

By Pokebrat_J

What if the myths and legends our ancestors told were not just stories, but reality? What if gods and monsters really did roam the land, and heroes earned glory and fame by accomplishing tasks no ordinary man could? There is no need to question these things any longer, because you now know them as fact.

Hidden from mortal eyes by the Mist, the tales of old live on, their places of power traveling westward with civilization. Monsters are eternally rebirthed, roaming the land in an endless hunt of half-bloods, the mortal children of the Olympian pantheon. Of these children, few are as powerful as those fathered by the three sons of Kronos, a fact which led to Zeus, Poseidon, and Hades swearing off having any demigod offspring after World War 2, as well as word of a disastrous prophecy. One of their own children would save Olympus, or damn it.

Yet some of these brothers did not remain true to their oath, leading to the birth of a certain son of the sea. And with the creeping resurgence of the Titans, it is the perfect time for the rise of another legendary hero.

You may either begin your time here within a week of Percy Jackson being attacked by one of the Furies, or some time before Annabeth Chase is found by two other half-bloods after running away from home. You will receive **1000 cp** to assist you in forging your own legend.

Origins:

Age and gender may be chosen freely.

Outsider: You were not originally a player in the grand myths and legends of the Greek Pantheon, being neither a modern variation of mythical cast nor one of the children sired by the gods. No, you are someone who forced themselves into the tale about to be woven into reality, someone that very few could have predicted. What consequences may come about from your involvement?

Camper: There is a place where the children of the gods may live and train in safety, without the fear of monsters constantly hunting them down simply because of who their parents are; Camp Half-Blood. It is this summer camp which you find yourself frequenting. You may be one of these young demigods, or one of those whose duty it is to safeguard and train these burgeoning heroes.

Hunter: Yet, it is not just half-bloods that challenge the monsters of the world. Any maiden who wishes to eschew the company of men and romanticism, devoting themselves to the wilds and the hunt, may pledge themselves to Lady Artemis, becoming one of her immortal Hunters. If you wish to take part, it is recommended for you to be a maiden, as though there are the rare male hunters, it has seldom gone well.

Monster: You are not one of the paragons of humanity who they tell legends about, instead being one of the beings who seek to challenge and bring them down, a manifestation of the evils and flaws of mankind that young heroes must overcome or die trying. Not that you would simply lie down and allow them to slay you, even if your kind are able to near endlessly resurrect within the pit of Tartarus.

Rebel: The gods of Olympus are hardly the paragons of virtue and heroism. One need only look at the stories of the past to see their many flaws and failings, while hoisting the consequences upon unwitting mortals and their unlucky children. No more, you won't stand for the Olympians or their sins any longer. Perhaps supporting the returning Titans may not have been your first choice, but they are the only ones with the power to do so.

Spirit: For as many monsters who seek to kill and destroy the children of the gods, there are just as many spirits who seek to live alongside them, with many actively helping them out. Perhaps you are one of the many satyrs who guide wayward young half-bloods, or one of the dryads slumbering in their trees, or perhaps you are a cyclops who works in the forges of the gods?

Heritage:

Do you have any divinity in your veins?

Mortal [+200]: It seems as though you have no real connection to the gods of Olympus. There are no records of demigods being a part of your family tree, or if they were, then it was so long ago that it may as well be non-existent. That is not to say that mortals have no place in the modern myths taking place in Western Civilization, simply that it is merely an uphill battle for someone like you.

Legacy [+100]: While it is rare, there are half-bloods who manage to make it to adulthood, and even have families of their own. Perhaps they are the rare examples of being so weak that monsters simply ignore them, never finding the truth of their heritage, or they were skilled and smart enough to manage the responsibilities and dangers of such a life. Either way, you are the direct descendant of one of these surviving demigods, bearing a smattering of your divine ancestor's abilities, nowhere near what a true half-blood is capable of.

Demigod [Free/200]: The gods have often sired mortal children to act as agents or champions within the world, and you may now count yourself among their number. Because of their divine parentage, halfbloods have enhanced physical characteristics, near-inhuman reflexes, an affinity for the Greek language, and may have some level of control or skill over the realm of their godly parent. However, they will release a certain scent after entering their early teens, which causes monsters to hunt them down, an effect that grows stronger until they turn twelve.

For **[Free]**, you are a standard example of a demigod child, if such a thing could exist. You have some power related to your divine parent, such as the children of Athena possessing brilliant minds, or the progeny of Apollo being natural prodigies when it comes to archery and healing. For **[200]**, however, you are a prime example of what a half-blood could become. You are now one of the children of the Big Three, your parent being either Zeus, Poseidon, or Hades. The powers you command are both potent and varied, though coming at the cost of increased monster attacks and potentially being the subject of the Great Prophecy.

Divinity [400/600]: No longer shall you be bound to mortality, instead having ascended to the ranks of the gods. You shall not age or grow ill, immune to all weapons not made from magical metals. Should your body be harmed or destroyed it will eventually reform, though the length of this process can range from days to centuries. And should the worst come to pass, you may unleash your full divine form, which kills any mortal unlucky enough to witness it. Yet being immortal is not without its downsides, minor they may seem. They are bound by ancient laws that restrict their direct involvement with heroes and their lives without some manner of sacrifice or action on their part, even their own children. Additionally, they will often follow patterns, past actions and history often repeating where they are involved.

For **[400]**, you are a minor god, having claimed one or two aspects of the universe as your domain, though nothing so vast as the sky or war. You may influence things related to your domains, but it is still possible for demigods to defeat you should you refrain from unleashing your divine form. For **[600]**, however, you are a god equal to the Olympians. While you may not be able to challenge the three sons of Kronos, the breadth and potency of your domains are enough that you could face any of the others and possibly emerge victorious. Of course, should you so desire, this is also the option for those who wish to become one of the Titans. At this level of power, it would require the mightiest and most beloved of demigods to stand a chance at defeating you, if you don’t reveal your true divine form.



General Perks:

Myths of Greece [Free]: As one who now a part of this world hidden from the masses, it would be prudent for you to actually possess the ability to interact with it. As such, you have a limited ability to see past the Mist, which hides the supernatural from the mundane. In addition, you are also fluent in ancient Greek, both in its spoken and written forms.

Godly Immunity [50]: Due to the divine essence flowing in their veins, it is extremely hard for half-bloods to come down with any kind of illness, especially if they weren't crafted by a god or particularly powerful magician, though they may still be carriers for such diseases. Your immune system is especially robust, making sure that no illnesses will find any purchase on you, healthy as could be. As an added benefit, you also find yourself more resistant to mundane poisons.

Heroic Looks [50]: Well now, you certainly have a lot to thank Aphrodite for, if your good looks are anything to go by. It wouldn't be inaccurate to say that you would put some movie stars and models to shame with how well you look, be it the masculine or feminine ideal, or something else all together, depending on if you are a monster or not. Even wounds and scars can do nothing to mar your visage, only enhancing it.

Names Have Power [100]: Have you ever wondered why the gods have so many epithets and titles, beyond denoting which aspect they are being worshipped in? It is because when someone calls out their name, they can hear it, able to tell where it was that their name was invoked. Now you have the same ability, able to tell which direction someone is in when they say your name, with the feeling growing stronger the closer they physically are to you.

Upon the River Styx [100]: Few are willing to break an agreement when the River Styx is invoked, as it often has terrible consequences for the ones who break it. When Zeus and Poseidon broke their vow to never have children after World War 2, their children were hounded by monsters with incredible frequency, rarely getting a moment of peace. You may now make promises upon the River Styx even in future worlds, which both parties will know is magically binding and not readily broken. Though, be careful to actually uphold it, for you wouldn't like to see the consequences of breaking such a thing.

Divine Boon [200]: When one earns the favor of the gods, it is often repeated in either items of great power, or potent boons. From Ares, one may see increased strength or a sixth sense warning them of incoming danger, while from Dionysus, one could turn any beverage into their favorite drink or induce temporary madness. You have received one of these valuable boons, a blessing dependent on the domains of the god granting it to you. This option may be purchased multiple times, discounted after the first.

Spoils of War [200]: All throughout mythology, heroes often take trophies from the monsters they slay, be it the toxic blood of the hydra or the razor sharp feathers of the stymphalian birds. And while not every monster slain will leave behind such things, it may be different when it is you that kills them. Whenever you kill a monster, you will find that they leave behind some useful or notable item related to them or their myths, even if it's only a trophy to show others what it was you accomplished.

Animus Machina [400]: Many have attempted to cheat Thanatos, to avoid their own death and live a life eternal. Somehow, you have managed to stumble upon one of the more ingenious ways to do so, something which only one other has managed. Your mind and soul were taken from your original body before being placed within a mechanical simulacrum of life. Not only does this have a number of benefits, such as living indefinitely and no longer requiring sustenance, but you know how to craft more bodies for yourself before transferring your being into that one, be it because your current body was too injured, or you've managed to make a few upgrades.

Curse of Achilles [400]: And so another has bathed within the River Styx, and washed away their mortality. From here on out, no longer may you be harmed by conventional means, the waters of the underworld having turned you invulnerable. The only way to harm you without the intervention of the gods would be through your weak point, an area on your body where all of your mortality has been centralized. Striking this will cause the bearer of this curse to perish instantly. This weak point must be somewhere on your skin, and large enough for a dagger to strike. The curse does have a less obvious weakness, in that while it pushes the body to its absolute limits, they will expend a large amount of energy and stamina, tiring them out quickly. Post-Jump, this tiring aspect will be removed, and hitting your weak point will merely cause incredible pain, as well as undoing the curse for the next year.



Outsider Perks:

Discounts for Outsider are 50% off, with the [100] perks being free.

Deciphering Prophecy [100]: It is no grand secret that prophecies are intentionally vague, granting one a generalized overview of the events to come while also leaving enough room for chance and free will to change the specifics. Being the logical person you are, you've learned to interpret these prophecies to the best of your abilities, recognizing when one of the events mentioned are as straightforward as it seems, or if there's some wiggle room in how they can play out.

Modern Myths [100]: What hope does a normal person have when faced with a world of gods and monsters, one that no others can see, and they can't say anything about without sounding like a crazy person? Quite a lot, in fact, if you're anything to go by. Simply put, you are a natural when it comes to adapting to the new and the bizarre, adopting it into your lifestyle and making the most of things. Even the supernatural can be made mundane with familiarity.

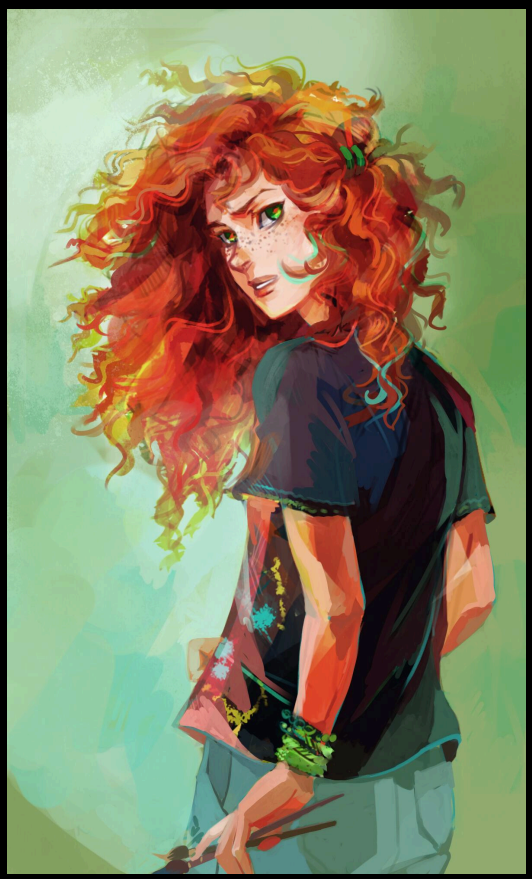
Mere Mortal [200]: It should go without saying, but most monsters and demigods do not think much of mortals, so mundane that they cannot look beyond the Mist to the reality of the world. That is a presumption that you can use to your advantage, as you are often underestimated and overlooked by your enemies, and even those stronger than you. That is until you prove just how competent you actually are, however, but you surely have a plan to make it past that point, I hope.

Raising Heroes [200]: There is a reason why demigods are raised by their mortal parents instead of their godly ones; empathy. Strange to say it, but when one is born greater than every other person around them, it can often go to their heads, cultivating that most insidious flaw known as hubris. At least, that is how you have come to view such things. Needless to say, you are an excellent caregiver, giving any child the love and affection they need to grow into well adjusted people no matter what life may throw at them, while also keeping them protected from most kinds of danger so they can actually reach that point.

Clear Sighted [400]: A rare blessing, or perhaps a curse, granted to a select few mortals, the ability to look past the Mist in its entirety. Not even half-bloods can boast such a thing, capable of peeling back all the layers that would hide away the monsters lurking in the outskirts of humanity. While this does render you immune to illusions and other effects meant to befuddle your senses, it also has the added benefit of heavily bolstering any oracular or divining abilities you may possess. In another life, you would have become a stupendous oracle, had the current one not been cursed as was.

Human Element [400]: Who said anything about mortals being useless? Who was it that has grown to cover the entire globe? Some may attribute that to the influence of the gods, but that is ignoring the human capacity for great things. No, you refuse to stay on the sidelines, letting others treat you like some background prop. You often arrive just in the nick of time to save the day, your actions in such events being far more impactful than they have any right to be. Though you may not be more than a 'mere' mortal, your actions are truly worthy of legend.

Beloved by Fate [600]: The threads of fate encompass all of life and time, all lives a thread in the great tapestry of the world and its history. While none are ever truly free of such a thing, not even the gods of Olympus themselves, it certainly seems to have its favorites. You are one of those beloved by the Three Fates, it would seem, as things will almost always line up in your favor. What could be strokes of good fortune and chance encounters are them throwing you a bone, ensuring a life that many others would consider to be blessed. In addition, you now find yourself able to game prophecy, using technicalities and vague wording to your advantage in order to get a good ending for as many as are ensnared within prophecy's grasp.



Potent Sorcery [600]: It is not just through a blood connection to the divine that one is able to perform supernatural feats, as it is more than possible for others to learn magic. None of those stage magician tricks, you have learned many secrets of the arcane, giving you a level of sorcerous potential as that of Circe, even if you cannot contest her in raw experience. Be it the classical throwing of fireballs or ensnaring the minds of others or brewing concoctions that can alter the shape of those who drink them, with the right preparations and mastery, there is little that even half-bloods could do that you cannot.

Camper Perks:

Discounts for Camper are 50% off, with the [100] perks being free.

Classical Training [100]: When there are countless monsters running around looking to get a bite of half-blood flesh, one needs to be at least somewhat competent when it comes to combat if they want to survive. Chiron has trained you well, as you are generally a deft hand with any weapon you can get your hands on. However, there is one kind of weapon that you truly excel at, having the potential to be one of the best in your generation.

Greek Legends [100]: Given all that you now know about the world, it would be prudent to at least learn a little about those that came before you and how they overcame their own challenges. The knowledge you have of Greek mythology is extremely thorough, allowing you to recall even small minutiae of various myths and legends. Sadly, due to how much has drifted over the centuries, and even multiple conflicting sources, it's still possible for one to be wrong.

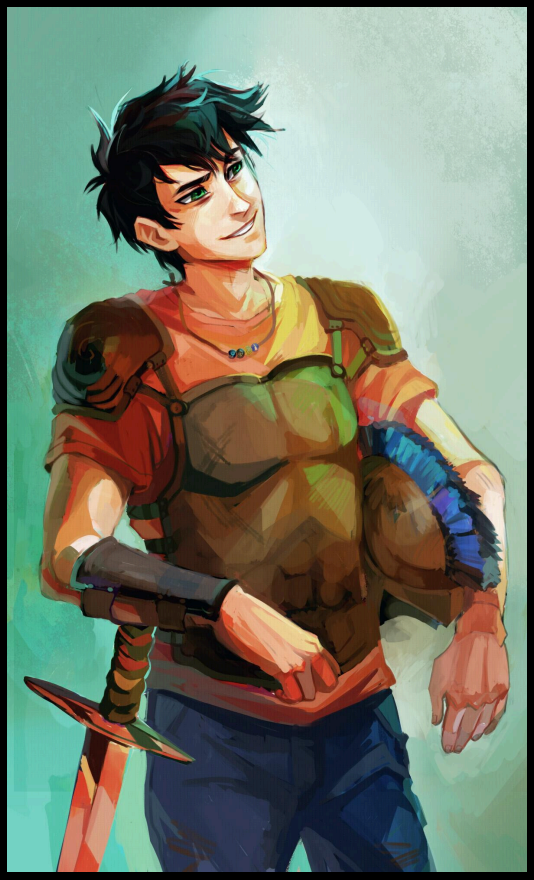
Fated Encounters [200]: Few heroes are able to accomplish everything on their own, as even Heracles needed help during some of his Labours. Now, it is rare that you shall ever go without such aid in your quests, as you find yourself running into talented individuals who would be willing and able to help you with your current goals. Sure, some of them may ask for something in return, but sometimes you'll rarely be given the choice to decline if you really need their help.

Informative Dreams [200]: When a demigod dreams, they are rarely *just* dreams. Often, they are omens or portents of the future, or perhaps glimpses into the past. Such a phenomenon is especially prevalent for you, who often receives dreams relevant to both your friends and enemies, so long as the situation is important enough. Thankfully, these dreams will be remembered clearly after waking up, allowing you to ruminate on what exactly it was you saw.

Favored of the Gods [400]: For all that the gods may seem callous and fickle, it is in every half-blood's best interest to be at least respectful towards them, if not friendly. There are few who are as friendly towards the divine as you, as you find them more willing to lend you aid or send assistance your way than any others. As an added benefit, you can be assured that you are one of your divine parent's favorite children, granting you more potent abilities related to them.

Mythological Recreation [400]: Some historians say that history is cyclical, that some events reoccur at different points in time, even if the specifics are entirely different. Such is especially true when dealing with the Greek pantheon and the monsters that plague it. Yet, it is possible to use this mythopoetic nature to your advantage, as actions you perform that align with various well known myths, stories and narratives offer a greater chance of success. The more these actions align, the better your chances.

Classical Hero [600]: What is a hero? In the most basic terms, they are people who perform extraordinary acts, though the standards of what constitutes a hero has certainly been elevated in recent years. Perhaps in emulation of those heroes of old, or an echo of old glories, it is when faced with opposition that you come into your own, growing by leaps and bounds in proportion to the challenges placed before your path. While training for years without ever leaving camp may improve one's swordsmanship or their divine powers, it's possible they could have come to a similar level of mastery after just a month of constantly facing off against various monsters.



The Hero's Choice [600]: Not many heroes have a choice in their circumstances, yet is that not the same for everyone? You are different from all others, as you have a most profound ability; the ability to choose. Should you desire, you may step into the role of a prophesized hero or subject of a grand destiny, taking on the burden of such a role from any others who may have qualified. By doing such, not only will you be freeing them of such an obligation, but you can ensure that you can give those around you a chance at a better life, easing their burdens by taking them onto yourself. Some may be unwilling to let you do so, steadfastly clinging to their own pains, but just your presence alone makes them all the more bearable. While your own happy ending is dubious at best, you can rest easy knowing that you have made the lives of your friends and allies unquestionably better.

Hunter Perks:

Discounts for Hunter are 50% off, with the [100] perks being free.

Endless Hunt [100]: All those who have joined Lady Artemis in her eternal hunt have been blessed to stay by her side for eternity, only leaving when they chose to do so themselves or killed by their quarry. Not only have you been made immortal, unaging from the moment you joined the Hunters, but you will find your memories and skills will not degrade or fade away with time, no matter how many millenia may pass.

Wilderness Survival [100]: Far away from the comforts of civilization, one cannot rely on the works of man to survive. Lady Artemis teaches self sufficiency within the wild, and you have learned her lessons well. Bear Grylls could learn a thing or two from you, finding food aplenty in all but the most inhospitable areas, how best to hunt down animals and properly making use of the entirety of your kill. When placed within the uncaring wilds, it is no small exaggeration to say that you would thrive.

Unrelenting Tracker [200]: Becoming one of Lady Artemis' Hunters is not at all like attending some fun summer camp, there are actual duties and obligations one must perform if they wish to be a part of this sisterhood. One of these duties is the hunting down and slaying of various monsters that would otherwise terrorise mortals, and few are as talented in tracking them than you. Even if it has been more than a month since they were present in a location, you can easily find evidence of their passing, and accurately tell which way they went.

Monster Slayer [200]: While many half-bloods may remain within the protective perimeter of their camp, that is rarely an option for the Hunters. Perhaps it is hubristic for you to say, it's possible that you have faced off against more monsters than most half-bloods, or have learned the lessons offered to you by your sisters who have existed longer than some countries, and as such have learned well how to deal with inhuman foes. Even when encountering something entirely new and unknown, you'll swiftly find a way to bring them down.

Concealed Presence [400]: There are many monsters out there who are more than capable of killing even the most powerful of half-bloods in a straight fight, so it is imperative that you never face off against them where things are equal, or at least are never seen by them entirely. Few are able to match you in the arts of stealth, slinking away into the shadows and how to avoid and trick those with superhuman senses.

Spirits of the Hunt [400]: Lady Artemis is a goddess whose domains encompass much of the wild, and that includes the very beasts that the Hunters often hunt. A common trick is being able to summon the spirits of beasts found in nature, particularly wolves and falcons, to aid the Hunters for all manner of things, be it assisting in combat, tracking particularly irksome prey, or simply protecting their campsites. Your talent with this ability has gone far beyond what any other Hunter has accomplished, as even individual spectral wolves are a match for some hellhounds, though it can be tiring to keep them active all the time.

Ancient Huntress [600]: Though the Hunters of Artemis are gifted with ageless immortality, few of them ever truly test the limits of how long such a gift could last. Standing as one of the few from the legendary days of heroes and monsters still discussed, you have been around since the Bronze Age, and have thousands of years experience facing all manner of creatures. The pure skill and experience you bring to bear allows you to soundly take care of all but the most powerful of entities, and even then you would be able to make them regret ever giving you a fighting chance.



Chosen of Artemis [600]: Just as the light of the moon penetrates the darkness of the wild, so too have you been blessed by its grace. Among all of the Hunters, you alone have been chosen by Lady Artemis for some reason beyond your knowledge, but you can certainly see the benefit such affection brings. As the moon waxes and wanes, your various powers and abilities will see similar levels of enhancements, though never will you be left weaker than before you accepted this blessing. But the most potent part of this blessing has to do with archery, as you may imbue an arrow once per night with the divinity of the Lady of the Hunt. This can manifest as either your arrow flying true, slaying your target with the perfect shot, or for the arrow to multiply by a fearsome amount, coating an entire area in a deluge of arrows.

Monster Perks:

Discounts for Monster are 50% off, with the [100] perks being free.

Frightening Visage [100]: What are monsters, if not the fears of humanity given physical form? Such fear may be best seen within you, one who has embraced the nature and usage of fear. It is no small exaggeration to say that you can be incredibly terrifying when you want to be, making grown men freeze when confronted with your glare. Granted, some may be able to act beyond their fear, but that is why those who face monsters are known as heroes.

Masking Mist [100]: It can be difficult being an inhuman amalgam of various animals and man while maintaining an inconspicuous cover in the world of mortals. That is why the Mist exists, and why you have grown quite capable of its use over the ages. With a mere exertion of your will, you are capable of changing your appearance to that of a normal human or animal to the perspective of others, even if you have not physically changed. Such a disguise is difficult even for half-bloods to see through, though given enough time such a thing is possible for them.

Ancient Creature [200]: Time may be the enemy of humanity, bringing both their bodies and civilizations low under its oppressive tyranny, but such a thing only works in your favor. The passing of the ages is much kinder to monsters, and you specifically, as you will find yourself actually growing stronger the longer you remain alive. Granted, such a thing is quite slow, especially when compared to the explosive growth some half-bloods see after learning of their divine parentage, but unlike them there is no limit to how mighty you may become. Given that you live long enough to actually grow.

Inhuman Awareness [200]: The greatest threat to a monster is not some half-blood full of hubris and boons granted to them by the gods, as those are often dumb enough to walk face first into a trap laid by even a halfway competent threat. No, it is the clever ones that are a problem, who would slink about in the shadows and strike at your weakest moments. No longer will you be unaware of these sneaky foes, possessing the ability to tell when you are being observed. This not only works when they are physically looking at you, but even through dreams and arcane means.

Contested Territory [400]: Quite common it is that some of the more successful examples of monstrous entities are relatively stationary, preferring to stay in one place over time. While you may not necessarily share in this particular habit, you have learned of it well over the ages. When you claim a territory or make yourself a home, you are quite adept at turning them into death traps, one that many of your enemies may find themselves dragged into.

Prophesized End [400]: Though many monsters may be slain by any would-be hero, some are destined for a greater ending. Some, much like yourself, may only be defeated under specific circumstances. Perhaps it is by a certain kind of person, such as the child of a specific god, or maybe it is only through an unorthodox method, like how no man-made weapon could harm you. While you may only meet your end under such conditions, fear not such things forever, as once every ten years, you can change what the specifics of your prophesied demise entails, so long as it is actually possible for the world you are present within.

Archetypical Monster [600]: For as many stories of brave heroes accomplishing great feats, so too are there just as many stories of their monstrous foes. Yet it is in the nature of stories to change and evolve over time, and so too do the interpretations of how such monsters manifest. For a famous monster like yourself, that is something you can use, something to draw power from. The more well known your stories are, as well as how varied such tales are, you will find yourself empowered, carrying some manner of power from each and every retelling depending on how well known they are.



Immortal Legend [600]: How is it that one can truly kill a monster? How can gods die? Such an answer has long since been known to those in power, even if such a thing has not been disseminated to all; being forgotten. When no more stories are told of the mythological figure, then no longer will they return from the depths of Tartarus, in the case of monsters. By that very same metric, the more well known the stories, the swifter they may find themselves returning from death. Such is a strong benefit to you, as you will find yourself returning so long as there are stories told about you, that is unless someone clever takes certain measures. The more your stories are told, the swifter your resurrection.

Rebel Perks:

Discounts for Rebel are 50% off, with the [100] perks being free.

Poker Face [100]: How can the gods shower themselves in love and praise when all they do is meddle in the affairs of humanity, often for the worst to occur for the mortals without any consequences for the divine? Such thoughts weigh on you heavily, yet you cannot act upon your rage and grievances just yet. You must play the role of a dutiful child, hiding your intent from even lifelong allies until you choose to reveal your traitorous nature. Such acting comes naturally to you, even if the roles you take on don't quite match up.

Tentative Alliances [100]: An mad idea, that half-bloods would side with the monsters that have hunted them for centuries. Yet through the dreams of a returned Golden Age under the rule of the Titans, and of countless grudges against the cruel neglect of the Olympians, such a thing is possible. Even without the promise of a second Golden Age, you are among the few who are essential towards such an alliance working out, appealing to the inhuman and finding ways to be their allies, if not their comrades.

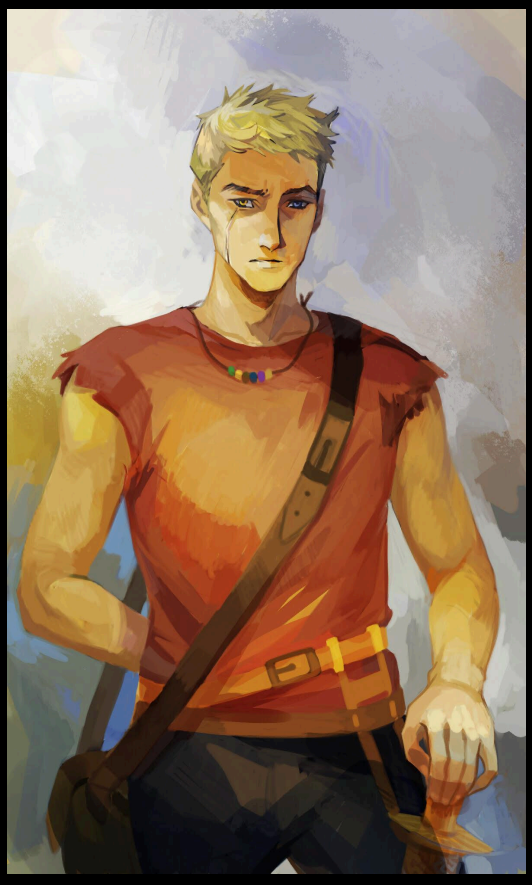
Day of Fate [200]: How is it that even their own children may shout out in rebellion without the gods coming down to smite them? That they can survive even when surrounded on all sides by creatures who naturally seek to consume them? Such answers may be found in you, whose determination to see a goal met is so grand that even death is hesitant to get in the way. Finding ways to survive all but the most hopeless situations comes easy to you when you have something worth fighting for.

Silver Tongue [200]: In any war, there are those either too content or too conflicted to pick a side, left straddling the line until pushed one way or another. But why must it be a push, when a line of connection is far more effective? All it takes is a naturally convincing person, such as yourself, to prey upon their doubts and appeal to their ideals to see them becoming staunch supporters of you. And sure, while some may not be as willing to fully commit to your cause, they can at least become allies of convenience, should your goals even remotely align with one another.

Good Enough [400]: No plan is ever truly perfect, for simple chaos and luck can turn even the most well thought out stratagems useless. The way to deal with such things is not to anticipate all possible outcomes and how best to deal with them, but simply making a good enough plan with plenty of flexibility and reasonable objectives. Even if your foes manage to make one objective untenable, your plotting makes it so then all of your schemes and plots will result in some manner of partial success. Failure is always a possibility, but at least you may walk away with something to show for your efforts.

Shared Cause [400]: After millennia of constant fighting and bloodshed, how does one make an effective force out of both heroes and monsters? They throw you at the problem, seeing as you can wrangle even the most hated of enemies into something resembling peace, though every once in a while you will surely be called to break up some issue or another. Then comes making them into a most formidable force in combat. After all, when one knows all of the others' strengths and weaknesses, who better than they to support one another when it comes time to do battle?

Dream of a Golden Age [600]: It is well known that all demigods dream, receiving visions and omens from the Fates themselves. Yet there are a rare few that are able to take advantage of these prophetic dreams, using them to corrupt the minds of the children of the gods. By focusing on a certain person, you may communicate with them when they sleep. While the simple application may be to pass a message or two along, the true power comes from the growing influence you have over their psyche the more you interfere with their sleep. Eventually, it may come to a point where they cannot tell where their own thoughts begin, and your will and control over them ends.



Trust No One [600]: The children of the gods believe that by standing together they can face the might of the returned Titans, but how could they when you have them at each other's throats? Possessing a most insidious talent, it is quite easy for you to turn the bonds of others against themselves, inciting disunity and paranoia amongst their ranks. Soon, you may not even have to interfere, as they will be finding reasons to hinder their own forces, the internal strife beautiful to behold even amongst the gods themselves. It would take a true hero that all respected to keep them whole, but even they are not immune to the thought that one of their own precious allies may eventually stab them in the back.

Spirit Perks:

Discounts for Spirit are 50% off, with the [100] perks being free.

Strong Nose [100]: It is said that demigods have a particular smell about them, one that any supernatural creature is able to find. This is not a unique ability, as any spirit or monster is able to sense one of their own, differentiating the mundane from the supernatural. Each kind of being gives off a certain, unmistakable smell befitting of their nature, or their divine parent.

Woodland Spirit [100]: Are you one who has stuck with the old ways, or seeks to be one with nature? Either way, you find that you are able to interpret the motions and sounds of animals into something resembling speech that you can make sense of, while they in turn are able to comprehend what it is you are trying to say to them. It is not truly speaking with animals as humans would understand it, but it is certainly close enough.

Empathy Link [200]: Not something often done between others, it is possible to connect to another person on a much deeper level, communicating with them over vast distances. Whether or not you are actually able to create one of these bonds is questionable, but what isn't up for speculation is your ability to accurately read the emotions of others, requiring only the greatest of poker faces to hide their feelings from you. Even then, their micro-expressions will be enough to give them away.

Inhuman Talent [200]: From the cyclopses who work the forges under the sea to the nymphs of the natural world, there are quite a few beings who take the skills of humanity to a level where they can scarcely compete. You yourself have pushed one of these skills to a point where it could only be considered supernatural, easily doing what would require the skill and precision of ten men in half the time of one. It is also quite easy to add new knowledge or techniques to your skillset, applying it with the same ease as if you've been practicing it for a decade.

Seeker of Heroes [400]: Satyrs are often given the role of locating demigods in order to guide them to Camp Half-Blood, the only truly safe place for them. Amongst these essential agents of the gods, none are as talented as you when it comes to safeguarding these soon to be heroes. With you by your side, not only are they seemingly destined to go where they want to be in mostly one piece, but it is when you assist them in going where they are needed that Fate tips the scales in their favor, greatly improving their odds of success and, most surprisingly, survival.

Voice of Pan [400]: Long have the satyrs searched for their lost Lord, the missing god of the wild places that everyone else believes to have passed. While many hope to one day find their god, you have learned to carry on his legacy in his absence, and were granted his most iconic power; inspiring panic. When you scream, you can turn it into a wave of sound that causes intense fear and confusion in your enemies, capable of routing all but the most fearless and determined of enemies. Due to you possessing this power, many woodland creatures and nature spirits hold you in high regard.

Legacy of Nature [600]: It is a beautiful dream, of satyrs and nymphs frollicking through the woods, the sound of panpipes dancing in the breeze. Such halcyon days are beyond them now, millennia of humanity expanding and shackling nature having done its damage, but perhaps there is hope within you. Becoming one with nature, you are ultimately a force of balance and growth, capable of healing the wounds of others and the wounds upon the land. With some concentration, even the worst of pollution is washed away, as though it had never existed, allowing nature to once again return to where humanity had forsaken it.



Trainer of Legends [600]: Of the many monsters and nature spirits to be found in the annals of Greek Mythology, Chiron alone is held in the highest regards not because of his personal might, but in those who have learned under him. Indeed, many heroes, both ancient and modern, became as skilled as they were because of this immortal centaur. Now, you carry with you that same love of teaching others that he did, as well as his skill as an educator. Under a year of your care, you can bring out the best of your students, an untrained child soon becoming a force of nature upon the battlefield. Of course, this is most effective when you actually have experience with what you are teaching, but even vague hints may be enough for them to eventually figure things out on their own.

Items:

All Origins receive an additional **[300]** *to spend in this section only. You may discount one item from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Camp Essentials [Free]: While some may come to camp with literally nothing but the clothes on their back, you seem to be a bit more prepared than that. You will receive a bag with some casual clothes, an orange Camp Half-Blood shirt, various toiletries, and a set of bronze armor in the classic Greek style that is perfectly fitted to you.

Beaded Necklace [50]: As is tradition, each year campers will receive a bead depicting the most notable event that happened during the Summer, placing them on a necklace. You too will receive a necklace like that, but it is unique. After your time here, you will find new beads added for each world you visit or notable adventure you've undergone. Should you beat the odds and live for long enough, it may get to the point where you'll need multiple necklaces just to hold them all.

Cornucopia [50]: A symbol of abundance and nourishment from ancient times, you are now the owner of one of these horns of plenty. This wicker basket seems to always be filled with food, no matter how often you attempt to empty it. Nuts, fruits, cheeses, meats, many of them would not be too dissimilar from what may have been found in ancient Greece.

Drachma Pouch [50]: Though the Western World has moved away from gold coins, preferring paper bills or plastic cards, the remnants of ancient times still find use for the drachma. Inside this leather pouch are twenty of these greek coins, appearing as though they were just forged just yesterday. Do not worry about running out, as they will replenish each week.

Jumper and the Olympians [50]: Many heroes want their names to be immortalized, but few are actually able to achieve such a legacy. You are ahead of the curve, in that you will receive books detailing some of your most notable and exciting adventures, with new books being added after every event.

Modern Identity [50]: While most gods and monsters simply use the Mist to convince others of their mundanity, that they in fact belong in places they really shouldn't, sometimes it's good to have some kind of paper trail, in case the clear-sighted mortals decide to look deeper. These papers and cards will shift and change to let you appear to have all the legal verification that the modern world demands, no matter where you are or what career you try your hand at.

Mythomagic Set [50]: Ah, another player I see, or are you just someone who enjoys collecting? It doesn't matter, as what you have here is a card game based on Greek mythology, each card coming with a snippet of info about the figure in question. In addition to all of the cards, you are also in possession of every figurine, models to go along with the cards.

Pan Pipes [50]: Though the story behind their creation is not one that paints the Lord of the Wild in the best of lights, especially for modern audiences, there is no denying how iconic this instrument is. Crafted with love and care, this sturdy set of pipes is perfect for any traveling satyr, as even the most inept of musicians can play a simple and pleasant tune.

Rubber Ball [50]: It is a rare event when one is able to tame a monster, but there are certainly those who would treat a hellhound like a golden retriever if they could. Should you find yourself with one of these powerful beasts as a pet, you won't regret getting this. A rubber toy easily the size of a child's torso, it can withstand any and all punishment thrown its way, not even Cerberus is able to tear it to shreds.

Ambrosia and Nectar [100]: Of all the culinary delights one is able to find, none are as grand as the food of the gods. Changing their taste to perfectly match the favorite food and drink of the eater, consumption of these will not only sate one's hunger, but even heal some of their wounds. Be careful, as overconsumption for those not fully divine may prove fatal. These samples are special, in that even mortals can make use of them, though never in the same amounts as a half-blood can.

Greek Fire [100]: Some say that the recipe to true Greek Fire was lost with the fall of the Byzantines, but even they could not compete with that you now have. These five clay jars are filled with this ancient substance, and will cause an explosion of green flames when shattered, burning even while underwater. These jars will replenish each week, and you will receive instructions on how to make your own.

Ice Whistle [100]: Made from the ice found along the River Styx, this whistle is unnaturally cold to the touch. Crafted into the shape of a whistle, this will allow you to summon any one of your mounts or pets to your side at a time, so long as they aren't trapped or killed when you blow it. Ordinarily, that is when this whistle would shatter, but yours is made with stronger magics.

Lotus Cash Card [100]: A gift from the Lotus Eaters, or perhaps something you took when you escaped, this plastic card is not much to look at. On it, though, is a seemingly endless amount of mortal currency, changing to better fit the local economy of wherever you go. Just keep in mind that it won't give you any physical money, not unless you find an ATM to withdraw from first.

Monster Killer [100]: Every demigod needs a weapon to face off against the countless monsters coming after their heads, and you can't go wrong with this one. Forged into the shape of your preferred weapon, be it a spear, sword or bow, what makes this special is the metal that makes it, being either celestial bronze or divine silver. It should be known that this weapon cannot harm mundane humans, as it does not deem them important enough. If you decide to have a ranged weapon, then you will receive a weekly replenishing stock of whatever is appropriate.

Poseidon's Pearls [100]: A trio of shining pearls, with glowing blue swirls reminiscent of the oceans themselves. Granted to those who have Poseidon's favor, they are potent tools for escape, as smashing them will teleport one to the nearest sea or ocean, close to the coast. You will receive three of these pears, and find they replenish themselves after only a year.

Winged Shoes [100]: A pair of fashionable sneakers, often granted to children of Hermes or those he favors. By saying an activation word, wings will appear on the sides of these shows, allowing you flight at speeds up to your running speed. It can take a bit of practice to fully master the three dimensional movement these shoes provide, but the benefits are well worth it.

Yankees Cap [100]: It may look like an ordinary baseball cap, but the enchantment laced within reveals it as anything but. Simply put, it will allow the wearer to become invisible at will, granting potent stealth capabilities. However, unlike the legendary Helm of Hades, it does not have any fear inducing properties, it cannot change its shape, it does not make the wearer intangible, and there are a rare few who may be able to see through its magic.

Aegis Replica [200]: A recreation of Zeus's iconic shield, often granted to his favored children or champions that managed to impress him. Made of celestial bronze, those who gaze upon the face depicted upon the shield will be filled with terror and fear, often sending monsters running. When a shield is not needed, it can take on the form of a bronze bracelet, and turn back when the word "Aegis" is said.

Chameleon Armor [200]: Created by a notable son of Hephaestus, this full set of Greek armor was designed with two functions in mind; to protect and hide the wearer. Made from celestial bronze, it is capable of temporarily bending the light around the wearer, rendering them functionally invisible. This stealth field can only last an hour at most before needing to recharge. If stealth does fail them, know that it would require something like a hellhound biting down with full force before it even starts to dent.

Dragon Teeth [200]: What most of humanity thinks of as dinosaurs, are in fact the ancient remains of dragons. It may seem inconsequential, but to those who are knowledgeable in mythology, you know just how useful these are. When these teeth are planted in the earth, of which you will receive ten, they will transform into mighty skeletal warriors bound to you, following your orders. Unless one is a child of Hades, the most effective way to defeat them is to have them turn on each other, a sadly easy thing to do for the clever.

Flying Chariot [200]: The chariot is one of the more iconic symbols to be found within the Greek mythos, with it being believed that the sun itself was Helios' chariot being pulled across the sky. As such, many copies were made, though none as resplendent as the sun god's. This chariot is capable of flight and requires no animal to pull it, easily able to reach highway speeds. Should you wish, it can take on the form of a motorcycle instead.

Golden Fleece [200]: The objective of the Argonaut's legendary quest, this legendary artifact was long thought lost. The magic infused into this golden fleece is aligned with the best of nature, granting a powerful healing effect upon whoever wears it as well as notable defensive capabilities, enough to reverse even a divine transformation. It could, alternatively, be used to enhance any protective magics placed upon the land.

Multivitamins [200]: Every growing Half-Blood needs their vitamins, and there's nothing better than these Hermes approved supplements. Filled with nine essential vitamins, minerals, amino acids, it's everything you'll need to feel yourself again. That last part is quite literal, as consuming one makes the eater immune to magic for a short while on top of counteracting any unwilling transformations they may have undergone. It will take a year for them to replenish, so make each use count.

Stygian Armament [200]: Of all the magical metals, few are as feared as stygian iron, a black metal as cold as the grave and just as unforgiving. While it is capable of harming mortals like a normal weapon, its true power shines when you attempt to slay the immortal, as the metal will absorb or destroy the essence of what you kill. Indeed, this is one of the few ways to permanently kill a monster, though it is questionable if the gods are just as susceptible. You will receive one weapon made from this material, with ranged weaponry coming with a replenishing stockpile of ammunition.

Thermos of Wind [200]: Part of the lunchbox set from the show Hercules Busts Heads, this thermos is a true collectors item. Contained within it are the four Cardinal Winds, which can be released when the thermos is opened. How much of the winds being let out can vary, as even a slight turn of the lid is enough to cause powerful propulsive force, while fully unleashing the winds causes a mad storm. The lid can also be used as a compass, as the part that points to the North will be the coldest and the part that points to the South will be the hottest.

Bronze Forge [400]: For those who have the blood of the smithing God, there are few places better to be than a workshop, and you'll seldom find one better than this. About the size of an auto shop, this building is filled with all manner of tools, from hammers and anvils to drill presses and torque wrenches, and so many more. That is not all, as included is a replenishing supply of Celestial Bronze, ensuring that you will never truly run out of this magical metal.

Daedalus' Laptop [400]: Daedalus was one of the most intelligent men to have lived within the annals of Greek mythology, and has only become more knowledgeable as the years progressed. Held within this laptop is filled with all his knowledge on arcane engineering, the designs held within easily fifty years ahead of anything else in the modern era. From bronze automatons to futuristic weapons, the pinnacle held within is the knowledge on how one could go about creating their own self-expanding Labyrinth, though obviously it would need time to reach anywhere near the same size as the original.

Golden Apple [400]: Given to Hera upon her wedding day, few fruits are as sought after by heroes as the Golden Apples of the Hisperides. Eating one of these apples is said to grant immortality, though such an effect is useless for those already ageless. As such, when eaten by an immortal, it will cause a small but noticeable boost to their power, both physical and magical. You will receive three of these apples, and will find them replenishing after one year.

Medusa's Head [400]: Of all of the monsters in Greek Mythology, few are as infamous as the Medusa, whose gaze could turn men to stone. What makes her power truly notable, though, is that it persists long after her death. While you may not like having a severed head, pointing it at a target will turn them to stone, with very few ways to reverse it. Do note, however, that gods and their ilk have defenses in place that make her gaze useless against them.

Nemean Pelt [400]: The slaying of the Nemean Lion was one of Heracles' legendary twelve labors, and it seems as though you've recreated his feat and earned yourself this golden pelt. While worn, it will make one immune to all forms of weaponry, though the wearer will still be able to feel and be moved by the force behind such blows. Of course, this protection extends only to areas of the body where it is actually covering. This pelt can either be integrated into a set of armor that you own, or take on the form of a leather jacket.

Place of Business [400]: As time continued to march forward, as civilization became more advanced, so too did the ways of the modern mythos. The Lotus Eaters moved away from their island and opened up a casino, while the lair of the Medusa became a rest stop and statue store. You yourself have found a way to make a living in the modern world, this small business being surprisingly popular, giving you a regular flow of cash. The best part is that it will best update and blend in with wherever you find yourself, be it ancient or modern times.

Divine Artifact [600]: The gods possessed many world shaking treasures, powerful artifacts that range from Zeus' Master Bolt to Poseidon's Trident to the Helm of Hades. Each of these possess incredible power, and you have somehow come into possession of one of these yourself, though whether a copy or the real thing is up for you to decide. It need not even be one of these, as you could instead receive a custom artifact of your very own, made to your specifications though limited in power to the examples previously given.

Golden Sarcophagus [600]: This ancient sarcophagus is inlaid with scenes depicting days long past, before the Olympians staged their revolt and took up rulership of the cosmos. Much like what the King of the Titans will use, this golden coffin is bound to you, and will allow you to return from death once per decade. A more sinister aspect of its power is what happens when you place another inside, allowing you to eventually take control of their body and meld fully with it, their psyche forever subsumed into yours.

Key of Hades [600]: Rarely seen or given out, the Lord of the Dead possesses a set of keys with the power to "seal" or "free" people in the Underworld. To put it into practical terms, they can bring someone back from or send them to the Underworld or Tartarus. You will receive one of these keys, though the magic within will cause it to go inert after one use, requiring a year before it can be used again. It should be noted that the more divine a target is, the less likely you will be to seal them, though it is much easier to set them free.

Luxury Yacht [600]: There is a certain appeal to traveling in style, and you can't get much better than this. Originally used as a pleasure cruise, it has been transformed into a mobile base. The armored hull was crafted from celestial bronze, and the enchantments placed upon it will stop all but the most powerful or dedicated of gods to scry its location. As an added bonus, the weather around this yacht will always be sunny and pleasurable, like a summer cruise that never ends.

Summer Camp [600, No Discount]: It appears as though Camp Half-Blood isn't the only safe place for demigods, as you find yourself in possession of a large area of land protected from monsters. The protective field wards away the vast majority of monsters, making it impossible for them to pass through without first being willingly invited in. In addition, any training done here will be more effective than anywhere else, rapidly turning even the most inexperienced of half-bloods into mighty warriors. At the beginning, the only structures in this property are a four or five story house, not including the basement or attic, and a dining pavilion where a bonfire rests, the flame's strength dependent on the mood of those within the property. Anything else must be built manually, but it does incorporate whatever you build as if it were a natural extension of the property itself.



Companions:

Fellow Campers [50/100/200]: Few heroes go on quests alone nowadays, and you would certainly like to avoid being alone during the coming times. You may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks and items, and can have the same level of **[Heritage]** as you or lower for free. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper Pantheon [300]: In the war to come, either side is doing what it can to bolster its ranks, and you are no different. You may now import as many Companions as you desire. Each companion will receive 800 cp to spend on perks and items, and can have the same level of **[Heritage]** as you or lower for free.

Tamed Beast [Optionally Free]: It seems as though you have befriended a magical creature, one that will allow you to ride it. The exact creature it is depends on your preference, as it could take the form of the winged pegasus, the aquatic hippocampus, the monstrous hellhound, a flesh eating sheep, an undead skeletal or fire breathing horse, or one of any number of mythological beasts one can ride.

Ghost King [50, Free Outsider]: Having been taken from the time slowing effect of the Lotus Hotel, Nico di Angelo has yet to become the downtrodden or vengeful young man he would have turned into after his sister's death. For now, the son of Hades is a cheerful boy who is more than happy to spend his time playing his favorite card game with you, should you show any interest.

Drakon Slayer [50, Free Camper]: With a chip on her shoulder almost as noticeable as her electrified spear, Clarisse La Rue is a tough girl and an even tougher warrior. This daughter of Ares tries her best to be someone her father can look upon with pride, but is willing to stick it even to him if those she calls friends ask for her help. And given how up until now she's been acting like nothing but a bully, she has precious few of those.

Pinecone Face [50, Free Hunter]: Having left her unstable mother at a young age, Thalia Grace soon proved to be one of the strongest demigods of the modern era, as expected of the daughter of Zeus. After being mortally wounded trying to safely get her friends to Camp Half-Blood, her father turned her into a pine tree in order to keep her from dying. However, it seems something has changed, and she is back in the flesh.

Senior Empousa [50, Free Monster]: Empousai are winged, bloodsucking monsters under the control of the goddess Hecate, and are the bases for the image of the modern vampire. Kelli here is one of the more experienced of her kind, and has been placed under your care. She will act to guard you as best she can, though may creatively interpret any orders of yours if it means she can get her fill of human blood.

Seeker of Retribution [50, Free Rebel]: Like most demigods, Ethan Nakamura was brought to Camp Half-Blood when he was old enough, and was placed within the Hermes' Cabin. Seeing as his mother, Nemesis, was not an important enough god to have her own cabin, she never claimed him, leaving him feeling stuck and abandoned. Enraged by feeling unrecognized, he turned away from the Olympians.

Young Cyclops [50, Free Spirit]: Cyclops are often abandoned by their parents when they are born in order to learn how to fight for themselves, and are feared or avoided by most monsters. Tyson is one of these baby cyclops, different from the others in that he is a son of Poseidon, and has a kind heart. He still possesses their incredible strength, and his scent should be enough to ward away many weaker monsters.

Bronze Dragon [100]: Before Thalia's Tree created the protective barrier around Camp Half-Blood, there were many attempts to create some manner of security for the camp. One of which was the creation of this bronze automaton, forged in the shape of a mighty dragon. Whether you stumbled upon it one day, or created your own version, the end result is the same, that being your ownership of a mechanical monster capable of turning most monsters into golden dust within seconds.

Modern Heroes [100]: If there is trouble, you can expect these three young heroes to somehow find themselves at the heart of things. Grover Underwood is a fairly average satyr, being skilled in woodland magics and determined to find the lost god Pan. Annabeth is one of the most experienced demigods around, the daughter of Athena having been at camp since she was seven, and dreams of becoming an architect acknowledged by the gods themselves. And finally is the son of Poseidon, Percy Jackson is a talented warrior and possesses many potent powers related to the sea and all therein.

Drawbacks:

Character Insert [+0]: Have you ever dreamed of stepping into a heroes' shoes, living out their adventure as though it were your own? By taking this option, you may take the place of whichever character best correlates with the choices you've made. Perhaps you would like to live the life Percy Jackson may have, or you think you could do a better job at killing him than the Minotaur ever could.

Early Exit [+0]: All stories and legends eventually meet their end, and you would very much prefer to end this one on a high note. Should you wish to leave early, you may end your time here soon after the events of the Second Titanomachy, no matter which side of the war eventually came out victorious.

Curse of Ares [+100]: Well now, you seem to have gotten on the wrong side of the God of War. This is not a good thing, seeing as all demigods will soon be embroiled in the coming war between Olympus and the Titans. Ares has cursed you in such a way that in your most desperate moment, your weapons will fail you, either growing too heavy to be wielded properly or fated to be torn from your grasp.

Enforced Sobriety [+100]: The God of Revalry was forced to become the camp director of Camp Half-Blood and remain sober because he chased after his father's favorite nymph, and now you too have a variation of his punishment placed upon you. From here on out, you are forbidden from consuming your favorite food and drink, having them transformed into something else that is much less enjoyable.

Guest Rites [+100]: The rules of hospitality were a very important thing in ancient times, and you are one of those who still believes such a thing holds weight. From here on out, you must follow the rules of Xenia and be a good house guest, even when going into the lair of your enemies. Thankfully, should your host break guest rites first, then you are allowed to respond appropriately.

Questing Hero [+100]: The life of a hero is never easy, often being pulled into the machinations of beings far more ancient than one could conceive. You will find yourself being dragged into dangerous adventures at least once a year, though likely far more often, either by choice or circumstance. Be mindful, as even the most powerful of demigods can perish when careless.

Wired For War [+100]: What may seem to mortals as a child suffering from both ADHD and dyslexia is actually an early sign of them being a demigod, their bodies hardwired for combat and natural proclivity towards reading Greek. While usually manageable, yours are rather extreme cases, finding it impossible to read anything non-greek without serious effort, as well as being incredibly jumpy and hyperactive.

Fatal Flaw [+200]: Just as Heracles had his rage and Bellerophon his hubris, every Greek hero possesses a fatal flaw, a part of their personality that could easily lead them to certain doom if not held in check. How unfortunate for you it is that your flaw is incredibly pronounced, something you often act on without even thinking about it. It also means that those playing into your flaw will be more likely to get the reaction they wanted, perhaps even your untimely demise.

Godly Scorn [+200]: No one is able to appease everyone, always at least one outlier who will dislike you no matter how you have treated them in the past. This is quite normal in life, but is quite unfortunate when that someone is a god. Somehow, you've managed to earn the ire of one of the Olympians, a relationship you cannot repair or mend. As a result, you may often find them tipping the scales against you, acting as an active detriment to your goals at times.

Monster Bait [+200]: There is just something about you that is simply irresistible, a certain smell that makes you oh so delectable. To monsters, at least. Yeah, your scent is surprisingly potent, and is liable to attract any monster within a few miles to your location. Even as another monster, they may see you as a delectable meal to be savored, though they will obviously be more wary should you possess any true measure of power. Not scared off, but certainly wary.

Soaked in the Lethe [+200]: The waters of the River Lethe cause any drenched by them to forget all that they were and who they are, causing even millennia old Titans to forget who they once were. It seems as though you have had a taste of its power, and have forgotten everything related to the events of the Second Titanomachy, and the story of the son of Poseidon.

Time of War [+200]: You are no longer going to take part in the Second Titanomachy, instead having found yourself in the year 1938. A familiar year, you will be dragged into the war that will soon consume most of the world, stuck in a fight between the children of Zeus, Poseidon and Hades. Even attempting to find some hidden corner of the world to hide in won't help much, as events will line up to ensure you are embroiled in the thick of things.

Broken Masquerade [+300]: Something terrible has happened the moment you arrived, something that not even the Fates saw coming; the Mist is gone. No longer is the supernatural hidden from the eyes of the mundane, the monsters walking amongst them now there for all to see. There will be chaos as the modern world attempts to adapt to the truth that was so carefully hidden up until now, but so too are there those who are able and willing to take advantage of this brave new world.

Divine Host [+300]: That voice you are hearing in your head, the voice whispering to you in the dead of the night is not just your imagination. No, it is so much worse than that. Sheltered inside of you is a divine being, either a god or a Titan, and they want control. It is possible to fight back against their influence, to keep in control of yourself, but they will do everything in their power to be the one in the driver seat, preying upon you in your weakest moments. It is fortunate that when you sleep, so do they, so there isn't a chance they can prey upon your sleeping form.

Potent Bindings [+300]: Power can be just as much a curse as it is a blessing, alienating you from those you care about or drawing dangerous attention when least convenient. Should you wish to cast aside your power, however temporary, you may take this oath with the River Styx. Once you do, you will be stripped of all outside powers and abilities, leaving only your Body-Mod, mundane skills, what you have bought here, and anything else you've gained native to the setting of Percy Jackson and the Olympians.

Titanic Target [+300]: In war, it is essential to know who the most effective and powerful members are on each side, and you have been named as one of the most valuable assets. From here on out, you have become a target of interest for the opposing side of the war to come, be that the Olympians or the Titans. Sadly, this interest is primarily in how they can go about eliminating you, and so will do what they can to smite you.

Labyrinthine Containment [+300]: The Labyrinth has greatly changed from the stone maze it used to be back when King Minos was ruling over Crete. Now entrances can be found all across the world, trapping many within its malevolent, twisting halls. It is unfortunate to say, but you have found yourself trapped within the Labyrinth, and need to find a way out. This is more difficult than it sounds, as the structure seems to hate you in particular, placing many deadly traps and powerful monsters in your path in an effort to make sure you can never leave. Even gods will have to escape the normal way, unable to force the Labyrinth to conform to their will.

Ending:

At the end of your time here, you will be given a choice.

Stay: You have carved out a legend for yourself, found a place where you finally belong, and do not wish to leave.

Go Home: The old lands call to you, reminding you of where you came from, the place you once called home.

Continue: Your adventure doesn't end here, with there being new challenges to overcome across the horizon.



Notes:

-Big thanks to the wonderful **[MojaveCourier]** for helping me throughout the creation of this.

-This is based on the books, but if you want the continuity to be based on the TV show or movies, you can do so at your discretion.

-Any origin can be counted as **[Drop-In]** if you want.

-**[Divine Boon]** won't give you anything too busted by itself, just minor powers that are useful to have.

-**[Masking Mist]** can be considered the starting point for actually manipulating the Mist, though **[Potent Sorcery]** will give you abilities greater than anything the Mist by itself could achieve.

-**[Poker Face]** essentially makes you an amazing actor and double agent, though being careless can blow your cover.

-If you fully open the **[Thermos of Wind]**, it will be refilled at the start of each Jump.

-If you take **[Early Exit]** and **[Time of War]**, then you can end your time a few months after WW2 is over.

-Taking **[Titanic Target]** with the Olympians after you will mean that they will often send their children and other agents after you. The gods won’t personally come down to beat your ass unless you prove to be either a large enough threat, or you personally manage to piss them off.

-When in doubt, fanwank.

-Have the day that you deserve~