staff and wand can be pulled from any concealed space, including if they were broken or fully destroyed just moments before. Your satchel or box will refill with supplies when you aren't looking, and your shabtis will return come dawn, or in 24 hours, whichever is sooner.

[Redacted] - 200 CP

In this world, names have power, and none have more of it than the Ren, or Secret Name, the true name of an individual that encompasses all they are, their entire self and all their experiences. With it one not only knows everything about an individual, but can exert considerable power over them, with Sadie Kane showing that she can force her brother to hit himself in the face with a simple command due to knowing his ren, and with it even gods can be forced to bend the knee. This isn't anyone's ren, just the opposite, being a clay pot of black ink, that when spilled will redact the true name (and/or any desired equivalents in other worlds) of any individual from all knowledge, preventing anyone from exploiting it or using any magicks that require it to function. This also includes yourself, none are exempt. It resets back to its unspilled form at the end of the jump or after ten years, whichever comes first. This functions in future settings on any analogous true names and the like. This doesn't have any direct negative effects on a person, it only prevents exploitation and use of a ren, it does not remove it in any way.

Rows Upon Rows - 400 CP

Stored in some tucked away location of your choice, whether your Warehouse, or in the basement of some property of yours, is a room filled with 49 perfect shabti. Lacking no parts, they are fully alive, but are utterly loyal to you and endlessly patient, more than happy to stand idly in this room until needed. The form of these shabtis is varied, from giant warriors to beasts of nature, with a potentially wide range of capabilities, potentially even capable of casting magic, as Zia Rashid's shabti made by Chief Lector Iskandar would do. When destroyed, a new shabti will replace the old back in the room at the next dawn, or in 24 hours from destruction, whichever comes first. The shabti that appears is not a replica of the old, but a new creation, distinct and unique, always presciently suited to what you do or will need. Regardless of what form they take, they are utter masterworks comparable to the works of the Chief Lector, an ancient master magician who specialized in statuary magic.

Book of Overcoming X - 600 CP

Well now, this is something that any magician would give an arm and a leg for, and that beings around the world would do terrible things to destroy. You possess a book similar to the Book of Overcoming Apophis, which was a common spellbook in Ancient Egypt full of means of fighting Apophis during Ra's nightly journey. While they weren't really that effective due to Apophis' immense power, they still did contain information on a genuine secret weakness of Apophis. Your book is similar, though superior in that it tends to have far more genuinely effective contents, but instead of always being for one particular individual, you may designate who or what exactly it targets at the start of each jump, or every ten years if that's shorter. You may designate entire categories of beings as the target, like Gods, or mortals, or whatnot, but doing so will omit higher level techniques and spells from its pages, while restricting it to just one individual like Apophis would ensure that buried amongst its texts, potentially encrypted but definitely there, are means of killing even the absolute mightiest and most intrinsic of beings, if one can acquire the necessary components for the necessary rituals. Not to mention of course the less cataclysmic but still genuinely effective and potent spells and rituals for fighting back against lesser manifestations of their power. The target of this book cannot perceive this book on their own by any means, even if they are otherwise entirely omniscient, nor perceive any conspicuous lack of awareness. An entirely independent being could inform them it exists and they can act on it, but they cannot perceive the book or any of the information therein, including information of it in another's mind, so you need not worry about being immediately erased from existence for targeting any sort of Most High being in future worlds.

Companions

Old Partners - 100/400 CP

Good to have someone with a sword arm you know you can depend on. You can import people for 100 CP, and they get all the normal bits of making a build, and a small stipend of 400 CP to use. For 400 CP, you can import as many people as you want under the same rules, but they get no starting CP. Either version is free to take drawbacks that affect them, and not just change the state of the world, meaning for example they can't take A Loose Definition of Faith or The Old Times.

New Allies - 100/400 CP

A new set of eyes to watch your back is always appreciated. This is the option for those that want to recruit people from this world as companions. You can pay 100 apiece, or pay 400 CP to get free reign to recruit as many people as you can convince to come with you. The individual exports ensure you'll run into the chosen individual fairly frequently, in situations where you can make a good impression. The unlimited export option gets none of that obviously.

Winifred 'Winnie' DeVire - Free after jump

Huh, you want me to come along? Well damn, I'm flattered. I'm a bit busy during the jump, but afterwards I'm game. I'm a daughter of Dionysus, and a legacy of Morpheus and Apollo. I'm a damn good fighter with a spear, and more than handy with this magic net of mine, enchanted to shift and grow and phase through most things as needed, and a fair bit stronger than the average demigod. My powers aren't suited to immense destruction and truly grand displays like Percy, but I could still drive a man to utter madness with an angry glare if I really felt like it. More than anything, my speciality lies in Alchemy, and the creation of all manner of brews, tinctures, potions, drugs, and medicines. From potions that heal faster and safer than Nectar, to booze that drives a man into an ecstatic frenzy with the strength of ten men, to psychedelics that let one walk through other people's dreams. Give me time, and there isn't a work of alchemical wonder, or horror, that I couldn't create.

Drawbacks

Clean Up The Mess - Toggle

Listen, mythology is....it's a damn mess. There are so many contradictory stories, so many possible interpretations, entire subsections of a given faith with entirely different gods, it's not easy to grapple with, and for a Jumper it can be damn dangerous. This toggle just lets you decide which interpretations and assumptions you want to go with. The canon plots will basically progress normally regardless, barring active change on your part it's assumed that one way or another things lined up for canon to proceed largely as is.

This is also what lets you decide what exactly in the overall Riordanverse and extended/related series actually exists for you, with the Greco-Roman Pantheon being the only one that is certain to be around. Which means you can decide whether the Egyptian or Norse parts of the world exist, and whether the Riordan Presents series, which by default are in an entirely separate universe per WoG, exist in this setting, and it can be case-by-case for each of the Presents series.

A Step Back, A Look Forward - Toggle

While of course the story centers around Percy and others of his age and in his time period, there is an entire world that existed long before him, so if for whatever reason you want to do so, you can start at any point in the past that you want, but you'll need to stay until at least the normal end date, though you can also use this toggle to stay for...say another century forward from the normal end date, max. This won't get you away from any drawbacks, if need be they'll adapt to your new time.

True Divergences - Toggle

While you can tweak the interpretations of the myths above, and determine which of the connected or associated series exist in this world, this option is for all the majorly different worlds, namely fanfictions. This option lets you go to any fanfiction setting that is connected to the Riordanverse at least on the level of having a notable character from this setting in it. So Percy or Grover or Will Solace in another world, cool, the setting being offhandedly mentioned in some huge multicross fic but never actually meaningfully interacted with, not enough.

You can also use this to supplement if you want to if there's an appropriate document for whatever fanfic you go to, but if you're doing so you only get the starting CP from one of them, no free supplementing for extra points.

Rotten 7-Layer Dip - 100 CP

To be perfectly frank with you, you reek. It's not anything debilitating, or truly enough to stop you from functioning in society, but it's just quite unpleasant to be around you for anyone with the ability to smell things. Unlike Gabe, this doesn't convey any benefits for masking supernatural scents.

Tabula Rasa - 100/200 CP

Whoops, seems like some stuff got knocked loose coming in. You're missing any metaknowledge of the setting you're in, only having whatever knowledge you would already have from your origin. Given that the world is firmly in the hands of the Fates and most of the big events are preceded by prophecies saying what's gonna for sure happen, this isn't the biggest issue, you're basically just in the same boat as everyone else.

For an additional 100 CP, it seems like almost everything got shaken out of your noggin. You start with full on amnesia, basically equivalent to Jason and Percy at the start of Heroes of Olympus. You still have knowledge of language, and basic social norms and other stuff to let you generally function as a person, but you know nothing about yourself, the world, or your chain. The only exceptions are that you know your name, you know the simple fact that you *are* whatever origin you picked, and also have the vague recollection of your nature as a Jumper. Everything else you get to figure out yourself.

A Pox Upon Thee! - 100/300 CP

Seems you've annoyed the Apollo Cabin, or someone similar. You've been cursed with something ultimately fairly benign, but really annoying for you to deal with, like always having to speak in rhyme. Nothing you do can break this.

For 200 CP more, this curse is a bit less benign. You've gotten a proper curse laid on you, whether you actually pissed off a Cabin of demigods, or got it from a powerful witch or deity, you now have a curse of real impact. You could

be stuck as a mundane animal for long periods of time, only regaining your normal form at certain times or under certain conditions. You might be cursed with the Herakles Special, and burst into sudden fits of violent rage. Perhaps you cannot use a bow or any other form of ranged weaponry, any attempt at best just failing outright, at worst backfiring terribly. Whatever it is, it's bad, and you aren't gonna like it.

No Exception - 200 CP

Yeah, remember how for the demigod origin I said you didn't have issues with ADHD or Dyslexia? Yeah no you do now, and badly so, whether you are a demigod or not. Your ADHD won't hinder your combat ability, though if you're not a demigod that doesn't mean you have their combat instincts that are the cause of their ADHD. Your Dyslexia has an exception for one ancient language, generally whatever one is natural to you if you're a demigod, and likewise whatever one seems right as a Magician or Monster. If you're not a demigod this doesn't make you any more fluent in that language, it just means the letters won't swim like other languages do.

Lethal Flaw - 200/400 CP

A common factor of at least the Greco-Roman side of this world is the Fatal Flaw, a central flaw of every person, whether mortal, demigod, or full deity. It was very prevalent in mythology, hubris being the most common amongst demigods, though Heracles was infamous for his terrible wrath instead. But at least as far as the main cast goes, their 'Fatal' Flaws almost never seem to be more than perhaps a touch dangerous, with the primary exception of Apollo's flaws genuinely being an issue once turned mortal. You however truly live up to the name Fatal Flaw. You have some trait, some aspect of your personality, that is just....bad. Perhaps you're wildly bullheaded, or exceedingly vain or arrogant, or full of a constantly simmering rage. Regardless, it is an issue, and will cause at least some problems you'll have to deal with throughout your time here. It is something you can work on, and it's not so bad that you're truly unbearable to others, but it's deep-seated and strong, so it won't be easy.

For an additional 200 CP, this won't just be a problem here or there, you can guarantee that your Fatal Flaw *will*, no matter what, put you in at least one situation just as bad as Percy falling into Tartarus because he wouldn't let go of Annabeth, and that's if you're actively doing your best to grapple with your Flaw. If you aren't, you'll get more than a few terrible situations thrown at you.

Oathbound - 300 CP

One way or another, you've gotten stuck in some binding oath to another. You're sworn to give them a certain amount of service, which could be a few massive tasks, or maybe a bunch of smaller ones. They'll be asking you things appropriate to your capabilities since they want their oath's worth, so it'll either be time-consuming and taxing, or very dangerous, or maybe both if you're unlucky.

First Overall Pick - 300 CP

Again? Man, you can't catch a break. For some reason, you inevitably get involved in *every* prophecy or other major event involving anyone you're connected to. So if you only ever interact with the Greco-Roman side of the world, you won't get pulled into Magnus Chase's adventures, but if you do interact with him, you'll also end up involved in his shit. And yes, the universe will bend to ensure you end up involved in everything you could be, timelines be damned. This isn't necessarily Fate's doing, you aren't necessarily part of any prophecies, just meaningfully involved, so even being able to ignore the influence of Fate won't stop this, though if you aren't immune you'll likely get weaved into Fate's designs as well. These events are still in their own corners, so your enemies won't necessarily follow your trail to start working together, but it's still a lot of shit to deal with.

Blood Pumping - 300 CP

You do not get to throw about your tremendous otherworldly might freely, but at the same time you do not lose your OCP in full. For the duration of the jump all your OCP operates on rules similar to a demigod's power. Namely, you get more of it in high-stress, high-stakes, adrenaline-pumping situations. By default you can pull off relatively minor tricks and feats with your powers, the kinds of abilities a normal demigod might display when they try, but the

vast majority of your abilities are locked away. When put into situations with truly high stakes, where your adrenaline is pumping, your powers will unlock appropriately, not enough to trivialize it, but enough to make success possible with enough effort. If you have no OCP and you're a demigod, you can expect your blood to be sluggish and cool, needing more strain and danger to get pumping. You can still get to the same peaks, it just won't be as immediate as for other demigods.

Just a Legacy - 400 CP

Huh, seems you're of a more humble sort. Your purchases from this doc won't be available to you until post-jump, and you'll be going in as a much weaker being. Demigods are instead legacies, Monsters are a satyr or nymph, or some other minor being comparable to that, and Magicians are novices with no potent blood to draw upon, lacking in power. You still get the freebie for your Origin, and any purchases of the first-tier of **A Boon for Jumper**.

True Nemesis - 400/600 CP

Well damn, demigods tend to hate monsters for hunting them, and even if monsters don't hate most demigods they sure love devouring them. But you, you they really hate. If you're a Demigod or Magician, your scent is vastly stronger to monsters and distinct enough for them to know it's you specifically. Which isn't great, because they *really really* fucking hate you, and will happily put just about any other plan but the most vital on hold to fuck you up. They won't be stupid about it, a schemer will scheme, while a raging beast will still rage and charge head-on. But they will not stop wanting to kill you, and will happily work with other monsters to do so if they're around. If you're a Monster, your very existence is vile to non-Monsters, like curdled milk in the stomach, rotten flesh and shit under the nose, not ever debilitating in the way a Gigantes might be, but unbearable all the same. They're not compelled to attack you, won't just get themselves killed for a shot at you, but if they think they can you can be sure they will. Luckily this is based on perception, so you're not going to be hunted across the country by hateful demigods, and as a mercy the gods aren't affected by it unless you willfully choose to be near them, and if you do what happens is on you.

For another 200 CP, forget that last bit, for Monsters the gods are definitely affected now. It's weaker with less direct perception, so Apollo on high isn't going to really try to incinerate you as he passes overhead in the Sun Chariot, but there's no proper protection, and even if it's weaker from a distance, it's still unpleasant and the gods will certainly make such displeasure known, so expect your life to be a rather cursed thing if you're ever within the perception of a deity, the sun stings the skin, the moon claws at the mind, the skies toss you about and try idly to swat you to the earth. And they'll happily give a bit of aid to any enterprising hero looking to slay you, directions to your lair or a bit of magical gear perhaps. Better hope you don't run into a god directly, either. As a Demigod or Magician, it seems that more powerful monsters are even more strongly drawn to you ,so much so that even mostly stationary monsters, the primordial behemoths that even the gods do not anger lightly, will feel the pull, and while some like Ladon and Cerberus will find their duty too important to leave, many many other monstrosities around the world fill have no such anchor.

Not Hunting, Farming - 600 CP

Well….shit. This ain't good. Generally speaking, monsters just…don't care about mortals, except perhaps insofar as they are unlucky enough to be in the way of a monster's path towards a demigod, or where hurting a mortal will hurt a demigod by proxy. Otherwise, mortals go about their days unmolested by the myriad of creatures that wander the world, and with the Mist they're also unaware. And demigods by and large don't need to worry too much about hostilities from random mortals, beyond what any often homeless trouble-making kid would cause. Now….not so much.

Whatever the reason, it seems many more clever monsters have decided to try a different tactic for catching their favourite snacks. While individual monsters are known to take on disguises and engage in subterfuge, it's sporadic, usually not long-term, and where it is persistent it's usually because they're something of an ambush predator that stays in one place. Now however it is…very common. Monsters integrating into the world in disguise is seemingly

the norm now, rather than at most taking a brief disguise on the approach. Intelligent monsters are speckled into organizations and communities of all sizes, whether the deputy sheriff of a small rural town, a local small business owner, an employee at a restaurant, or like 'Mrs. Dodds' a school teacher. And apparently they've all acquired the patience to generally stick to their roles and not just drop the act at the first whiff of a demigod. They aren't at the truly highest levels, no president or massive Fortune 500 CEO is a monster, in no small part because of lot of those figures are actually demigods or legacies of some kind, but they're otherwise present at basically any other level. They'll have resources and authority to bend that they otherwise wouldn't, and it's much harder to spot them when they've integrated long-term into some structure rather than just wandering around. Even less intelligent monsters that might not be of a mind to run a business or seemingly work a nine-to-five are more likely to take lasting disguises and not just burst on the scene and barrel towards the nearest demigod.

When every dog you see could be a hellhound or similar monster in disguise, when local gangs work for the Minotaur in human form, when the local police chief might be some man-eating giant, who can you trust? The world wasn't exactly safe for demigods before...now it's hostile on a new level.

A Loose Definition of Faith - 600 CP

What the- what have you done?! Ok, well it seems that the power of faith and belief is *much* less picky as to what it touches. Now it seems that beings from scattered folktales, and even particularly popular fiction, will start to come to life. That means cryptids and creepypastas, beings from stories too fragmented to form a cohesive mythos, and characters from stories ranging from Tolkien's Legendarium to the Cthulhu Mythos will start to appear. They're generally fitted to the setting, with none appearing that are stronger than the Greek pantheon, so no risk of Demonbane popping up and unavoidably smiting all existence, but that doesn't make Yog-Sothoth any nicer. Also, none of the gods of the world currently will be inclined to share with these newcomers, and things might get quite dicey quite fast.

The Old Times - 600 CP

Oh, by the gods, this is something all right. This world will immediately become much much more mythically and mystically active. The groups represented in every culture under the sun, their pantheons, spirits, and monsters, are all revved up to their full strength, regardless of how faded they once were, maybe even stronger in some cases. Moreover, they're feeling the pep in their step and the itch to spread their dominion, and the influence of these beings will be felt on the world, as the heavens war and the earth moves in time with their gods. The Greeks and Romans aren't gonna be changed too much, aside from shaking a bit of dust off and getting empowered by more worship instead of staying away from mortals affairs, and cases like Pan being back, but the Egyptians? Their gods are in full form, out of their nursing home and are picking hosts as we speak. The Norse? Every bit deserving of the title of gods alongside the other pantheons, stronger by far than any of what we saw in canon. And who knows what's happening in India as just one other example. This also means that, while not instant, the Mist will start to fade away as there is no longer a desire to stay in the background. Of note, Protogenoi and similarly primordial beings aren't affected by any of this, Ymir isn't reconstituted, Uranus isn't walking the lands.

Scenarios:

Major:

Minor:

The End

Well, you've survived till the end, whether ten years or quite a bit longer. Now you make your choice. Just in case, for the duration of this decision here you're free of any mental influence or other restriction that would affect your ability to clearly and independently make your choices, so no need to worry about any sort of charmspeak or love spells fucking you over. Finally, for the love of (the) god(s), **read the notes.** I put

every question I or someone else thought to ask that I couldn't properly answer elsewhere in there, and there's a *lot* of clarification on stuff.

Stay - Hey, fair enough, there's some neat shit here, and maybe you just made a legacy for yourself you don't want to leave behind. You stay here from now on, and your chain is officially over. Time resumes in other jumps, any affairs back home are settled, and your loved ones will know you're in a good place.

Go Home - Well, can't really blame ya, a lot of shit happens here, and sometimes you just get sick and tired of it all. You head home with everything you've gotten on your chain so far, back to the exact instant you left.

Move On - There we go, more adventures, more possibilities, the whole of infinity before you. Keep on going, unfaltering, unflinching, as it should be.

Notes

Welcome to the notes, you can find me as DonChief primarily on Spacebattles if you have a question that needs answering, but there's a lot of stuff here, hope it helps to answer any questions first. If you ask a question that was already answered here, I am going to be a bit annoyed. Also, when looking for stuff, I've tried to organize each note with the relative position in the doc of the thing it's about, so general setting notes at the top, perk notes above item notes, item notes above drawback notes, etc.

Divinity beyond Canon - Basically all the other pantheons and gods canonically exist in some form in the setting based on a number of references, such as Apollo saying that other Sun gods would keep the Sun moving in his absence. For options like the Demigod origin or Divine Symbiosis where it references specific pantheons, this is a general note that you're free to draw from whatever gods you wish, from Shinto to Hindu to the gods of Africa. Mechanically those options stay the same, and it's up to you to figure out how you came about.

Unlikely Parentage - There are a number of gods that would be extremely odd to be the child of. Pan for instance fully fades away in Battle of the Labyrinth, just two or so years from the start of canon, and it's made clear that he had been dying for quite a

while, and was just hanging on to name a champion, which he does with Grover. Meanwhile Hestia and Artemis are both virgin goddesses who've never had a child by any means, with Hestia swearing herself to chastity to avoid drama amongst the Olympians and Artemis remaining a maiden for a lot of possible reasons based on the story in question. Hera meanwhile is certainly not a virgin by any means, but as the goddess of marriage she would never cheat on Zeus, no matter how many times he cheats on her and how furious she gets, it simply isn't in her nature. Deities like this, and likely others throughout the mythologies of the world, are unlikely to be a demigod's parents. You are entirely free to choose them anyway, just be aware that there is absolutely no protection offered from the consequences of your decision. Your parent is not guaranteed to love you, and you don't necessarily have free reign to decide that actually your father was the only man Artemis ever truly loved and so she actually adores you. Basically, you have leeway on the specifics of how things happened to lead to you, but not to the point of real mechanical benefit.

This also covers deities like Titans and even Protogenoi. These don't make you any stronger, your level of power is decided by the tier you chose no matter who your parent is, but you can choose them.

The Ancient Rules - The origin of The Ancient Rules as mentioned on the Greco-Roman end of the setting is unknown, as is whether they apply to other pantheons. Considering that the other Pantheons gods don't seem particularly more free to act than the Greco-Roman gods, it can be assumed that there is *something* in place, but the particulars of this fuzzy bit of the setting are up to you so long as it fits with what we see in canon.

So the Afterlife is a Physical Place huh? - While not easy, the simple fact that the various underworlds and afterlifes of the setting are literal physical places that living physical people can enter opens the possibility of the opposite, the dead marching on out into the living world. This is in fact something that has happened, if only rarely given that the various afterlifes have measures to prevent this, but when it does the dead don't seem to be any less capable of interacting with the world than the living, at most perhaps pinging as dead to beings related to it like gods of death. If you die in this jump as a mortal, and exit back into the mortal plane, then as long as you are not back

in the underworld at the jump's end, you are not considered dead for the purposes of chain failure. This is only for this jump as a basic characteristic of the setting, it doesn't continue to future worlds.

Monsters Resurrecting - Monsters in the Riordanverse are as much abstract representations of the threats and dangers and evils of society as they are very literal monsters that want to eat your face, and when killed they eventually are reborn in the depths of Tartarus, not merely a new example of the monster but the same one with the same mind and memories. This seems to usually take a few years, though especially severe destruction or a lack of will to return might mean it takes many centuries or they simply fade away in the case of monsters that simply lose the will to live entirely. As a monster, so long as you do not fade entirely and are not in the process of recovering in Tartarus when the jump ends, you will not chain fail. You don't have to be out of Tartarus, you just cannot still be resurrecting. This still functions in future worlds, though it might be possible with powerful means of soul destruction or even more absolute annihilation to prevent your resurrection and kill you outright. If you happen to have issues with dragging Tartarus itself into future worlds, you can just resurrect by fiat, mechanically identical to how it would normally work, but there is no Tartarus, and you just pop up in some safe, unobserved space in the setting.

Divinity - While there is no direct option to be a proper god, if you achieve divinity by any means, you can consider it fully fiat-backed regardless of how you did it.

Superhuman Skill in a World of Myth - Yes, utterly impossible, supernatural skill is most likely a thing in the setting theoretically, at least with demigods (and presumably the gods they descend from). With enough training and effort, backed by divinity, born or blessed, that lends you talent in the appropriate places, you can likely develop blatantly supernatural skill, like Orpheus, son of the Muse Calliope, whose music was so astounding as to bring emotion to unthinking trees just so they could sob at his performances, and charm the underworld itself into opening up an entrance for him.

The Specificity of Divine Powers - They're not, to be blunt. It has been shown a few times that demigods with the ability to manipulate some specific thing can stretch that beyond the obvious if they try, like Percy manipulating Akhlys' poison back at her as it

was still water as far as he was concerned, or Hazel manipulating Schist, which doesn't seem like it would fall under her control over precious metals and gems, but greenschist was considered valuable in some Native American cultures, and thus it seems to count. While it may not come as naturally, the powers of demigods are clearly fairly flexible when pushed.

The Scientific Understanding of a Mythical World - It is explicitly stated that the modern scientific view of the world isn't truly *false*, per se. The sun is technically a massive ball of plasma in space that the earth orbits around, even as Apollo and/or the other sun deities definitely do move the sun across the sky each day. Fundamentally, it seems that the setting is some degree of a consensus reality. All the things that people believe and have faith in are all simultaneously true, different instances of reality existing independently and parallel or as one cohesive whole as appropriate to the moment. So where relevant for a jumper, the modern scientifically-backed world is present and stable, even if mythic forces seem to take precedence when they show up.

The Curse of Achilles - While obviously the primary weakness of the Curse of Achilles is your Achilles' Heel, the spot where your mortality is concentrated, it has also been shown that the Curse can be bypassed in a few other ways. The Little Tiber, the river around New Rome, stripped Percy Jackson of the Curse when he crossed it. Percy explicitly would not have been protected by the Curse if he watched a god take on their true form. Meanwhile, Kronos in Luke's body got burned when Hestia heated his Scythe as he was holding it, and got electrical burns from Hephaestus' Throne when he touched it. The exact reason why these things bypass or in the Little Tiber's case outright remove the Curse is unknown. One might speculate, but no encompassing answer is ever given. One may assume it works in whatever way makes the most sense for them and takes into consideration the above instances.

For an authorial stance for those who want one, I assume that, since the world is very mythopoetic in nature and tangled in the strings of Fate, the Curse of Achilles fails against appropriately greater authority. The power of the Curse comes from the goddess Styx, so a god greater than her in authority like the Olympians can bypass the invulnerability sourced from her. Meanwhile the Little Tiber represents the border into the territory of a foreign people, where Styx's authority does not necessarily hold

strong. It is possible that Percy could have entered as a foe, avoided passing through the river's waters, and retained his powers, but by entering the river he functionally surrenders to Roman authority, thus stripping away power born of a Greek goddess' own authority. Kronos or other titans could not casually bypass the Curse as they were not the authorities of those lands anymore, and Hades (assuming he wasn't intentionally avoiding doing so) could not bypass the Curse when Percy assaulted him right after bathing in the river because Hades had just a bit before refused to ride to the aid of Olympus, distancing himself from being an ally, and forfeiting whatever authority he had.

This is what works for me, you can assume whatever explains the canon best for you.

Interuniversal Law - This perk applies not just to the explicitly divine, but all those of largely comparable nature. You should consider it on a case by case basis.

Interuniversal Law #2 - The laws in canon are seemingly mostly gentlemen's agreement, with maybe a bit of actual binding metaphysical law. Parts like not stealing divine symbols hold solid, while there are a few cases of gods interfering freely in the affairs of mortals without consequences and attacking demigods without being challenged or attacked first, as these seem to be laws set down by Zeus and a general code of conduct respectively. The laws as applied by this perk are genuinely binding, applying to all deities, even the strongest, and cannot just be ignored like in canon.

Interuniversal Law #3 - The laws as applied by this perk ar are fourfold:

- A god may not freely enter the domain of another god without invitation. There is leeway with overlapping domains (A god of the ocean might reach his influence into the domain of an ocean goddess) and messenger deities can freely travel due to their specific nature.
- Gods may not directly steal divine symbols of power, needing an intermediary like a demigod. Divine symbols of power are generally any powerful item central to the image of the deity, great weapons and armor, beasts of primordial power ever at their side, seats of governance from which they rule the dead or

command the movements of the heavens. These and more are covered. This does not cover objects that are merely empowered greatly by a deity, a blade blessed greatly by a sun god with holy flames, or objects of sentimental value, like a lone flower picked by a long lost mortal lover and preserved by the will of a god.

- Gods cannot attack a mortal without first being challenged, though a challenge does encompass indirect challenges like a mortal attacking first without literally challenging them, or purposefully barring a god's passage even after clear warnings.
- Gods are broadly restricted in their interference in the affairs of mortals. Due to how varied the relations between mortal and divine can be across the full breadth of possible realities you might visit, you may tweak how exactly this rule manifests at the start of each jump, whether you decide that gods inherently become incapable of interfering in the affairs of mortals, that they can push it to a degree, that they can only interfere in the affairs of mortals that act as their agents in the world, or something else entirely.

  For those that want an author-determined default, assume that gods suffer backlash for interference, and the more egregious the act, the scale and scope, the more severe the backlash, leaving a god drained, potentially to the point of being entirely out of commission for years upon years. A connection to the divine, whether divine heritage or being an empowered cleric or other sort of champion of a deity, makes the mortal closer to divine, and thus it lessens the backlash.

Reward the Worthy - To this perk, anything that helps a cause counts positively. That is to say, if you're letting the effects of this perk spread, even those Campers that stay in Camp and don't quest will slowly benefit, just from their time at Camp. Helping younger Campers, giving offerings at meal times, picking strawberries in the fields and the like all being a positive effect for the cause of Olympus, if less extreme than a legendary quest.

Reward the Worthy #2 - Notably, there are no "gifts" with this perk. When you're being rewarded by someone you're helping, they will genuinely aim to reward you, in a way that would be acceptable to you personally. Your reward for aiding a lustful deity would not be the 'offer' to share their bed for the night unless you'd genuinely be cool with that. The favour of an eldritch god won't lead to you gaining horrid mutations unless you'd be fine with them. You get *actual* rewards.

Also, the increased favour and opinion that this gets you can make people act uncharacteristically for you. That is to say, a ruthless, sociopathic businessman might genuinely care about you as a person, the god of destruction seeking the end of all things might do their level best to spare you the best they can, maybe waiting for you to die naturally before destroying everything. The vampire lord that is your sanguine sire might endeavour to treat you as a proper child of theirs, and not in some twisted, abusive sense, but genuinely trying to care for you. Such cases wouldn't be easy, Satan isn't going to be your best bud after a couple favours, and generally where they aren't specifically making an exception for you they'll still act to their nature so a war god trying to help you out with an issue might very well still be exceedingly violent, but with this you could be the loyal servant of even the most vile and evil beings and come out with them genuinely valuing you as a person, if you really work for it and get shit done.

Storied & Ascendant - As a Monster or Magician (for the latter that specifically means the *origin*, not just being capable of magic, you're only getting one of these) you get different stuff, but can only purchase it once, admittedly mostly because I don't have anything I'm happy with for Monster and Magician equivalents of both versions of the perk. You do not become a demigod by taking this.

Monsters get a version of the Ascendant side of the perk. While already ageless, they will slowly grow stronger with age, growing straightforwardly mightier, yes, but also finding their powers get more flexible, strange, closer to the broad domains of a demigod, rather than the rigid, specific powers of a monster. This is really quite slow, but it is continuous and passive, and after many many centuries you could be the sort of unique horror that the greatest demigods would consider amongst their greatest feats to slay, the sort that even a god would prefer not to face. Next, and most striking,

you have a sort of true form of your own. Not a divine true form, for you are not divine, but something more akin to a being like Typhon. As monsters are the reflections of the evil, suffering, chaos and barbarism of the world, you can choose some…well some bad thing. Unrelenting natural disaster, plague, utter bestial madness and insanity, something to that effect. You can swell into a form reflective of that, a terrible, titanic thing that embodies your choice, with strength that mortalkind could only perceive as a natural disaster or tragedy of grand scale, as Typhon appeared as a collection of freak storms and tornadoes, strength that could threaten even the gods for a time, if not fully the match of their greatest if they were to face you in truth. Your time is limited as usual however, and you are certainly not a precise or delicate being. You may be the storm that scatters the gods, the plague that rots away a nation, but not the spear that pierces a single heart, nor a force that can do much to *not* absolutely ruin the lives of mortalkind. While to start this is an on or off state, it might be possible to do other shenanigans with it, this is your nature after all not just some sourceless ability, so maybe you could use this in degrees, or instead draw power from existing sources of the thing you represent, or maybe something else. That's only something potentially possible though, you'd need to take the time to figure out how.

Magicians get a version of Storied. You apparently are the consecutive reincarnation of….well, of a lot of skilled magicians of the past. Dozens upon dozens, enough to be a sizable Nome all your own in theory. Your past lives still live on within you, fully aware but also fully supportive of you. You can smoothly draw on their skill and knowledge if you don't mind a bit of the influence of their minds seeping in, and even without that they'll happily teach and instruct and advise you whenever you want. These are all magicians of many many decades, not the best of their time, but genuinely wise experts one and all, and collectively there isn't a field of magic that you don't have at least one very skilled magician to help you with. Also, having dozens of experienced magicians to consult whenever you want is just great, even beyond how to cast a given spell or do a certain ritual. Good luck to anyone trying to fuck with your mind as well, anything short of a direct mind-whammy from a god is gonna get beaten down by your past lives.

Apocalypse Beast - For the purposes of Gods in this setting, and other beings of similarly nigh-immortal status, devouring every bit of their essence does properly kill

them, just as if they were dumped into the infinity of Khaos. Even if you were to be slain, the god would not return, like what happened when Apophis was execrated and Ra sprung forth without injury after being devoured.

Divine Symbiosis - The god you are connected to is by default assumed to be an Egyptian god, but considering Setne made it clear that Egyptian and Greek magic can very much mix, there's no real reason you can't have some connection to a different god from another pantheon if you really want, if you're willing to work out out how that happened. There might be consequences for drawing on the power of a god that can physically show up in front of you or send someone to punch you in the face though, since most gods presumably aren't as used to people tapping into them like divine batteries. As for the hosting them part, that's something you can choose to do at your own risk. For something like a Greek god, you're either hosting an avatar of them, which might piss them off even more if it means that power is beyond their reach or leave you stripped of it when they take their Divine Form, or you're hosting the whole damn god, which will definitely freak a lot of people out, and will be even more dangerous since the Greek gods are vastly more powerful, meaning you have a lot more to draw on but a lot more risk of incinerating yourself, never mind the difficulty of trying to become the Eye of a god like that. As for the Norse gods, who seem the least of all three Pantheons shown and decidedly physical,, I'll let you figure that out.

Be assured that even if you host an entire Greek god, or whatever powerful deity whose full power should incinerate you, you will not die just from having them in you, you're guaranteed safety from their power's mere presence so long as you're not drawing on too much of it.

A Gaggle O' Little Uns - If you're a Demigod, you've got a dozen demigods a year or two younger and roughly a tier weaker than you that look up to you as a trusted family member. So as a base-tier demigod they're comparable in potency and potential to a fairly average demigod, and if you're a Percy-tier demigod they're comparable in potential to the main cast of the series, the members of the Prophecy of Seven. If you're a magician, you've got a pack of fledgling magicians as doe-eyed apprentices.

The Old Times - Despite what I might have implied above, this doesn't necessarily mean that there is an instant divine world war, the various pantheons wish to spread their influence, but war is costly and risky, and influence comes from culture, from spreading the faith, from politics, just as much or more as it comes from outright war. There will definitely be war, and plenty of it, but it's more than that.

A Loose Definition of Faith + The Old Times - Yes, these definitely combine, though the new beings are still fitted to this world. They're stronger, but still limited to at most the level of the strongest native pantheons, the now full-strength Greek gods or the Hindu. Because otherwise this would be genuine suicide, and that's no fun.

Changelog

V0.1: Document Created
V1.0: Doc is jumpable. Origins, Locations, Perk and Item Lines, and Drawbacks all brought to a suitable first state, Companion section functional.
V1.1: Added OC companion Winnie. Added **Just a Legacy**, added **Not Hunting, Farming**,

Ignore This Section, just a placeholder for text that is being replaced or reworked but I'm keeping down here for later reference

~~**The World May End With You:**~~

~~Everything is happening everywhere, the ultimate cascade of apocalypses and doomsdays, every possible end of the line scenario coming up at once, and you have the honor of dealing with **all** of them. Fate will ensure that timelines line up so that time constraints don't make it literally impossible, but it won't make it anything but a tight race to do so.You aren't necessarily alone, heroes of all stripes will rise in response to each threat, but in the end you are the final linchpin that will determine the outcome of every single one. There are no half-measures, no picking and choosing, you must prevent every single apocalypse without exception. They don't~~

~~need to be golden endings, people might fall, the world might be scarred for it, but every single doomsday must be fended off in truth.~~

~~Do so, and your rewards are twofold, well manyfold, but broadly speaking twofold: First is that you get to keep, fiat-backed, anything and everything you gained on your numerous adventures, every scrap of divine favour, every mystical boon, every magical tool and legendary artifact, divinity itself if you gained it or were granted it. And any of those heroes who rose up alongside you can join you as Companions if you want, assuming you're on good terms and not just allies of convenience~~

~~Secondly, in all worlds, you are recognized as the saviour, banisher of the apocalypse. All beings with any awareness of the mystical can naturally sense this, and even the most high would put honor and respect upon your name if they met you. Assuming you are not acting against them, even normally strict, rulebound pantheons would support you as best they can, especially if you were fending off some threat to the heavens, and lesser beings have a tendency to exalt you as a champion without equal. Meanwhile, agents of chaos, destruction, and evil balk in the face of you, and even embodiments of endless annihilation would be wary to strike at you without preparation first.~~ (Rework into something more interesting, this is too generic)