Valkyrie Profile CYOA

In Valhalla in the land of Asgard, the Aesir rule from on high. There they're locked in an eternal war with the Vanir and the undead forces of Hel, and so they send the Chooser of the Slain, the Valkyrie, down to the world of Midgard below to gather souls to make into Einherjar. The world of Midgard is in all eras like medieval Earth, constantly full of misery and war, only with other races, monsters, and magic thrown in to create more tragedy. Here the Battle Maiden picks through the killing fields for the dead and dying, taking the strongest with her for training and eventual ascension. Some see her as a blessed figure, who honors brave warriors with glory and eternal life. Others see her as a death goddess, who cruelly steals away their loved ones. Once she has performed her duty for long enough, she sleeps in mortal guise while her one of her sisters takes her place, perpetuating the cycle of fate. And so the wars in Asgard and Midgard continue in eternally. All is not as simple as it seems, however, and all that is benevolent is not not so. Perhaps the Aesir are not as noble as they appear to be, for time and again their servants rebel against them, only further creating strife. It is in this world that you find yourself for ten years, but thankfully you are not left with nothing. You have **1000 CP** to choose your fate.

Location

Roll 1d8 to determine your starting location. Einherjar can skip the roll, instead picking their era. Those with the Valkyrie origin instead choose to replace one of their sisters, or else create an entirely new era predating the events of Valkyrie Profile where they hold sway. Others may also pay 100 CP to choose.

1. Valkyrie Profile: Covenant of the Plume

The earliest known point in the Valkyrie cycle, where Midgard is under Lenneth's watch. A fairly normal time for this world, kingdoms clash and war with little obvious interference from outside forces. However, one man will go on a rampage to enact vengeance on the Valkyrie he hates so much, and his supporters will work behind the scenes to ensure the world suffers as much strife as possible to fuel his quest, including increasing tensions in the divided Kingdom of Artolia in pursuit of war.

2. Silmeria's Rebellion

Eighteen years before the events of Valkyrie Profile 2 and several centuries before Valkyrie Profile, the youngest of the Valkyries, Silmeria rebels against her lord Odin. She allies herself with the Lord of the Undead, Brahms, and seeks to cast him down for his abuse and tyrannical control of the people of Midgard. Little else is known of the events or world of this era, but her rebellion is ultimately doomed to failure, the Sovereign’s Rite being invoked to incarnate her into a human body and replace her with one of her more loyal sisters.

3. Silmeria's Sealing

A time of two Valkyries, where the world is under Hrist's dominion yet, Silmera's soul somehow remains apart from that of her young host Alicia. With the young princess of Dipan assumed mad, she's locked away by her father, but events will conspire to see her fleeing for her life as Hrist hunts down her younger sister, Alicia herself being sucked into the familial conflict as even her own family and her kingdom are torn apart, finally leading to Silmeria being sealed into a crystal, and Alicia's own rebellion against Valhalla and ultimately her death with her beloved before Odin's throne.

4. Valkyrie Profile 2

The time of two Valkyries, altered by time travel. The events are largely the same in this timeline separated from t hat of all the others, but with the interference of a certain young mage, the world may end up a far better or worse place for his actions. Who he is, and his ultimate goal, are unknown to all but Lenneth, who will travel to this timeline herself to put a stop to his ambitions.

5. Hrist's Cycle

A rather boring time under Hrist's watch. The eldest sister is exceedingly loyal to Odin, and no great upheaval is known to occur here. Hrist serves out her term uneventfully, and calmly passes the torch to her sister in the end. A time of great safety and boredom or extreme danger, depending on your own inclination and goals.

6. Valkyrie Profile

Lenneth, freshly awoken from sleep, takes on her role as the Valkyrie. Ragnarok approaches, and so Odin is desperate for more Einherjar to bolster his army and takes a far more brutal approach to Midgard as a result. Unknown to either of them, however, the events of the past, including Lenneth's last life as a human, the actions of Silmeria before she was sealed away, the obsession of a young necromancer, and the scheming of the Half-Vanir Half-Aesir Loki will echo through this cycle and ultimately lead to a split in what can occur. Either Lenneth will remain loyal to the Aesir and lay low the ruler of the Vanir, Surt, or she will rebel against them, seeking to confront the gods, only to arrive too late as Loki's plan reaches its conclusion.

7. Valkyrie Profile Manga

An alternate reality to the normal Valkyrie Profile universe. The events mostly match that of Valkyrie Profile so there isn't much to say, but some of the events differ slightly. Additional characters, somewhat altered events, genderswaps, and extra details that may or may not be applicable to the default universe, there will nevertheless be few surprises to one familiar with the source material. At least actually going there will make things quite a bit less rushed than a mere two volumes.

8. Free Choice

Pick from any of the above eras in the history of Midgard.

Backgrounds

Roll 4d8+10 to determine your actual or apparent age, unless you choose Valkyrie.

Drop-in (Free) – You awaken in this new world unchanged like normal, with no new memories to weigh you down. Only one thing is out of the ordinary. Next to where you were lying down, you find a beautiful white plume, as if from a bird. When your hand touches it, however, a woman's voice whispers into your mind. She indentifies herself as Hel, queen of Nifleheim and explains to you that what you hold is the feather of the Valkyrie, the choosers of the slain. Despite having no history in this world or reason for vendetta against the gods, or perhaps because of it, Hel offers you a deal. In exchange for great power, you must commit horrible sins and stain battlefields with blood, sacrificing any allies you gain along the way, all using this white plume, which will quickly stain jet black with your evil. With her offer spoken, the voice grows silent. You're under no obligation to listen to her words or accept her offer, but she and this feather are the only leads you have in this world.

Einherjar (+100) – You're one of the chosen, those slain in battle and selected by the Valkyrie as someone worthy of Valhalla. It is now her duty to train you as a warrior, gaining supernatural levels of power and skill, maybe even enough to rival the gods (Einherjar in Valhalla even being capable of achieving divine rank), before sending you off for further training and battle to Valhalla in preparation for Ragnarok and Odin's other wars. Unfortunately, you're nothing but a bodiless soul without your Valkyrie. You dwell inside of her most of the time, being summoned when she needs your aid in battle or other tasks unless you can convince her otherwise, and can only survive a limited distance from her without losing your body and being called back. On the bright side, you can only die when your Valkyrie does, and you may choose which Valkyrie you're bound to and thus which era you end up instead of rolling.

Undead (100) – At some point in your past, recently or long ago, you died and became undead. The undead are those who have died but refuse to pass on, either of their own will, through evil magics, or by the circumstances they've been forced into. Many of the undead are rebel Einherjar who fled Valhalla once they had been sent there and gained a body. Indeed, Brahms, Lord of the Undead who is said to rival even Odin in power, is one of these, and he and those serving under him make up one of two major factions of undead. His faction is focused on freeing the world of the Aesir's influence, but the other is more sinister and far larger in numbers. Stationed in Nifleheim itself, the land of the dead where time never flows, and led by the Goddess of Death, Hel, who seeks to control Midgard like the gods do and causes chaos there to spite Odin. You may choose to be a member of either faction, or completely independent from the rulers of the undead.

Necromancer (200) – Once a disciple of an old wizard or a student at a magic school, you delved into dark and forbidden magics and were cast out. Because of this your training was cut short, you lost many of the contacts and connections you held, and you're seen as a pariah at best by your peers. Yet for all of that, few know more than you about magic, because you did not heed their laws or give into their fear and learned all you could. Alchemy and necromancy are your forte, the raising and manipulation of the undead, the brewing of supernatural concoctions and manipulation of the elements, and perhaps even the creation of life itself. You're also skilled in more traditional magic, such as the creation of rituals and the casting of spells, but are perhaps less practiced than one who completed their schooling. Otherwise, you gain no supernatural powers from this, being as human as you may have been before.

Valkyrie (300) – Chooser of the Slain, the Battle Maiden, and a host of other, less nice names. Somehow, there's a fourth Valkyrie sister, and that sister is you. You are an Aesir, one of the gods, not a particularly high ranking one but one who's position holds great respect and importance. With this title you gain the basic powers all gods possess, such as impossible physical abilities enough to combat the enemies of the gods and an unaging and unfailing body. Valkyrie in particular have their own special talents, with the majority listed below. Outside of those, Valkyries can manifest a pair of white, feathery wings used for agile flight at will, as well as cast a simple illusion that gives them a normal mortal guise. There are some downsides, however. The body used by the current Valkyrie while she's active is the same they all use, including you, meaning that you will look mostly the same as your sisters physically. The only traits you have any control over are your hair, which is different for each Valkyrie, and eye color. Your sisters have already claimed silver, black, and blonde. Yes, this means you are female for the duration of this jump, even if you weren't before. The Aesir are also essentially static, their bodies and powers frozen in time and incapable of growth or change. While this only applies to the powers you've gained here, this also effects even the body of the Valkyrie you inhabit during your stay. It simply cannot change or grow in strength beyond what you already possess. You're freshly awakened to your role with no memory of a past life, if you even had any, and have to grow into it, but thankfully Freya is always willing to show you the ropes.

Race

One last thing for non-Valkyries. While the majority of people in Midgard are human, there are a few other races present in the world. While most of these have too little information to be expanded on here, the second most populous race, the Mermaids, is common enough to be provided as a choice. So if you wish, instead of having an (originally) human body, you can freely choose to be a Mermaid instead. There's very little difference in the end, with water breathing and a minor shapeshifting being all there is. They can shift between a form that looks mostly human except with the addition of scales on their legs, arms, shoulders, and sides, along with short fins attached to their lower back, and one that resembles the typical mermaid, with their entire body below the waist being replaced with a fish tail. Half-Mermaids also exist, which have the above abilities along with an extra form that looks entirely human. While it certainly isn't the only one, green is a common hair and scale color for Mermaids in their natural forms.

Skills and Abilities

Battle Forged (Free)

Everyone who's anyone here is a hardened warrior, so now you are too. With this comes an average human's talent in melee (including everything from general swordplay to hand-to-hand), ranged combat, or battle sorcery, which focuses on your typical heal/buff/elemental projectile trifecta. Skill in both magic and weaponry can be obtained for a loss in some effectiveness in both due to the split focus. Valkyrie essentially receive skill in all three, though they still must make a choice as to which melee weapon and ranged weapon they use and which combat type they're most proficient in.

Familiar (50) (Free for those who chose sorcery above)

A mundane animal or miniature dragon enchanted with the ability to communicate with and share their lifespan with their sorcerer. They don't have any other special powers, but at least they'll try their best to help, even in combat.

Spirit body (Free and Restricted to Einherjar)

An Einherjar is no longer a being of flesh and blood, they are a soul given physical presence by the divine power of the Valkyrie. Because of this, they have no vital organs to cripple or a need for food, drink, and breath to slow them down. However they may still suffer physical damage and run out of stamina, drawing from their Valkyrie's internal store of Materialization Energy. Because your body is essentially a soul combined with divine power, severed limbs and the like are only a temporary inconvenience, the missing part re-appearing good as new the next time your Valkyrie summons you. Post-jump, you may shift into this form at will, with your Materialization Energy being equal to your current health and stamina.

Unliving Abomination (100) (Free Undead)

The undead condition comes with all it implies, including the lack of vital organs or the need to breath and the like, except they do not rot. Undead vary vastly in strength, but the intelligent ones are much more powerful physically and magically than they ever were in life, and possess the same capacity for growth the Einherjar do. Being one of these, you have a choice between becoming a Demon, a kind of undead with greater physical power, endurance, and speed than other undead, or a Vampire, which is inferior physically (but only when compared to a Demon) in all but speed while instead possessing much more powerful magic. It should be noted that neither of these creatures possess the weaknesses they are said to in folklore.

Plots and Plans (100) (Free Necromancer)

If there's one thing you're good at, it's making absurd plans that have frighteningly high chance of success. Even if it involves time travel, several centuries of planning, the invention of brand new technologies and magic, and not only requires a half-dozen deities to be remain unaware, but to actively be fooled by you, you SOMEHOW manage to put together something that might work. You still have to do the leg work and have the necessary information, and you get no guarantees, but now you have a good idea what needs to be done to achieve your (no doubt ridiculous and megalomaniacal) ends.

Astral Power (100) (Free Valkyrie)

A power common to Aesir, with its origins in Yggdrasil. By crystallizing 'photons' from Yggdrasil or astral energy, a projectile can be formed and rapidly fired that forms fragile crystals on any surface it impacts, including living creatures, allowing for those of insufficient strength to be frozen in place temporarily as they struggle against them. This same skill in using astral power be applied to break or damage magic-based seals as long as you have enough power to do so, with stronger seals taking longer or being impossible to destroy solely through this method.

Song-Maiden (200)

You were born with a beautiful voice and an amazing talent for song. Other people picked up on this, and all your life you've received formal training to enhance your singing even further, and turn it to more nefarious purposes. When used on the field of battle, your songs can fill soldiers with vast amounts of courage, hope and a will to fight, clearing them of any concerns like surrender, retreat, or hesitation and ensuring they'll fight to the death for your cause or the cause of your superiors as long as you continue to sing. Your voice alone can turn the very tide of battle. Restrained and judicious use can mitigate the downsides to this and be used heroically, but abuse will see you reviled as a witch or a monster for all the senseless death you cause.

Sin power (200) (Discount Drop-in)

Part of the deal you made with Hel was that you'd commit endless atrocities, all for the sake of power. This is what represents that pact. True to her word, Hel will bless you for each evil action during combat or war, each act giving you a small increase in physical or magical ability and building up until you can challenge even the Valkyrie. Nearly anything will count, as long as it results in someone's undeserved or cruel death. Through fire, force of arms, torture, or any other of the endless methods of hurting and killing others. Anything done in the name of good or mercy will not activate this ability.

Team Combo (200) (Discount Einherjar)

Einherjar naturally work together in a team with each other and their Valkyrie, supplementing each others attacks. You gain a boost to your ability to fight in a team, you and your allies instinctually knowing each others' next move, as well as gaining a talent for chaining them with your own. They knock the enemy into the air, you follow by uppercutting them back up, you knock an enemy down for them to attack on the ground, or you shatter an enemy's shield and they go in for the kill. Uncountable possibilities exist, but as long as you follow your intuition and use your brain, you and whoever you fight with can maintain a long string of combination attacks your enemy will be ill-equipped to defend against.

Soul Eater (200) (Discount Undead)

Like the Valkyries, the Undead all possess the ability to absorb souls. However, instead of serving as a vessel for them and otherwise leaving them intact, an Undead consumes the soul, destroying it and absorbing its power. It can take quite a few to really give a noticeable boost, depending on the quality, but it's a quick and dirty way to increase your all around power. What's the need for training and time when you can become faster, stronger, and more magically powerful just eating a few dead mortals, after all?

Necromancy (200) (Discount Necromancer)

Far from a dabbling student, you actually have quite a bit of experience in Necromancy already. Far more than just raising the dead as mindless thralls, though this is within your power, necromancy also involves experimenting on or manipulating souls, summoning spirits and undead bound to you, and temporarily altering the body. While extraordinarily versatile, Necromancy is not an offensive or combat art, and requires preparation and research to properly utilize. You would have to cast the proper spells on a pile of gathered bodies to create your troop of skeletons, and then inscribe the ritual circles and channel your magic through them with an incantation if you wanted to summon them in battle, for example. Thankfully there are ways to prepare parts of this beforehand, and the clever necromancer always has something up their sleeve.

Unique Ability (200) (Free Valkyrie)

Each Valkyrie has an ability that makes them unique. Something that makes her at least a little different from her sisters in ability. From Lenneth's ability to commune with the spirits of those near death anywhere in the world to divine their location and situation, to Silmeria's ability of Object Reading which allows her to see the history of an object she's touching, and thus contact the soul of its last wielder should they have yet to pass on. The commonality with this ability is that they're all something that will help a Valkyrie perform her duty of gathering the slain. Much like the others, you possess your own unique talent of your own choosing, with the only restriction being that it must be a non-combat ability of similar power that can directly help you to perform your function as a Valkyrie. Most likely, the theme will have to do with death or the past in some way, as these concepts are both important to Valkyries for different reasons.

Prophetess (400)

Somewhere in your ancestry you descend from the Vanir goddess Mimir, and you have inherited her legendary power of prophecy. When an event that is meaningful, catastrophic, or otherwise important to you, your friends, or a community you're a part of approaches, you will suddenly receive vivid visions of the upcoming event and even its causes. These visions may be hard to decipher until you become used to it, but they're surprisingly accurate in what they depict, though there are those that can defy and change their fate for better or worse. Your ancestor still lives, if her state could be called a life. Her head is in Odin's possession, and he treats her as little more than a bauble and a fortune teller to help him prepare for war. If he hears of you, he may seek to have you recruited as an Einherjar to make use of your power, even if you still live. He has few qualms about ordering an execution if he can think of an excuse.

Plume Skills (400) (Discount Drop-in)

When you sacrifice someone to the plume, they fight far beyond their potential, unlocking skills and powers they never possessed before. With a little experimenting, you have discovered that those departed do leave you something – their Plume Skill, the most single most powerful technique they possessed in this state. These can take any form, but are always something related to their personality or relation to you. Most common archetypes are some kind of powerful buff, debuff, affliction, heal or attack, usually at a high cost in energy, stamina, or magic. Because of the nature of a Plumed person, their Plume Skill may be beyond you in power, in which case it will lose out on effectiveness slightly to allow you to use it properly. Also comes with a name and a short, two-line poem related to Norse mythology and the skill's usage, which is instinctively known to you.

Inner Energy Attacks (400) (Discount Einherjar)

By channeling divine energy, an elemental affinity, or even just your internal power, your attacks may take on a supernatural nature. A slash sends out a cutting shockwave, an arrow crackles with lightning, or a laser arcs outwards from your palm. This energy can enhance the speed, power, and range of your attacks far beyond what a living mortal can manage, and require only a slightly higher investment. While all of these require that initial physical component to bring them outside of your body, they are the secret to enhancing attacks to the level where they pierce the hides of foul monsters or end the unlife of a corrupted spirit.

Bloody Curse (400) (Discount Undead)

For creatures without any, the Undead seem to have quite an affinity for blood. You could just consume it for a weaker version of soul eating, but it has so many more uses. You can summon and manipulate it, use it to cast spells, or even cause it to explode. Because of its magical nature, this blood is much harder and sharper when solidified or put under high enough pressure than it has any right to, somehow equaling divine weapons in cutting power, and the energy its releases equal to that of magic. Flying sickles of blood, a quickly traced ritual circle, or an exploding geyser of blood are just a few uses of this power, and the inventive will discover many more.

Alchemy (400) (Discount Necromancer)

At its most basic, alchemy is simply the creation of magic concoctions and items with a range of effects, from the mundane, such as healing items and exploding liquids, to the horrifying and illegal, such as the much feared Ghoul Powder that turns the living into mindless demons. From there, many alchemists learn the difficult and resource intensive formula for altering one material into another, and that's where their knowledge ends. But the true potential of alchemy is that it holds the ability to manipulate life, much like necromancy manipulates the dead. With the right knowledge, an alchemist can experiment and create horrible monsters and abominations, even imbuing them with magic and other mystical abilities, or even create a perfect simulacra of human. The one thing outside of Alchemy's power is the creation of souls, so their creations may be alive or even think, but they don't truly feel the way a natural creature would. There's nothing preventing an alchemist with knowledge of other disciplines from transferring a soul into an empty vessel, however. On the other hand, there is much more to to alchemy that nobody has yet uncovered, and further research can uncover further uses of alchemy.

Chooser of the Slain (Free and Restricted to Valkyrie)

The Battle Maiden's main duty revolves around collecting the souls of the chosen dead, training them further as warriors, and sending them to Valhalla to serve as Odin's soldiers when the time is ready. To properly perform this mission, you're now capable of absorbing the souls of the willing dead, convinced through honest methods or foul, into your body. There they reside, fully aware of themselves and separate from your own, their only method of interaction being to speak with you should you will it. Theoretically, there's no upper limit to how many souls you may hold at a time in this fashion. The second aspect of this ability is that of Materialization, the use of your own divine energy to give the souls a temporary physical body and summon them into the world as Einherjar. To all outside observers, your Einherjar resemble living humans, though as masses of Materialization Energy given human form, they lack many of the physical flaws a normal humans would have, such as the need to eat, the need for rest, and a lack of vital organs. They can't even die unless they're attacked by something that can destroy a soul, as a slain Einherjar will return to you automatically and can be summoned again, though it will take time for them and your Materialization Energy to recover.

While at first their strength is equal to what it was in life, Einherjar can continue training with you and steadily grow in power and skill, even learning new abilities if you can teach them, with the only true limit being the strength of their souls. However, with their existence bound to you, Einherjar can typically only wander an area the size of a large modern city around you before automatically returning to you without suffering any harm. The final restriction is that summoned Einherjars Materialization Energy is derived from your own internal stores. Because of this, there's somewhat of a limit to how many you can use at once. To have your Einherjar fight at full power, you can only summon four of them at once, and although this isn't a hard limit, the more you summon beyond this number, the weaker they become, even if only in endurance. An army of Einherjar summoned at once would be a field of paper tigers. One thing to note is that while you're here, you're expected to send Einherjar that are ready to Valhalla and that things could end poorly if Odin thinks you're slacking off, though who, when, and how many is entirely up to you. Post-jump, you may simply release your Einherjar to pass on to the afterlife if you ever wish to free them.

Angel Slayer (600) (Discount Drop-in)

A sinner like you taints everything they touch and turns it into a weapon against the divine. By befouling an item by using it to commit acts of evil and cruelty, or just by pouring corruptive energy into it if you have the means, you can literally transform it into a tool of death. This usually takes a form most favored by the wielder, and may only bare a passing resemblance to the item it once was. A simple stick will become a spear, a cross a knife, or even a feather a sword. It can also enhance something that is already a weapon, subtly changing its appearance as it empowers it. Befitting its cursed nature, this new weapon is particularly strong against any sort of god or divine creature unlucky enough to face it, either cutting straight through their physical defenses or weakening their magic to hurt like it would a mortal. Similarly, the tools of the divine are particularly susceptible to your corruption and produce the best results from it, such an item becoming a far more powerful weapon in your hands than a mundane or already-evil item would. In fact, the Plume you hold in your hand seems to be especially suited to this due to its holy power, and would make a fine Angel Slayer should you wish it to be.

Purify Weird Soul (600) (Discount Einherjar and Valkyrie)

By attacking your enemies again and again, you and your allies build a 'gauge' of divine energy. Usually this is done in concert with others to vastly increase the rate at which it increases. When it reaches the maximum, you or anyone else in battle with you can unleash all of the gathered energy in one terrifying finishing attack. Either expanding a normal series of attacks to imbue them with great amounts of divine energy, summoning pure energy or elemental energy enhanced with divine to create great explosions, whirlwinds, or other magical storms, binding your foes then materializing ghostly weapons to tear them apart, and endless other possibilities, the common theme being a devastating attack that strikes particularly true against beings that oppose the divine. In concert with others and the proper skills, these moves can even be chained together, the excess energy from the attack greatly recharging its own 'guage' in preparation for the next. Valkyries share a relatively simple PWS with their sisters instead, named Nibelung Valesti, which involves a weapon combo or arrow barrage, three materialized spears holding the enemy in place, and then a final strike from the air using a giant blazing spear that pierces the enemy and engulfs them in an explosion of holy energy. Either way, your gauge resets at the end of every battle, and must be built back up again.

Halted Time (600) (Discount Undead)

Within the land of the dead, time has no meaning. This is true for the bodies of the Undead as well, and some rare few specialize in using their own nature as a form of attack and defense. My enforcing the stopped time of your body, you can halt degenerative effects like poison or acid from spreading or keep a cut from bleeding at the cost of preventing you from healing your wounds or removing whatever is causing the damage. Alternatively, you can spread this effect to your enemies making physical contact, like with a hold or a punch. They could be incapable of healing a wound or alleviating pain like with the defensive use of this power, or they could suffer even worse, such as becoming incapable of moving their limbs where you've grabbed them or any other effect from having their living flesh frozen in time. While those who don't rely on their physical bodies will be bothered little by this, any living creature will need legendary willpower to partially mitigate this, and dispelling magic to undo it completely.

Great Magic (600) (Discount Necromancer)

Normally requiring a host of mitigating factors, your research showd you a way to allow you to cast Great Magic at will using your own energy, without the need of an enchanted item and the assistance of a Valkyrie or an Einherjar. While much more draining this way, and still requiring the verbal component and the need of a circle traced in magic, there's no understatement in saying that Great Magics are the most impressive magical feats a sorcerer can accomplish. Great Magics are defined by the magic you use to power the ritual circle, such as the Stone Touch spell creating Carnage Anthem, a lake of molten poison that engulfs the enemy before fading away. Other known spells and their effects are too many to list, and even more undiscovered ones may have Great Magic counterparts, but examples of the scale of great magic include a skeleton the size of a tower, a spear of similar size, a rain of celestial lasers, or a powerful gravity well that encases and crushes your opponents.

Items and Equipment

Default Gear (Free for Everyone)

A warrior needs their equipment, and that's what this is. Basic weaponry and armor or clothing fit for your background. Valkyries receive the same upper body armor in any shade of purple or blue they wish, white battle skirt, and feathered helm as their sisters, along with their choice of melee or ranged weapon.

Nibelungen Ring (Required and Restricted for Valkyries)

Your first memory is of waking up, newly ready to take your role in the Valkyrie cycle, and being handed this ring as a precious gift from Odin. It's your most prized possession, and you can never really bring yourself to remove it. Who would be so horrible as to toss away a wonderful present from the king of the gods? Odin himself would be so terribly hurt were you to take it off. And it doesn't really help that if you fiddle with it you start getting these headaches and flashes of knowledge, like from some other person's life that involved a lot of hopping around. It must just be nightmares caused by your guilt at feeling ungrateful, of course. You should just focus on your duty and your service to Odin, it's all that truly matters.

Money/Materialization Points (50)

Your choice between 5000 gold coins or material points, usable for purchases in Midgard or Asgard respectively.

Destiny Plume (100) (Free Drop-in)

The feather you found upon awakening in this world. By holding it in front of an ally who you truly care for and reciting an incantation whispered to you by Hel, you can give them a massive boost in ability, supercharging all of their attributes to several times what they were before, at only a small cost. Once the battle ends, they will collapse and die, their bodies fading away into nothingness and their soul departing outside of your reach. Apparently they seek the Valkyrie, whose plume you used to give them power and to whom their soul now belongs. But surely this won't cause you any problems later on, right?

Element Scepter (100)

Mostly alike the scepter sorcerers receive for free, this one has the added ability of allowing you to convert spells from this setting into their Great Magic variants during a PWS. The only downside is that it has a roughly one in three chance to break after every use, but at least this one will repair itself over the course of an hour once the battle ends.

Ghoul Powder (200)

Insidious and illegal, Ghoul Powder is a hybrid Alchemy/Necromancy green and black compound that, when inhaled or ingested by a normal, living human, destroys the mind of the host and turns them into a rampaging undead. Feared by all, anyone caught with this substance is unlikely to make it out alive. Because of the power of this powder, you get a single pouch if you purchase this.

Handheld Water Mirror (200)

A regular hand mirror, only the glass has been replaced with a brightly glowing film of water. While it can't teleport objects like the real thing, it can still be used to contact any deity in the current reality which the user knows by name. Their visible appears in the mirror, and while they're not obligated to do anything for you or even take kindly to the contact, they can't exactly keep you from contacting them either.

Homunculus (300)

The Alchemically created body of a half-elf, freshly vat grown and ready for inhabitation by a soul. If you so choose, the Homunculus may resemble an unblemished, healthy version of your current body, a younger version of the same (they do have to grow up, after all), or the nondescript body of an average person of either sex. While it may not seem like much of a boon, the elven blood of the Homunculus is shared with the very gods themselves. A mortal soul inside of half-elf has the agelessness of the Aesir and every bit of potential power as they, with time and training becoming indistinguishable from them in strength. Even the gods (including Valkyries) would benefit from a half-elf body, as the Homunculus' human blood has the potential for limitless growth, breaking their naturally static power and body and allowing them grow beyond them. This property is no doubt beneficial to the uppity mortal as well in their quest to match the gods. It is Odin's most closely guarded secret that he is actually a naturally born half-elf, and was one of the weakest gods before his human side allowed him to grow stronger and surpass all the other Aesir, after all.

You can choose to either receive the Homunculus in its sealed tube, which would allow you to keep it until needed, though you won't necessarily possess the knowledge a soul, yours or another's, into it, or instead start your ten years already inhabiting it. In this case, you would have been placed in this body during your background, which may come with a host of issues if someone else was behind it and if anyone finds out. If you take this along with Prophetess, you may choose to be a born Half-Vanir instead, which essentially functions the same as a Half-Elf. This is your natural body that you start in, no transfer required, but you will have to think of an excuse for why you've suddenly appeared in the current era so long after your mother was decapitated.

Dragon Gem (400)

One of the Dragonians' legendary Dragon Gems, often mistaken for the much more powerful Dragon Orb. It's not to be discounted, however, as the Dragon Gem has the power to transform the user into a giant dragon roughly the size of your typical t-rex with wings about twice that long. While its physical abilities are no doubt scaled impressively, the most prominent new ability is the Dragon Gem itself, which is now imbedded in the user's chest and can fire a large laser to tear through opponents. The transformation costs quite a bit of energy to activate and maintain, though it can also be fueled by the divine energy used in a PWS, lessening the burden on the user for one short attack.

Companions

Light Elf (50)

No relation to regular elves, light elves, also known as fairies, are the weakest of the Asgardians. From their land of Alfheim, they continue to remain neutral in the conflict between the Aesir, Vanir, and Hel. Unfortunately for them, the Aesir have been known to bully them into compliance when it will suit their ends. Physically, Light Elves look like you would expect fairies to. Small, thinly built, and young looking, with a pair of antenna and insect-like wings. The only real point of strangeness is that said wings are part of their arms, like the common image of a harpy more than that of a fairy. This light elf has decided to follow you around, and he or she will do their best to provide advice on this setting and serve as scout. Weak in melee combat, the fairy is moderately skilled in bows and magic at their scale.

To My Side My Noble Einherjar (100-500)

With this, you may import or create companions for this world. Each receives any free background except Valkyrie and 300cp to spend on their own. Each 100cp is worth one companion, up to 500cp where you can import or create up to 8 companions who all receive the benefits. Things may end poorly if someone is imported as an Einherjar and you lack the ability to keep track of their soul, so be careful.

Canon Companion (400) (Discount Einherjar)

If there's really someone you want to take with you from this universe, purchasing this is your best bet. All you have to do then is convince them to follow you and they'll receive full companion status. Yes, this even includes the Valkyries, though good luck on convincing any of them. Just understand that, if any of them have achieved a fancy title like Lord of Creation, that command only really extends to their native universe, not so much outside of it. For Einherjar and any other characters that lack a physical body, it may be a good idea to obtain them one first thing in the next world.

Drawbacks

Extreme Fantasy Racism (+100)

Your race is the best in the world, and you absolutely despise all others. You have no qualms about telling them as much too, and if you're ever forced (through absolute necessity) to work with them, you'll belittle their accomplishments and treat them as expendable if at all possible. Needless to say, your popularity takes quite a nose-dive if you're not among like-minded individuals. If you're a mortal and your feelings about the Aesir are well known enough to ever reach their ears, then you may be unlucky enough to have an unfortunate accident befall you.

Ghoul (+100)

You've accidentally inhaled a fistful of ghoul powder. While normally this would doom you to a quick transformation into a demonic abomination that would wildly destroy everything in sight, you were lucky enough to get your hands on a Ring of Mylinn. While wearing it, your personal time is frozen in place. The effects of poisons and illnesses can't grow any worse, but they also can't get any better. You also won't age. However, if the ring is ever removed or broken, the condition will progress rapidly, and your mind will be torn apart as your new flesh consumes your old body. Needless to say, this is a loss condition.

Scumbag (+100)

You smoke, you drink, and you kill. You're not much of a moral or intellectual paragon. You'd be best described as a cowardly, petty thug, and that's exactly how you'll act for ten years. Expect to spend most of your time thieving and murdering for cash, or else getting drunk at a run down bar. Those like you don't have many friends, so don't be surprised when half of the world's governments have a contract out on you for working with their enemies.

Hound of Hel (+200)

Apparently, you signed some kind of deal with Hel at some point. On the downside, you now have to meet a certain quota of chaos and/or destruction every month, and if you don't you'll be eaten. On the upside, you get a purple-haired 'human' maid named Ailyth who will report on your goals and quota and generally take the role of a helpful servant. Too bad she's the demonic hound who gets to eat you if you fail. At the end of your ten years, you'll have to do battle with her in her true form, Garm, either way, though unlike all other times her power is reduced. Down to the level where her power still exceeds your own, but if you to work closely with all of your allies and pull out all of the stops you may succeed. If so, her personality flips and she becomes every bit the devoted servant. Perhaps a little TOO devoted, with the way she threatens anyone else you pay attention to. She's reduced in strength to what she has in canon, and she can become a companion if you don't mind a jealous yandere dog from hell on your heels.

Stalker Syndrome (+200)

You've fallen head over heels in love with a higher power of your choice. From someone like Odin or Freya, to Hel or even the Valkyrie like a certain someone, your every waking thought revolves around this person. You just can't help but dream of taking them as your beloved, and you'll use force if necessary to make sure these dreams come true. The full weight of your intelligence and abilities are put towards the ultimate goal of capturing your obsession, through tricks or might, and ensuring that they'll never leave your sight ever again.

Sealed (+200)

Sometime during your past or when you entered this world, your power was recognized, and for the safety and security of the gods it was sealed away. For some reason, the seal also effects your body, locking you into the appearance of a ten year-old member of your race. Most powers you had before this jump are still present, but have been rendered weak enough that Odin and Freya could soundly defeat you in combat. On top of this, they have some knowledge of what you're truly capable of and have taken steps to counter you should you ever find a way to awaken your potential. The only saving graces are that mental faculties and abilities purchased here are untouched, and that the Aesir are so confident in their seal that they hardly pay attention to what you're up to.

Possessor (+300)

This is a problem. Instead of getting your own body or at least being an Einherjar, you're stuck in the body of a mortal teenager. And he or she is still there, too. You're just a passenger along for the ride in their body, and ultimately have little direct influence on what they do or say. At least you can talk to them and try to guide their actions, but because you're stuck in there, that's all you can do. None of your powers work unless they're based on souls and don't need you to leave their body, and even then you have to teach your host how to properly serve as a vector for them. With a background other than drop-in, you may have been with them since their childhood, and might even be their trusted friend, but you're otherwise a new and shocking development in their life. Just hope they keep your existence hidden, or they might be locked up for insanity, and if you're a Valkyrie, then expect one of your sisters along shortly to put your vessel down and ensure you reincarnate properly next time. For all intents and purposes, their life is your own, and if they die, it counts as a loss. You can keep them as a companion afterward as consolation, if you really want.

The Gates of Niflheim (+300)

The gates to Niflheim, created by heroes long ago to seal away that realm, have been mysteriously shattered, freeing Hel and her agents to move freely around Midgard. While she's not yet bold enough for a full on invasion with the Aesir around, armies of her most fearsome undead have escaped to cause havoc. Cities will be destroyed, peoples slaughtered, and lands cursed and stripped of all life for as long as Hel can sow chaos on the world below. The only way to save Midgard is to travel the world, fight through scores of undead, defeat her generals, and reforge every single of the myriad seals that once held Niflheim from the land of the living. If you do not, then before long Hel will grow bold, and her entire host will flood the world, quickly destroying all of Midgard and seeing you sent home.

Seraphic Gate (+300)

Instead of finding yourself in Asgard or Midgard, you awaken at the entrance to a mysterious labyrinth filled with a sense of dread. This is the Seraphic Gate, an alternate reality ruled by its god, the Ethereal Queen. To escape, you must traverse the entire maze, a feat that will take you all ten years of your time because of its massive size tailored to your abilities. Everything here, from the frightfully strong enemies, the treasure, and the bosses themselves, are specifically designed to challenge and defeat you, and what's more, the vast majority will be inspired by or directly lifted from enemies you've faced in the past. All of your rivals and villains will make an appearance here, though maybe not in exactly the form you'd expect. For the one positive aspect of the Seraphic Gate is its humor, and the world destroying horror you killed before is just as likely to crack a joke about how stupid it looks and behave as a parody as it is to act like its normal self, though it's no less strong for it. Once you've reached the end of this gauntlet, you'll have to face first the queen's second in command, Gabriel Celeste, and then the Ethereal Queen herself. Both of them are horrifically strong deities, and nearly omnipotent in their realm. If and only if you can defeat them will you be free to move on to the next world.

Ending

After ten years, you have one final choice.

Tragedy by Power Wrought - This is the last adventure for you. After what you experienced here, you just want to go home. You reappear there, with no time having passed. You still get to keep all of the powers, items, and companions you've gathered.

Should Deny the Divine – You've found something here you do not wish to leave behind, and so you decide to stay. You'll be reported missing back on Earth, but you'll be able to continue your life in Valkyrie Profile with all you've obtained.

Man Etches Fate Anew - You wish to keep going, up until the very end. Moving onto the next world, you retain everything you've gained here and leave this place behind, frozen in time until you meet final defeat or victory.