

Norse Myth

Introduction

At the beginning there was just fire and fog and the massive abyss between. Out of the interactions between them water, ice, and the first beings arose. Ymir, the mightiest giant that ever lived, father to all giants. The mother cow, giving nourishing milk to Ymir and his kin, who licked Buri, ancestor of the Aesir, out of stone.

From Buri came Borr, and from Borr came Odin, Vili, and Ve. These gods slew Ymir, and from his body they crafted the world. His blood became the seas, his flesh the earth, his bones the mountains, and his skull the sky. They placed Ymir's brains as clouds and his eyebrows formed Midgard, the realm of men.

Elves and dwarves, born of different origins but tied to the gods' creation, filled the worlds with beauty and craftsmanship. The elves, radiant beings of light, resided in Alfheim, while the dwarves, master forgers, dwelled in the deep caves of Svartalfheim, shaping powerful artifacts and weapons for gods and heroes alike.

Giants, the progeny of Ymir, continued to thrive in Jotunheim, forever the adversaries and sometimes the allies of the gods. Among them were titanic forces and cunning tricksters, embodying the chaotic essence from which the cosmos was born.

Monsters, some born of Loki's strange unions, roamed the worlds. Hel, ruler of the underworld; Fenrir, the monstrous wolf; and Jörmungandr, the world-encircling serpent, all awaited their roles in the final battle. Dragons, trolls, and other fearsome beings lurked in the shadows, challenging gods and mortals alike.

The Aesir and Vanir, two previously warring tribes of gods, ruled from Asgard and Vanaheim, governing the realms and guiding the fate of all beings. They wielded immense power, yet were bound by destiny and prophecy, knowing that their end would come at Ragnarök.

In this grand design, mortals played their part. Odin, the All-Father, often walked among men, sometimes fathering mighty heroes or guiding them from birth. Freyja, the goddess of love and war, also selected the bravest warriors for her own hall, Fólkvangr. Together, they groomed and watched over those who showed exceptional valor and skill in battle. The bravest of these souls were destined for Valhalla, where they would train and feast, preparing for the ultimate battle of Ragnarök.

Ragnarök, the final destiny of the gods, was foretold to be a time of great turmoil and destruction. The world would shake, the seas would surge, and the sky would darken as giants, monsters, and gods clashed in a final, cataclysmic battle. The Einherjar, the chosen warriors of Valhalla, would fight valiantly alongside Odin, striving to bring about a new era from the ashes of the old.

During your time you don't have to worry about the end of the world, unless you actively accelerate it in some way.

Take **1000 choice points (cp)** to help you survive the coming days of twilight

Age and Gender

As a mortal roll **2d10 +20** for your age or to choose for free. As anything else you may choose for free an age you deem appropriate for that background. Keep the gender from your last jump or change for free.

Location

Roll 1d9 or choose for free

- 1) **Jötunheim**, home of the giants and trolls. A chaotic and lawless realm in stark contrast to Asgard. Dominated by the fortress Utgard, it served as a frequent battleground for the Aesir gods who often ventured there to thwart jötunn plots.

- 2) **Midgard**, the realm of humanity, lies between the civilized Asgard and the chaotic Jotunheim. Encircled by the World Serpent Jörmungandr, it is connected to Asgard by the Bifrost and prophesied to host a great battle between Thor and Jörmungandr during Ragnarök.
- 3) **Muspelheim**, the realm of fire, was one of the primordial worlds whose flames melted Niflheim's ice, creating Ymir and Buri. Home of the fire giants. During Ragnarök, Muspelheim's fires are foretold to consume the world, led by the fire giant Surtr and his blazing sword.
- 4) **Niflheim**, an ancient icy realm of fog. its thawing waters formed Ymir. This cold, inhospitable domain was rarely visited by gods or mortals. Hel, the underworld may be located here or it may be a realm of its own right.
- 5) **Vanaheim** realm of the Vanir. Gods in their own right, known for their magic and divination. After a great war with the Aesir they hold a, sometimes ignored, truce and have since intermingled somewhat.
- 6) **Alfheim** the realm of the Light Elves, ruled by the Vanir god Freyr.
- 7) **Svartalfheim** the realm of the dark elves. This may actually be part of Alfheim or Nidavellir, just like the dark elves may actually be dwarves.
- 8) **Nidavellir**, a dark, subterranean realm rich in minerals and home to skilled dwarven craftsmen. Renowned for producing legendary items like Thor's hammer Mjölnir.
- 9) **Hel**, a gloomy subterranean realm in the mythological north, was ruled by the goddess Hel and served as the afterlife for departed souls. Though not overtly torturous, it was a feared and bleak place surrounded by a river and a massive wall.

Backgrounds

Mortal (free): You are a human, descendent from the first man and woman which Odin and his brothers created out of the logs of an ash and an elm.

Elf (200): You are a light or a dark elf. While it is not clear whether dwarves are the same as dark elves it is clear that they are in some way connected, therefore this background also includes them. In any case all of these beings are connected with creating magic objects and interacting with humans in often devious ways.

Giant (400): You are one of the Jötun, while not even necessarily gigantic, many of your kin are. Giants have a knack for changing shape and casting of illusions. Giants in general are incredibly strong and capable of great violence, with which they often threaten the human realm and the realm of the gods.

Monster (400): You are one of the many great monsters that roam the realms. You may be a cursed child of Loki or something older or your own origin may not be too clear. Giant wolves, dragons, snakes, the goddess of death, Fire Giants and so on fall under this very broad umbrella. While not necessarily evil, you most likely are a being of destruction or side with the forces of Ruin during Raganrök.

God (600): You are one of the Aesir or Vanir. The gods as they call themselves. They have more in common with other races like the giants and elves as they'd like to admit sometimes, but while actually rather equal in strength and magic power, these beings calling themselves god still hold the upper hand in most conflicts and have become the rulers and protectors of several realms.

Mixed (variable): Whether you are the offspring of two different races or you are of one race and share many attributes or roles of another one you are able to purchase at a discount from two different perklines. Pay the price of the more expensive background and pay an additional **-200cp**.

You may also choose to be a minor representative of whatever background you picked (based on the more expensive one for the mixed options) with just less overall power and influence than the others of your kind or at least just be the average and not one of the greats that many of the perks are based on. Doing so will half this initial background purchase (mortal background gets **+100cp**).

The perks up to the **400cp** level will be as valid for you as they are with the normal purchase, but the perks at the **400cp** and **600cp** level will just be "weaker" and/or less effective. The exact details of what that means I leave up to you.

This option is for you if you just don't like to be one of the big players, but still play. Valkyries for example would fit perfectly into this option as minor warrior deities (maybe mixed with a mortal hero background)

Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Cutting the thread -variable

For only **-100cp** you are able to gently tug on the threads of the Norns yourself. You won't be able to change fate at a whim with this, but you merely become more lucky. This luck is something that will also be automatically shared with your clan and family. For an additional **-200** you do not care about the threads the Norns weave around you and try to constrict you any longer. You are able to act completely free of any bounds of fate, provenance and determinism in general. For an additional **-200cp** you may share these gifts with others and cut their threads as well. This is a boon that Odin would give nearly everything to obtain it. The higher purchases of this perk, naturally include the lower ones.

Hard to kill -300

Like Gullveig, a vane, human or giant witch, you could be slain or burned and yet still arise whole and living. You could die thrice and live thrice more. Alternatively you get a rare and curious magic similar to the giantess Hilde, a great monster bested together with her husband Grimm by Thidrek. Your flesh rapidly heals and rejoins on its own. Deep, normally fatal wounds will heal up immediately. Hacking of limbs or other body parts would cause them to rejoin quickly and perfectly heal up. Even if you were to be completely bisected through the middle, your separated body halves would move towards another and rejoin so fast that it wouldn't even hinder you much during a fight. If separated body parts were to be prevented long enough from reattaching this would cause the magic to fail and in the case of detached vital organs result in death. For an additional **-200cp** you have access to both options.

Mortal

Scary aspect -100

There's something special about you that absolutely scares whoever looks upon you. Be it bright piercing eyes, dark deep brows, your stature or something else. In any case people will, probably rightfully, instantly fear a confrontation with you and have a hard time keeping eye contact. This might not have an effect on some of the scarier creatures running around.

Fearless -100

You are not only brave but also truly fearless. In Fact you have never experienced fear or anxiety in any way. This won't hinder your ability to actually gauge danger and react to it accordingly. You may still retreat or scream for help if you see that you're in danger, you just don't panic about that fact.

Seer -200

Like certain noble and wise women or witches you gained the gift of sight. This is a rare magic, even among the other races and somehow many humans seem especially gifted in this art and magic. This gives you visions of the future in whatever form you most find appealing. Either the visions appear to you in your dream as fitting allegories to future events, or you use divination by casting bones or runes or you just know what's going to happen. In any case these visions are rather accurate and often tend to focus on great personalities and events. The greater the personality and event the clearer you can see their future. As you most likely will be a great personality yourself, if you choose to engage with the setting, you'll see your own future bright as day.

Natural Warrior -200

You are an incredibly talented skilled fighter from the very start. So great is your heritage that you require no extensive training to dominate a fight. If you'd have never picked up a blade in your life you could still rely on your natural skill to beat several well seasoned knights and warriors simultaneously without taking any harm yourself, similar to Dietleif the dane. Only other heroes of comparable pedigree, or vicious giants and other monsters could hope to even touch you. Picking up any weapon would see you soon master it, be it sword or ax or spear or bow, but you also have the same talent for unarmed combat such as wrestling and pugilism.

For an extra undiscounted **-100 cp** there is a speciality, a weapon or way of combat, that you have already mastered, with which you truly exceed and outshine all others. Like the master archer Egil, never missing his mark even after just aiming within the blink of an eye at a flying target at a single specific point. This additional purchase also includes the mastery of one singular exceptional technique that no one else has mastered such as Master Hildibrands secret sword strike, which with a single blow

will make the opponent unable to lift his shield again.
Can be taken multiple times.

Might -400

You are of unnatural strength and constitution. Maybe you've got giants blood or even that of the Aesir coursing through your veins. In any case you're faster, stronger and tougher than any man of mortal blood. You are generally as strong as giants, dwarfs enhanced by magical rings of strength and heroes of great renown such as Siegfried the dragon slayer. You can toss around tree trunks or throw stones weighing more than two shippounds and wield weapons that 12 men would have a hard time carrying. You could run and pounce like a panther and outrun a thrown javelin, even one thrown by yourself, and catch it in midair. You are incredibly tough to keep down and hard to stop once you get going. If besides your raw strength and hardy constitution you also have the necessary skill you could swim for days while holding your breath underwater or fight a duel with a legendary hero or monster uninterrupted for several days and with the right weapons even mighty Siegfried may bleed and yield.

This perk lets you somewhat contend with the other races and backgrounds in this jump in battle. There are of course gods and dwarves and giants and monsters far stronger, but you won't be like an ant beside them and with some skill, you can slay multiple of the weaker giants and with the right tools kill dragons.

Runner -400

You are swift footed like Thjalfi. Thought itself might outrace you, but with everything else it's hardly a contest. Be it deer or bird or even wind, you outpace all. You may select any aspect other than speed to be supernaturally gifted in this way.
May be chosen multiple times

Jumper the dragonkiller- 600

You killed a mighty dragon and bathed in his blood, drank from it and ate his heart. Having bathed in the blood made your skin harden. Your skin can't be pierced now and will absorb a huge amount of force, except for a spot on your back, above your heart, where a linden leaf fell as you were bathing in the blood. While your skin can't be pierced, a big amount of raw force will be enough to damage your insides. Having ingested some of the dragon's blood, which made your insides tougher as well and gave you the ability to understand the language of the birds. Birds will travel far and wide and hear and see a lot of things, they will warn you of coming danger, betrayal and coming doom but also guide you to great prizes and adventures to be had. Having eaten the dragon's heart made you very wise and bright.

Band of brothers - 600

Thidrek of Bern was one of the greatest kings and warriors of his time, but he himself was bested several times, sometimes by some powerful giant and sometimes even by one of the men who eventually became his companion, such as Witga, son of Weland the smith. What made him the greatest king and hero of his age however was his ability to draw mighty, noble and capable men to his side and bind them into eternal friendship. People will tend to become easily impressed by your deeds, nobility, generosity and your general style. All over the continent your fame will precede you and cause mighty kings and other powerful people to send great gifts including horses, gold, knights and enchanted weapons as signs of goodwill. It will also cause the greatest of the great to flock to your side and swear oaths of loyalty. These people don't need to be warriors, but just talented and capable men and women that wish to bathe in your greatness. Even sworn enemies can be brought to your side after a noble fight. You don't even necessarily need to win the fight, but the closer and the more honorable it is, the more likely you are to gain a new friend. These men and women who are now your friends and bloodbrothers will defend you and your honor with their life and go out of their way to further your fame and glory. Additionally they also tend to stick together for each other, so that each of your new brothers will help the others out wherever they can.

Elf

Underestimated -100

Due to your size or just due to the way you look you will be constantly underestimated by others. They will severely and tragically underestimate just how quick, strong, skilled and smart you are. If you wish you can suppress this perk, but it is often very useful to have your enemies arrogantly head into a battle that will prove far more difficult for them than they thought.

Father of a new kind -100

Your eyes have fallen on the beauty of human women. You have a knack for seducing them even in your offputting form. What is more is that the children you sire will generally be the best of both your kinds. You may sire humans with giant strength or ones with great affinities to certain magics. You will always just give the most valuable traits of your kind to the next generation.

Hiding in plain sight -200

You know some minor, but incredibly useful magical tricks that are related to the senses and how you are perceived. For example you gain invisibility so that only those with magic abilities or special magical items or put them into a deep sleep or a state of great confusion or transform into one common animal, like an otter or a pike, or change shape into other beings such as humans. All these incantations and magics are mostly short lived, so that you can get an upper hand on someone, but not being able to put them to sleep forever for example or stay invisible indefinitely.

Master thief-200

You have rightfully earned the epithet of master thief as you are able to steal almost anything from the most secure of places. As a dwarf you can steal massive cumbersome swords directly from the home of some giants or you could easily pull off a ring or other valuables directly from the finger of a queen or even take the entire queen with you to your realm without anyone noticing. In general people will tend to notice any trickery or thievery only when it's too late and often at ironic and crucial times.

Dragon Form -400

You somehow gained the ability to transform into a great and fearsome dragon. Whether this is a result of your own nature and magic, the result of a curse or of some magic object matters little. You are bigger than a house, easily able to lay on a cliff 30 fathoms high and comfortably drink from the river below. Your teeth are as long as swords, your scales tougher than steel and you can spew forth great amounts of poison and flames hot enough to turn stone glowing red.

By default you are a wingless dragon of some sort (Lindworms are en vogue I hear), but for an extra -200cp you can add wings to your form, allowing you to fly.

Racial stereotype -400

Dwarves turn to stone when exposed to the sun? Elves are warded off and hurt by iron? Well, maybe this applies to some special members of your kind, but certainly not all of them as in other tales this is certainly not the case for them. When it comes to specific racial weaknesses and such you are simply one of the exceptions or better said one of the members of your kind that just didn't have that supposed weakness.

Master Smith -600

You are a smith of supernatural skill, able to weave great magic into objects you craft similar to Weland the smith, king of elves or the dwarves Brokk and Eitri. You could create things like incredibly sharp and strong swords that carve through stone and

steel like butter, blades that create wounds that never heal, feather cloaks that give you the ability to fly, helmets that make the wearer invisible, belts and rings that make one as strong as a dozen men, etc. You can enhance and reforge already existing weapons, so that you could melt down and reforge an already great sword into something even better. You may also imbue other magic you are able to wield into objects. The more time and effort you put into your work the more powerful the objects will become, but also the starting material, ranging from common ores to esoteric things, and your own character while crafting items will have a big influence on the power and exact nature of the object. As the greatest of them, you'll be able to take esoteric things like the sound of a cat's footfall or the root of trees to create wonderful items.

If you work together with other great craftsmen you can even create tools and weapons that will please the gods and become their signature items.

Mine, mine, mine -600

The great artists and craftsmen of your race only seem to serve the purpose of giving tools and weapons to other races, be they giants, gods or mortal heroes, just as the great kings of your race only seem to serve the purpose of amassing hordes of gold, just for other races to take it. This is not acceptable. You are able to afflict all of your possessions and everything you can call "yours", whatever form or nature they may be, with horrible curses of your design. Whenever someone steals from you they will be cursed with horrible fates. Transformations turning them into mindless monsters or animals, greed in the hearts of their fellows that'll turn to betrayal and murder and other general misfortunes. Eventually your treasures and possessions will always return to you with this curse. Even attempting to steal from you will result in a measure of this curse. Only things you freely gift or loan will be exempt and then only for the ones you gave it to.

Giant

Builder -100

While the dwarves are renowned for their craftsmanship when it comes to all sort of tools and weaponry, the giants excel in construction. You'll be able to erect titanic structures that will be incredibly sturdy, hard to breach and will stand for ages without wearing down.

Unending stamina -100

You have the constitution of svadilfari, the builder of asgards walls. While naturally strong as the giants are, you are capable of carrying heavy loads and exert yourself day in day out for long periods of time without ever tiring at all.

Transformation -200

You excel at transforming yourself into various animals and also giant versions of said animals. You aren't bound to just one form of animal, but you can switch forms quickly from one to the other. You may also hide your appearance by taking on the form of a human, another giant, dwarf or god and so on.

Father of monsters -200

Like Loki and Angrboda, the parents of Hel, Fenris and Jörmungandr or the old woman in the woods birthing the great wolves you are able to father beings far stronger than you are yourself. Of course the overall strength and disposition of your offspring may rely on your partner's attributes as well. For an additional -200cp you are a true heir of Ymir, that fertile first giant, being able to just birth various creatures from your own body. Your feet could "mate" and produce new beings, your sweat below your arm would turn into new living things and so on.

Trickster -400

You are the true incarnation of the trickster archetype. The fool. The clown. You are full of wit and guile and cunning. People will be dazzled by your appearance and style. They'll be amused by your antics, lulled into false security or intentionally enraged by your jokes, have their attention diverted by your act and in general be your playthings. Your bluffs will be incredibly hard to tell and the traps you lay are almost unnoticeable. On the flipside it will be incredibly hard to trick you. You are also a master when it comes to finding loopholes to exploit in any way or form and even though sometimes you may reach a bit with your exploitations, people will still begrudgingly let it slide. You promised someone that they can have your head if you lose a bet? Well, you never allowed them to touch the rest of your body. They totally can have the head though as long as they leave the neck alone.

Mimirs wisdom -400

You have drank from the well of wisdom for so long that there isn't much that you haven't uncovered with your mind. You aren't all knowing by far and the future may still be clouded, but you have a deep understanding of everything there is to know in any case and while wisdom and intelligence isn't the same, your mind has atleast expanded so that you are able to comprehend the mysteries of the world. In future settings you'll innately gain knowledge of all crucial physics and metaphysics.

Illusion -600

The great magic of Utgardaloki. You are the best when it comes to tricking the mind and the senses and casting illusions so strong that mighty gods and even the trickster Loki will see reality as something completely for days on end. You could

create the illusion of a massive giant or you could make mighty Thor wrestle against old age itself, while making him think that he loses against an old woman or make him drink the ocean halfway empty, while making him think that he can't empty his horn of ale.

Ymirs child -600

You won't be as big as Ymir, but you will be absolutely massive, similar to Skrymir. While it was just an illusion by Utgardaloki the giant Skrymir was the biggest giant that Thor ever faced and the biggest in existence after Ymir was slain. Bigger than mountains you will cause earthquakes with every step you take. Even blows by mighty Thor with his hammer to the head will not fell you immediately and he has to fear you merely stepping on him. For an additional **-300 cp** you have become as titanic as that first giant. You are as big as a world.

Monster

Fireproof -100

You seem to be immune to heat and fire and flame. Whether you are a giant wielding a sword that burns worlds or a wolf that consumes the sun or a dragon spewing great flames, you don't seem bothered or hurt by any sort of flame no matter how hot.

Fear -100

You induce paralyzing fear into the hearts of everyone who looks at you, freezing most in place out of sheer terror. The hardest of heroes and the mighty gods may still be able to act against you, but except for the most courageous or the ones who know no fear, all will at least know fear in their heart.

Poison -200

You produce such a strong poison that even a god may die from a single bite of you. Even the strongest god, even though he might not die instantaneously, will nevertheless find his end because of you. Who would dare tread on you?

Wait until it's too late -200

Why not slay the snake and the wolf and the monstrous child while they are still young? Why not attack the land of the fire giants in full force, before they are ready to charge themselves? Your enemies tend to give you too much time to prepare. To grow, to strategize, to recuperate and to rally forces. Whether they believe they stand

in the way of unchangeable fate or for some other reasons, you seem to be the one that is able to throw the first punch.

Growing strong -400

You will never stop becoming stronger and stronger. While others will wither with age you will only become greater. You may choose to simply grow in strength or also in size. A snake will grow to encircle the world and a wolf will grow to be a monster so terrifying that it forces the gods to bind it and in time even so far that it frees itself from the strongest of bounds. Just like a puppy grows in size and strength to an adult wolf in a short time, so shall your growth always be.

Call to ruin -400

You won't need to wait until the three roosters crow until Ragnarök, the final destiny of the gods and the end of the old order. Your own call to ruin can now cause the same effects. Whenever you feel ready you may call with the voice of the three roosters and begin the end of days. Every force present and capable, who falls to your side will start a coordinated attack against the status quo, the rulers, the fundamental structures and institutions or whatever else you generally want to attack. This won't guarantee that your side is successful or that your assault will even be apocalyptic in nature, since by starting Ragnarök early you might not have given key players enough time to prepare. The wolf may not have grown enough to break its bounds, the Queen of the dead might not have collected enough subjects and the snake may still be too small. But the element of surprise will always be on your side.

Queen of the dead -600

You are the unquestioned king or queen of the dead. Not only will they heed your call and flock from all the realms to you, but they will also follow you should you ever call to that final battle. Some others might oppose your hold over the dead, and mighty Odin may claim the valiant heroes slain in battle for himself, but the sheer flood of the dead you hold lordship over may still drown him and his heroes.

In future jumps you will not gain lordship over all who have already died, but everyone who dies from that point on you will have a claim over. This claim may be contested by others again, but if unchallenged you now are able to decide the fate of that soul.

Greatest of them all -600

There are certain phrases and epithets that are used quite a lot for various singular characters all through these tales: the strongest or tallest of giants or the mightiest of dragons or wolves, so that each singular battle seems like the most spectacular one.

For you this will be truly the case however as whatever race you've picked you are truly the shining paragon of. As a dragon, you'd not be a mere worm in some cave, waiting for wanderers, but a mighty dragon that gnaws and poisons the roots of Yggdrasil itself. As a wolf you're not one of the countless beasts the old woman in the iron woods breeds, but you are like the great devourer itself, one that could swallow sun and moon or destroy the allfather. Whatever race you've picked, you'll see their most prominent features and standout abilities and skills extremely heightened. This will apply to other races you've picked through your chain as long as you are in that form.

God

Domain -variable

exclusive to god background. No discount.

You are god of Something. Chose one domain or aspect that you are god of. You now hold some measure of influence over it. For 100 cp this influence will be minor. A god of the weather would be able to make clouds appear and disappear for example. For 200 cp this god could alter the weather to a much greater extent and create all kinds of different weather conditions he or she desires. The broader and vaster the domain, the less direct influence you have each moment, but your influence can nevertheless cause huge waves that way. The goddess of love may not be as powerful as the god of thunder and storm in a direct fight, but every being in all the realms knows how much more devastating love can be than a mere storm. For 400cp you are no longer "Jumper, God of X", but instead you are "Jumper, the X", an actual anthropomorphized representation and avatar of whatever domain you picked. You may be the personification of Thought, like Hogni, therefore able to outspeed anyone, as nothing is faster than thought or the personification of the Flame, like Logi (who's merged with Loki in Wagner's reinterpretation). It is questionable whether you can still be counted as among the gods with this last purchase.

Being Lord of a domain doesn't necessarily mean, that you are immune to whatever you Lord over. The goddess of love, Freya, still suffered from a broken heart.

May be purchased multiple times.

Courage -100

The courage and valiant heroism of Tyr. While the other Aesir may often come off as quite cowardly, you are a true warrior. You do not budge and you do not flinch. More than just fearlessness you do what needs to be done. Your willpower is similarly

great to your courage. You would have the guts and will to put your hand into the mouth of the greatest of wolves, just so that it can be bound. If it were to bite your hand you wouldn't even make a face.

Patron -100

You have a talent in finding, recruiting, training and raising worthy heroes, champions, proteges, lovers or anyone else that you find interesting, from whatever background that may be. With time and patience you may raise an impressive army of heroes.

Sight -200

You have senses like those of Heimdall. You can see 1000 miles and hear the grass and the wool of sheeps grow. Your other senses will be similarly enhanced without ever overloading you.

Life -200

You are able to gift life to the lifeless things or thought to the thoughtless things or senses to the senseless things. One could use this and turn non-intelligent life to highly sophisticated beings, such as the gods did when they turned the maggots infesting Ymir's corpse into the dwarves.

For an additional **-200cp** you are able to do all of that combined. You could create an entirely new race out of some tree logs on the beach.

Might of Thor -400

You're one of the strongest beings in existence. The strongest of gods in any case. While exact measures of might are hard to pin down and are all over the place in Norse mythology (see notes) all you need to know is that you will be able to defeat most beings in a raw contest of strength. You are like mighty Thor in that regard and with the right weapon you could keep the giants at bay.

Untouchable -600

You are not as untouchable as Baldr was. At Least not yet. You do have the ability to ask of all manner of things for some boon: for example that they may never harm you. Whether the things and beings you ask agree to that depends on the circumstances. If you are as beloved as Baldr was, everything and everyone will freely agree to it. If not, then you may have to give a promise in return. You do not have to ask every single plant or rock in existence, but merely a representative of that thing, who has speaks for all its brethren, for you to potentially become immune to harm or all those things. You may freely ask for other things than not being harmed.

Allfather -600

You gave your eye for the privilege of drinking from Mimirs well. You crucified yourself on the world tree Ygdrassil and spoke with the dead. During your existence you've given up much and sacrificed much in your quest for knowledge. As a result you have come to understand the mystery of the runes. You have gained knowledge about several useful runes, for divination and protection and other things, but there are many still to discover. You are able to carve runes into objects and places and channel magic through it. Any magic you possess or are knowledgeable of may be channeled through these runes. You have also learned great charms, runes or songs that will change the world around you. Odin's charms provide various aids. The first offers emotional help during grief. The second heals physical injuries. The third protects by dulling enemy blades. The fourth allows escape from bindings. The fifth alters arrows in flight. The sixth deflects spells and curses back to their casters. The seventh extinguishes any fire. The eighth soothes anger. The ninth calms stormy seas. The tenth curses shape-shifters. The eleventh blesses soldiers for victory. The twelfth raises the dead for communication. The thirteenth ensures children will never fall in battle. The fourteenth reveals names. The fifteenth grants strength, skill, and wisdom. The sixteenth and seventeenth inspire and secure love. The eighteenth remains Odin's (and now also your) secret.

You also get the chance to gain even more power and wisdom by sacrificing more of yourself. For every true sacrifice and every true arduous path you take in the quest for knowledge and power you will be rewarded in some way. Maybe you gain new insights into magic or the nature of reality, maybe you will gain strong allies or great tools or maybe something else entirely.

Items

You gain a discount on 4 items of every tier up to the 600cp tier. You get a discount on 2 items past the 600 cp tier. 2 lower tier discounts can be forgone to become 1 discount on the next higher tier. Discounted 100 cp items are free.

You may freely import any items you already possess, as long as they mostly resemble the purchased items in form and/or function.

You may also freely combine items as, again, they are mostly of the same form or function.

Food tasting knife -free

A knife that notices you whenever your food or drink has been tampered with in any way that would affect you negatively

Pet monster -free

A small Fenris wolf puppy or just a miniature version. Or a little Jörmungandr snake that likes to wrap around your ankle. In any case you get a cute and playful pet based on some terrifying monster. For an additional +400cp this monster can grow to become the actual monster it was supposed to be. It will remain friendly and loyal to you no matter how monstrous it gets

War raiment that no steel may bite -100

Iron and steel just glides off this set of armor, while stones and other heavy matters may still slay you.

Belt-100

A belt that will double your strength. While maybe not as impressive for a human being, it will make quite a difference for someone possessing giant strength.

A Horse -100

A great horse like Falcon or Grani, of Sleipnir's kin. It's strong, smart, enduring. While a punch of a great hero would break the back of normal horses, this one won't even budge. It'll run as fast as a flying bird and it's already trained for war and capable of leaping great distances. It will come to your aid and help you should you be hard pressed in battle, similar to how Thidrek's horse has saved his life several times.

Draupnir -100

A beautiful golden ring which will create 8 duplicates of itself each ninth night, so as to increase your wealth. For an additional -100cp. Each following duplicate will create 8 duplicates of itself each ninth night until you decide that enough is enough else the world will drown in gold.

Sword and armor -100

You get one of the great sword of its time, like Nagelring or Eckesax, both wielded by brave Thidrek. This sword will be able to cleave through helmet and byrnie of lesser quality if you are strong enough to do so. You also gain a though but light byrnie yourself as well as the famous helmet Hildegrimm, which has broken many swords and saved Thidrek quite a few times from deathly blows.

Familiar/Pet -100

You get a highly intelligent animal companion that will be linked to your soul or actually be part of your soul (you may handle that according to your preference), just like Odin's ravens Huginn and Muninn. May be purchased several times. For an additional **-100cp** this Familiar can become a companion. For an additional **-100cp** this animal will be of considerable power, similar to Hel's dog Garm. You may also opt to have this animal be just a highly trained and loyal pet without any links to your precious soul.

Whetstone -100

A whetstone of Odin that can sharpen even the dullest blade to an incredibly dangerous sharpness that lasts for quite some time. A scythe sharpened with this excellent stone would fell a giant in one stroke.

Golden Axe -100

An axe that when thrown on the ground will cause a great spring to come forth.

Fear helmet -100

This helmet will induce great fear, panic and terror in whoever looks at those wearing it. Most mortals would flee at the mere sight of someone wearing this.

A healing herb -200

The herb that Sigmund used to heal his wounded son Sinfjotli. Press it on any wound no matter how severe and as long as the person isn't dead yet, they will be healed in an instant. You get a new herb each week

Dainsleifr -200

The sword of Högni. While not as great as the dragonslaying swords of Witga and Siegfried it is nevertheless a beautiful and fearsome sword. It is strong and sturdy and sharp and while it lacks the incredible sharpness of these other great swords every wound it creates will be completely unable to close or heal in any way. By buying this sword here you will gain a version of this sword without a heavy curse upon it, but you may instead also get the cursed version for free. This curse will make it so that every time the sword is drawn someone has to and will die via its use, similar to the sword Tyrting.

Human army -200

You gain a great army of mortals, like Etzels army of the Huns. The great power in the east threatened both the western and the eastern roman empire and caused a great migration for several germanic tribes. You now hold power over 20,000 men, mostly cavalry armed with composite bows and javelins, that will follow your command to the very end. This is a power that required the alliance of both roman and germanic forces to finally halt it's push into europe. You may also choose other mortal armies of similar strength and size, be they burgundians or Amelungs or some other group.

Mimung -200

The sword Mimung. This sword was created by the great smith Weland and was commonly wielded by his son Witga. This sword is exceedingly strong and sharp. Even among other great and famous swords of its age it has a great reputation. This blade will not break even under the hardest tests and it will carve through steel and stone like butter. Even dragonhide or the skin of a hero who bathed in dragons blood may be pierced with this magnificent weapon.

Flying cloak -200

A cloak of feathers that allows you to fly like a bird. Alternatively it can also transform you into a great bird. Flying with this item doesn't seem to be as taxing as it should be.

Steed of the gods -200

You gain one or two riding animals fitting a god. For example a massive eight legged horse. Faster than any bird it travels on land, over water and trough the air. Alternatively two massive and strong goats that can pull a chariot over every terrain, creating fire where their hooves trample. These goats can be eaten, yet revive in the morning (don't eat the bones). Alternatively a golden Boar that travels on land and water better than any horse and lighting the night with its golden glow. You can select from any of these options or create a new fitting beast.

Ship -200

This ship will sail on land as well as it does on water and although it is a gigantic ship it can be folded so that it can fit into your pocket. Alternatively you get an incredibly massive ship made completely out of the finger and toe nails of the dead. It will ride on land and water just as well as the other ship, but with a much more macabre flair.

Necklace -200

This is the Brisingamen, a necklace or torc so astoundingly beautiful, that it fills the hearts and minds of all who look upon it joy and beauty but also with greed. The beautiful goddess Freya was so obsessed with its beauty that she lay with all four of its dwarven creators just to have it. Everyone who wears it will have its own beauty, splendor and presence increased to incredible heights.

Dwarven traveling shop -200

You want to create powerful chains in future settings out of the beards of women, the footfall of cats, the roots of mountains, the sinews of bears and so on? This will appear in future settings and you can buy or barter for the most mysterious and unique and strange items, ingredients, tools and equipment.

Cloak of invisibility -200

While wearing this cap, hat or cloak you will turn completely invisible. Alternatively this can also be a belt.

Sword of Freyr -400

A sword that moves on its own and flies through the air as if led by a masterful fencer. It is said that if he hadn't given away this magnificent sword as a bridal gift, then Freyr would have won over Surtr.

Well of Mimir -400

Everytime you drink from this well you'll become a bit wiser and gain knowledge without experiencing it or learning it. The head to the giant Mimir sits next to it. He's a nice fellow and has great wisdom of his own.

Rope -400

A rope, called gleipnir, as thin as a silken ribbon, but stronger than any iron chain that could ever be made. This rope was made out of the most exotic materials, depleting the world of them. This rope will be able to bind, depower and immobilize even the mightiest of beings at least until they grow stronger than anything else that exists in the world. The problem will be putting these bindings around such a monster.

Spear-400

The spear of Odin. It can't be blocked by shield or wall and will always hit its target once cast. Oaths sworn while touching this spear will be unbreakable or else the oathbreaker is destined to be killed by this spear.

Golden apples -400

Idun will supply you and your companions with her golden apples of youth. These apples will rejuvenate, heal and give you the vitality you held at the prime of your life and then some. If somehow your supply of apples were stolen, cut short or someone prevented you from consuming them, you would again start to feel the weight of age on your shoulders. If you manage to eat of them before your death you'd be immediately returned to your prime again.

For an additional -200 cp the apples would grow into trees were you to plant them.

The Ring -400

Andvari's ring, the ring Andvaranaut, Andvari's loom. This ring, forged by great hands out of the purest gold, will lead to your wealth constantly increasing. You will find hidden gold and treasures and fate itself will twist and turn leading you to become ever richer. Even those around you will feel an ever growing compulsion to help you grow richer all while increasing their willingness to "be bought". Should this ring be taken from you or held by someone who isn't you it will lead every consecutive owner to be completely consumed by their own greed. They will be driven insane, constantly worrying about the safety of the ring and ultimately die a violent death, most often caused by others coveting the ring. Not even the gods would be safe from this curse

Throne of Odin -400

This high seat will allow you to see everything throughout the whole world no matter where it is. Everything not magically hidden from you will be unveiled. Sitting on the throne you can focus on anything you want or watch everything everywhere unfold without being overloaded.

Mead of Poetry -400

This mead will give you incredible inspiration and a sense for beauty and poetry. Not only will it make you create and recite beautiful poetry, it will allow you to take in, actually appreciate and create beauty everywhere. Your creativity will be boosted immensely and everything you experience will just feel better and more alive.

You also get a patch of mead of bad poetry, which has passed Odins gastrointestinal tract once already. You can give it to people as a prank.

Sword of Surtr -600

A sword of solid flame. It melts, burns and cleaves all it touches. It can cast great bouts of flame whenever it's swung.

Mjölir-600

The great indestructible hammer of Thor. It will always return to you once cast at a target, that you're always guaranteed to hit. It can become a small pendant on your neck and back again on command.

Sapling of Ygdrassil -600

You gain a titanic tree that is still just a small sapling of the true world tree. In time it will grow so much that it's roots reach into other neighboring realms. This tree will be a great source and conduit for magic and a road to travel between worlds. It will become the host for a multitude of strange beings, animals and monsters. Even though it is the most massive structure on earth you may select to have it not easily be perceivable by the senses of those who can't see with true sight.

Valhalla -600

A massive mead hall that houses, feeds and entertains the souls of the warriors who died in honorable battle. This hall has five hundred forty doors, each so wide that eight hundred men could walk through them abreast, and a roof whose peak is nearly lost in the clouds. Its roof is thatched with golden shields and spears are used as rafters. This hall will house the souls of everyone who fought for or next to you or has died bravely for a cause that you championed. These brave warriors can be called upon times of great need as an army to fight your enemies. Your warriors can train on the battlefields outside Valhalla and be raised again at the end of the day. Food and drink will come from magical animals that produce milk and mead and revive after being slaughtered. Valhalla already comes filled with several great mortal heroes to keep you company and train with.

Companions

Canon companion (variable):

Normal humans are free, legendary heroes like Siegfried cost 100cp, dwarfs and elves cost 200cp, monsters and giants 400cp, Aesir and beings similar to them 600 cp

OC companion (100 each):

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend on background choice, perks and items. They can take drawbacks for no points, but they do get all the appropriate discounts. You may give your companion more cp, by trading in your own at a 1:1 rate.

Companion import (100 for 1, 200 for 4, and 300 for 8):

You can import up to 8 companions. They get 800 cp to spend on background choice, perks and items. They can take drawbacks for no points, but they do get all the appropriate discounts. You may give your companions more cp, by trading in your own at a 1:1 rate.

Valkyrie Companion (200 CP): One of Odin's (semi-)divine maidens has taken a great interest in you. Whether her interest in you is because you're a great warrior, a lover or something else i can't say. She is a masterful warrior, skilled with spears and swords, and possesses supernatural abilities such as healing, flight, and prophecy. Her presence inspires allies and commands respect and she can bring fortune on the battlefield. Whether as a loyal guardian or a fierce warrior or partner, she will stand by your side through the challenges of Ragnarök and beyond. This Valkyrie may be one of the known canon Valkyries such as Brynhild or Hildr or whether this is a new or unknown one I leave to you.

Can be taken multiple times. Each additional Valkyrie only costs -100cp.

Drawbacks

Vassal +100

You are not a free man, no king of your own, but instead you are bound to another man in oath and servitude. No matter if you are indeed the greater man, you shall follow his word and judgment as is only right. For an additional +100 this man is obsessed with finding glory and take you to many dangerous adventures and raids. You in turn will be obsessed with protecting that man and his honor so much so, that you'll cry more if you see him sad than when your own sons are being slain in an avoidable war that was your masters fault. For an extra +100 you've become a mere Thrall, a slave with little possession in the servitude of a great lord.

Viking saga +100

Oh nah, everybody sippin' on that bad poetry mead,
Now they can't proper read, write, or do the rhymin deed.
But they still tryna flow, all eager in the mix
Spittin' poems like a song, but ain't got the fix
It's gon' sound real strange, totally outta sync
Like they tryna rhyme, but the words don't link.

Memory potion +100

Someone gave you a drink of ale and the next moment you've lost all knowledge of this place and what your whole quest was about. For an extra +100 all memory of who or what you are has now been completely erased and your true nature won't be revealed to you until the end of the jump.

Easily made promises +100

You have a tendency to freely hand out promises and even swear oaths of loyalty. As long as you're not stupid, you won't directly swear contradicting oaths, but to bind yourself in so many societally backed commitments can be quite stressful.

Wrath +100

You have little patience and an overall short temper. It requires very little provocation to set you off and make you rage. Be careful, as many things said and done in anger can't be undone

Missing eye +100

Maybe you sacrificed your eye for knowledge or someone just threw a bone really hard at your head so that it popped out. Either way you're one eyed. For an additional +200 cp you are completely blind.

Missing arm +100

Maybe you sacrificed it so that a great beast could be bound or maybe you're just not that great of a warrior.

Blood Oath +100

You've already sworn an oath blood and kinship to a certain person who tends to get themselves into a lot of trouble, which forces you to stand or fight by their side, most of the time.

Old +100

You're not just old, you're near ancient. You won't be a total invalid because of your very advanced age for whatever race you picked. You'll still be a force to be reckoned with, but your agility and speed will be decreased and you'll have to suffer some pains that come with age and insults by uppity young knights or gods.

Rude +100

You're extremely rude and brash. This is unpleasant most of the time, but often this can have dire consequences. You might greatly offend some powerful and influential people. Be careful that you don't get too drunk and insult all the gods in an impressive display.

Greed +200

The curse and doom of king Etzel, Fafner and countless dwarf kings. You are greedy for gold and other valuables and often risk quite a lot to gain more. You're not necessarily stingy with your money, but nevertheless you always want more. For an additional +100 cp this greed will slowly warp you into some monster. Something to be feared and shunned.

Sleep thorn +200

You have greatly displeased Wotan/Odin in some way. As punishment for your insolence he put a sleep thorn into you, forcing you to sleep until someone wakes you from your slumber. Unfortunately for you, he also placed you behind a massive wall of fire, so that rescue by anyone but a true hero isn't likely.

Pride or arrogance +200

Maybe it's not the Norns' threads themselves that bind men to their fate, maybe it's their own pride, arrogance and stubbornness that makes them go to their own slaughter in spite of countless warnings and bad omens. You now suffer from the same pride that felled many good men. You willingly walk into obvious traps as you are too prideful to admit that you're outnumbered or weak or dishonorable.

Nibelungentreue +200

Your loyalty is unshakeable and unquestionable. This loyalty transcends all bounds and obligations to tradition, family, justice and even rationality and self perseverance.

Desire +200

You invoke great desire in others. Normally that should be a nice thing, but here this often tends to get you kidnapped, pressed into unsavory acts and ransomed for by others (you're the price in this ransom).

Bad dreams +200

You are constantly plagued by visions of the future that are most likely to come true. You will use a lot of time, mental capacity and effort in trying to change things, but your dreams seem to become more and more self fulfilling.

Hubris +200

You believe to be the strongest or the fastest or the smartest. In any case you have gained a gigantic ego, often boasting needlessly, while charging headfirst into danger and challenges. This might cause you to bite off more than you can chew very soon.

Common weakness +200

You have a dangerous weakness to a very common substance or phenomenon. This can be something like iron or sunlight or water. Contact with this substance will rid you off all your supernatural powers. For an additional +200cp contact with this substance will cause petrification.

Linden leaf +300:

No matter your powers, you have a single weak spot where you can be killed. It is the shape and size of a linden leaf and is located somewhere over a vital area. Alternatively you have a sure way of being killed via a specific tool or method, like a mistletoe. For an extra +300 tales will be told about this weak spot of yours making it so that everybody knows about it.

Treachery +300

Treachery is everywhere around you. It festers within your ranks, in the heart of your wives and concubines, in your most trusted advisers, friends and even companions. While this doesn't necessarily need to involve attempts on your life, it will always cause the affected individuals or groups to interfere with your plans and may still involve plans to end you.

Enemy+300

You're seen as a prime target for an enemy group that is similar in strength to yours. Whether all of the giants want your head or all the gods or just the neighboring mortal kingdom depends on your background, but in any case you should be careful. May be taken multiple times, with each additional purchase causing your enemies to closely work together and drastically increase their lethality. Don't take this too lightly. Even the gods seldomly faced a combined force of giants and an army of giants equipped with dwarven weapons for example would be too much even for them.

Trickster +300

You were chosen as the prime target by some mighty and influential trickster. Most likely this is Loki, but Odin himself often acted as a devious and sometimes even quite malicious trickster himself and there is several other tricksters in Norse mythology. In any case this person or being will never outrightly challenge you, but stick to the shadows, hide his identity and manipulate events and influence others behind your back to cause maximum damage to you. They will reveal your weaknesses to your enemies, get you to act irrationally, steal or damage your items and maybe give them to enemies and even cause entire wars to erupt just to see you suffer and potentially die. You never seem to be able to grasp this elusive fiend.

Nemesis +600

You have a great and terrifying nemesis. Someone complementary and equal in strength and power to you. Thor has Jörmungandr, Odin has Fenris and you, Jumper, similarly have a being that you have to challenge in single battle before the end of the jump.

Bound +600

You are bound with the mightiest of chains and you or your companions are completely unable to free yourself. These magical chains cut into your flesh and hurt, w. For an additional +200cp you are bound and punished in the horrific way the gods bound Loki: with the entrails of your own children and companions you're bound to a rock. A snake above you will drip poison into your eyes and only one last remaining companion or loved one will catch it in a bowl; but sometimes she has to empty that bowl.

Ragnarök +600

The timeline for the end of the worlds, the gods and the old order was severally pushed forward. The end of times is happening right now. Not only are you caught unprepared for it, but somehow the other side of whatever side you are on, has had time to grow and prepare while yours was still in the phase where it collected strength.

Notes

Backgrounds/Race:

Racial lines aren't very clear and very fluid in Norse mythology. The background of several important figures also changes depending on the tale you're reading. Sometimes figures can't be categorized in any meaningful way (like what exactly are the Norns or Valkyries?). Dwarves may be elves; Fire giants count as giants (Jötun), but don't live in Jötunheim and are sometimes considered other beings and giants in general often being considered monsters themselves; Wieland was a human looking son of a giant, but in other versions was called a king of the elves; Loki was a giant who joined the Aesir and became a god; A human could sire a giant with a mermaid; Fafner was a dwarf that turned into a dragon; the kids that Loki had with another giantess were all monsters who can't clearly be put into any category and so on. Grouping several beings together into the categories used for this jump, while separating them from other groups may not be very fitting; hence the inclusion of the "mixed" option which could allow you to recreate several hard to define backgrounds which may not even fit well with any of the options (Valkyries may be considered minor warrior deities with a mixed mortal (warrior) and god background)

Norse/germanic/german myth:

While this jump is mostly based on Norse mythology several German influences will pop up. Both fall under the mantle of Germanic myth. For example: Siegfried, called Sigurd in Norse myth, doesn't have invulnerable skin, and the Völsunga saga tells it as such, yet in the Norse Thidrekssaga he does, since that saga, while Norse, was based on German sources... It's all different flavours from the same pot.

Strength, scale and power:

Just how strong are all these giants and gods etc? Good question. Who knows.

You'll hear various accounts that will be conflicting. For example:

>Thor can lift the Midgard serpent a bit; a massive snake that encircles the whole world/world sea.

>The Midgard serpent was once pulled wholly into Thor's fishing boat

>Thor blew massive holes into a mountain with his hammer (believing it was a giant's head)

>Once Thor was pinned under the leg of a mighty giant (who was big, but not as big as either a mountain let alone the snake) that he slew and his toddler son had to lift

the leg off of him.

There are massive giants everywhere, that in general are described as fearsome foes, that contest with gods, but in all the heroic tales the heroes constantly slay giants, but sometimes struggle against a dwarf who has a magic item giving him the might of 12 men. These might or might not be the same giants the gods face however, just like the dwarves that heroes like Siegfried bests aren't the same as the dwarves that hold up the literal sky. Does Siegfried stand a chance against Thor and Odin (according to Wagner he does)?

This all just means that strength, scale and power is something very confusing and fluid here, either within groups/races/faction between others and even based on individual feats, and I can't give you any hard numbers.

You may handle that however you like.

Whether you believe that the gods have earthshaking power (described that way several times in the Edda) or the power to destroy the world or the power to destroy the sun, because of stories written by a people with little grasp of the actual scale and nature of stars and planets, you are free to do so.

Misc.

>What happens if you become too big? What will you eat? Maybe you get some massive ancient cow to feed you milk maybe you somehow don't starve despite being bound for eons or if you become some massive beast, giant or other entity, just assume that you somehow don't die of starvation or lack of oxygen and don't collapse under your own weight.