God Of War (2018)

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Welcome to the land of Ancient Norway, where the gods of the Greek Pantheon are but a distant memory and the gods of the Norse are of greater concern. In this land the dead have begun to rise in mass in the form of the Draugr, most humans you meet are but Reavers who want nothing more than to rob and kill you, and the gods have widely forsaken the realm they call Midgard. Your journey begins as Kratos cuts down the last tree for his wife's funeral pyre and will last for ten years. Take 1000 CP for your journey, wherever it may take you.

Races:
These are the options you have as for what kind of being you will be during your stay here, after the ten years is up it will become an alt-form.

Human (+200 CP): Are you sure you want to do this? Alright then, with this you are nothing but a baseline human from Midgard. No inherent racial magics or abilities, though perhaps you learned something from one of the other races? Either way, I pray that you are ready when Fimblewinter comes around.

Aesir (free/-300CP): A god of the Aesir, I hope you are not as cruel as your kin. The majority of the Aesir gods seem to revel in battle and conquest, taking what they desire and slaying those who get in their way. Though some, such as Tyr, have proven to desire true peace for all. Perhaps you desire the same? The free option would have you be a demigod Aesir on par with Magni and Modi, possessing the ability to utilize a single domain. For 300 CP you would be a true Aesir god on par with Baldur and potentially Thor, receiving the 200 CP Divine Physiology perk. Pick two domains like War or Death, see the notes section to see what benefits you could get. Optionally you may be a sibling of Thor and Baldur if you purchase the 300 CP version.

Vanir (free/-300): A Vanir? Not many of you leave Vanaheim, not since the war ended with the Aesir. Though you are a far more peaceful folk then the Aesir, valuing magic and peace over war and strength. Though not as strong as your Aesir counterparts you have a greater understanding of magic, especially that related in some way to nature. The free version would have you receive the same lesser domain ability that the free Aesir race gives you along with the 150 CP Divine Physiology perk. If you purchase the 300 CP version you would be a Vanir on par with Freya, with the option of being a member of her family. In addition, you gain access to two Domains as opposed to the free version one, along with the 200 CP Divine Physiology perk.

Jotunn (free/-200 CP/-300 CP): A Jotunn!? Here I thought you were all hiding in Jotunheim, waiting for Ragnarok to come. You were a relatively peaceful lot though some of your kind are great, such as Laufey and Jormungandr. Be careful to not be found by the Aesir for they will surly torture you to find a way to enter Jotunheim. Not all Giants are giant and should you choose the free option you would be similar to Laufey, far shorter than the average giant but still possessing enough power to fight against a minor Aesir with relative ease. For 200 CP you are a greater giant around the size of Thamur (or Sutr), though possessing a greater gift for combat than your smaller brethren, having the potential to require several realms to come together in order to kill you. You also receive a discount on the Divine Physiology perk. The 300 CP option would have you become something similar to the World Serpent, a monstrous giant that is closer to a beast

than anything else. Your power would allow you to fight against greater Aesir like Baldur and Thor and potentially win, should you go all out. Choose an animal found in nature such as a snake or a wolf, and your form would be a ludicrously sized version of that beast. You receive the 200 CP Divine Physiology perk free, you can also pick a natural weapon such as venom and have it be strong enough to kill the Gods themselves.

Dwarf (free): Oh? Not many of your kind around nowadays are there? Not since that disaster in Niflheim at least, I thought only the brothers Sindri and Brok were the only ones left besides those in Svartalfheim. Still you were all known for being great craftsmen, I imagine that you will find some work to do out there. Though if you could refrain from making something like Mjolnir for the Aesir, I imagine the rest of the realms would appreciate it.

Outsider (Free/-300): You aren't from around here are you? You are a being from outside the Nine Realms, so unless you catch the attention of the Gods you should be relatively fine. The free version would have you be something on the level of a human with slightly enhanced physical abilities, enough to be able to fight off lesser Druger with relative ease. The 300 CP version would have you be something like Kratos, a foreign god of some power. Pick two domains like War or Death, see the notes section to see what benefits you could get. You receive the 200 CP Divine Physiology perk free.

Halfling (cost variable): Just as Thor was the son of Odin and a giantess and Atreus the son of Laufey and Kratos, you too are now a being who is half one race and half another, with the strengths of both. To calculate the cost take the price of both races and add them together, for example if you wanted to be the child of an Aesir god and a giantess like Thor it would cost you 500 CP. In the case of the free races add 50 CP in place of the cost. An example would be the child of a Jotunn and a Dwarf would be 250 CP, and two free races would just be 100 CP.

Origins:
These origins give you the 100 cp perk and item free of whichever origin you choose and a 50% discount to other perks and items of the same origin.

Warrior: So you prefer martial combat? To each their own I suppose, you are a warrior of some renown though don't expect the Aesir to know you on sight unless you've completed some great feats. Though discretion may be the better part of valor when it comes to the Aesir.

Sorcerer: A practitioner of seidr magic? Interesting, typically seen as a woman's art among the Norse though some have been known to buck that trend. The applications of this art are many but each person has their own way of using it. What will yours be?

Traveler: Ah you have traveled far indeed, you have seen distant lands and perhaps seen other pantheons! What stories can you tell us? What knowledge have you found, or stolen?

Craftsman: What is your craft? Are you a smith? A builder? There are many legends of their crafts here, perhaps you'll be one of them. I suppose we'll have to see.

Locations:

Now where to put you? There are several realms connected together by the World Tree, some more hostile than others. Either roll a die or spend 50 CP to decide where you go.

1. **The Wild Woods**: A more peaceful place then most, this is the home of Kratos and his family though this peace will soon fall. Once the last tree for Faye's funeral pyre is chopped, the wards that have protected this place will fall and Drauger and other beasts will quickly make a home for themselves.

2. **The Lake of Nine**: A large lake that seems to have statues rising from the surface, and are those the coils of a serpent rising from the water? If this is chosen you start on a boat on the edge of the lake, what would happen if you went to that glowing statue in the center?

3. **The Mountain**: A large mountain, the largest in Midgard at any rate, that is filled with tunnels and old mines that were used by the Jotnar and Dwarves in the past though they have long since been abandoned. It is infested with Drauger and other beasts but be wary, for the higher you go the greater the danger becomes.

4. **Alfheim**: While the previous options were all in Midgard, this realm is Alfheim, home of the light and dark elves. Though the two races are in a constant state of war, for reasons that neither of them remember at this point, only desiring for the other side to be exterminated. Best hope that you are ready for combat when you arrive.

5. **Niflheim**: Best not venture into the mists, for they drain the life of those who enter. Though if one is willing to take the risk then there is plenty of treasure within the ever changing labyrinth. Be wary, for a great foe resides in the maze, one who is not easily slain.

6. **Muspelheim**: Ah Muspelheim, where brave Surtur prepares for his role in Ragnarok. This is a land of fire, and one where warriors come to challenge and improve themselves. Best hope you are ready for a challenge, but the rewards are great for those who emerge victorious.

7. **Helheim**: The land of the dishonored dead, where those who failed to die an honorable death go to be reminded of their failings for all time. A cruel place, one of a cold so great it can affect the soul. Best dress warm for this realm.

8. **Jotunheim**: How have you entered the realm of the giants? Unless you are one, many consider it nigh impossible to enter though Odin is ever searching for the way in. You appear on a mountain overlooking the rest of the realm with a bridge connected to the tallest mountain in all the realms. But the question stands: are these giants dead? Or merely in a deep sleep?

Perks:

General Perks:

Acting of the Judge (Free): In the game, God of War 2018 & God of War Ragnarok, Christopher Judge played the role of Kratos. With this perk you will receive both the general acting skills, and the voice acting skills of Christopher Judge. Maybe in your next Jump they could be put to good

use, or you could convince someone who doesn't see you that your Kratos. Have fun!

Tattoos (Free): Like most characters from God of War you now have the option to gain some excellent ink on your skin. Pick any style that you wish, simple and intimidating like Kratos, artful and complex like Baldur and Freya, or just some small Norse runes like Atreus has. They can become darker and more prominent when using your powers or fighting, while fading out during long times of peace.

Godly Beards and Other Divine Accessories (Free): As you may notice, many who wander this land have curious looks, complex hairstyles, and of course full, glorious beards! You may also benefit from these minor cosmetic boosters by having easily manageable, luscious hair and great beard genetics, as well as the knowledge on how to manage and style them however you like (this part is toggleable if you don't want a beard). You can also have any purely cosmetic changes such as the literally ashen-look of a certain god of war, horns like Mimir, or even something like the blue skin of Brok.

All Speak (100 CP): Like Atreus you have a preternatural talent for languages. You can now understand and speak any non-magical language. For instance if you want to have a conversation with Jormungandr you can, but if you wanted to speak in the Thu'um from the Elder Scrolls universe you would have to learn the hard way. However, you also gain a resistance to the downsides of certain language based magics. No tearing apart your vocal cords from overusing the Thu'um, instead you may get a really sore throat.

What's Going on in that Empty Head? (100 CP): Ever had problems with mind-readers or those who are able to perceive your actions before you make them? With this perk, you find that your thoughts and intentions are a little trickier to read then most. Given enough time, this alone wouldn't stop anyone, but will your opponent have the time to concentrate on that in the thick of combat? This is toggleable.

Small Talk on a Long Trip (100 CP): Throughout both God of War 2018 and Ragnarok, Kratos and his companions showed an ability to engage in small talk. With this perk, you too are able to engage in small talk with those around you. This could come in the form of stories, casual conversation, or even lessons based on the experiences of others.

Divine Mind (200 CP): With this perk your mind is something truly divine, in comparison to mortals that is. Not only is your intellect greatly boosted but your ability to develop your skills is as well. If you put enough focus into one skill, let's say for a decade, then you would be able to become skilled enough to be known even by the gods. Though keep in mind that this skill alone would not make you the best among the gods, though it could if you spent a century practicing this one skill. Keep in mind that this perk does synergize with other perks that boost skill development.

You Seem Like a Calm and Reasonable Person (200 CP): Are they though? Well with this perk you can guarantee that whoever you talk to will at least be willing to hear you out. So long as you do not take any hostile actions they will be unlikely to harm you, though if you push them too far they may do so regardless.

Vehicles Galore (200 CP): Across the Nine Realms are a variety of vehicles from carts, to boats, and even flying boats! With this perk you will find that you have a rough idea as to how to pilot or drive any vehicle you come across. This wouldn't allow you to pull off fancy tricks or emergency maneuvers, but it would allow you to figure out how to get things moving and how to stop at the very least. The more complicated the vehicle the more basic the information you will receive.

The Hunt (300 CP): You are a tracker of incredible skill, able to track your prey from one side of a realm to another. Whether it be by their scent, tracks or knowledge of their next location you will be able to rapidly approach your prey. This skill also gives you a sort of intuition as to how to make your quarry appear if they are hiding, for example attacking a giant snake that was hiding them in its mouth. You can even tell different races apart by their scent.

Spirit of Ratatoskr (300 CP): Much like the Caretaker of Yggdrasill, you have the odd ability to shunt the undesired parts of your psyche into spiritual versions of yourself. Tired of being a spiteful little thing? Pass it off to a clone! Want a change of pace from being anxious all the time? To the clone with it! You are able to dispel or remake these clones as you desire, though do keep in mind that once you put a personality trait or feeling into a clone you won't be able to feel that way until you disperse the clone.

Dragon! (400 CP): You can now take on the form of a dragon, a dangerous foe that is able to breath fire and summon lightning on top of its devastating physical strength, durable scales, and their ability to see through glamours and illusions. This form is always at least a magnitude greater than your base form. For example if you were a Dwarf, base Outsider, or base Jotunn you would have power equal to a demi-god. If you were a greater Jotunn or basic Vanir you would be equal to one of the greater Aesir, and if you were a greater Aesir or a monstrous Jotunn? You could be the bane of the gods.

The Curse of Immortality (400/1000 CP): How did this happen? You are like Baldur now, you cannot be killed or permanently damaged by anything in the world, physically or magically. Unfortunately, you now have the same curse that plagues Baldur, being unable to feel any physical sensation at all. Pick a mundane material like mistletoe, if you are damaged by your chosen material the spell will be broken and your ability to feel returns. The magic of this spell returns in your next jump or after a decade, whichever comes first.

For an extra 600 CP however you gain the Perfected Spell of Immortality. Now, unlike Baldur you can feel all physical sensations while being able to choose to feel things such as pain and temperature should you wish. You must still choose a mundane material that will dispel your immortality but the time for this spell to recover has been drastically reduced, only now requiring three days. Once you choose a material you can no longer choose another for the rest of your current Jump. Should you destroy all of the material that exists within the Jump more would appear somewhere in the world.

Sight of the Nornir (400 CP): Much like the Norns of the Norse, you are able to see the weaving of Fate, allowing you to view the past, the present, and the future. Though your power is great, keep in mind that the future can be changed, meaning that what you see might not always be what will truly happen.

Might of Garm (600 CP): This perk comes with two benefits, first bening the ability to tear open holes between neighboring dimensions, or realms. For example you could tear a hole from Hell in Supernatural to the human world, though you would not be able to reach another universe. Furthermore you are able to keep these holes open for as long as you desire, though someone of greater power would be able to close them. Furthermore this grants you a similar amortal nature to that of Garm, allowing you to repeatedly bring yourself back from the dead. Though this perk does have its limits as it only works so long as you have a body to bring back, and if your soul is replaced with another then that could be a problem. Regardless, go forth and rip and tear to your heart's desire!

Divine Physiology (cost variable): You do not have to purchase previous tiers to get the next tier

Mortal (+300 CP): You have the constitution of your average mortal, let’s hope that you have a way for dealing with diseases and poison. A normal knife could kill you. Good luck out there.

Unnatural (50 CP): Oh you are something different aren't you? Either through magic, training, or just good genes you are sturdier than most mortals and are highly resistant to normal diseases and poisons. A mundane weapon would injure you but it wouldn’t kill you unless you stood still and took a stab to the heart or some similarly vital point, additionally you are able to move faster than a normal human.

Demi-God (100 CP): You are no longer a normal mortal, you find that once you reach your prime you age slowly enough to let you live hundreds, if not thousands, of years without changing too much. It would take a magical weapon in order to deal with you, though one could be used to finish you off if you were weak enough, and even then you would be able to last for a decent amount of time. You are able to fight longer than any normal mortal, being able to fight for hours if need be and you are not wounded. You are also faster than a normal human.

Giant (150 CP): Truly you are beyond mortal kind, you have reached the point that once you have reached your prime you no longer age. It would require something on par with the Leviathan Axe to seriously wound you, and even then you would be able to fight for hours while wounded. You are able to move fast enough that mortals would claim you can teleport short distances.

God (200 CP): At this level your physicality has reached the level of legendary Aesir warriors like Baldur. Your strength allows you to create fissures, lift great trees with minimal effort, break and throw stones the size of a house. Your vitality is such that you could survive being gored by the Blades of Chaos and still be able to fight on unimpeded, though multiple successive wounds at that level would leave you weak and vulnerable enough to be killed. You heal fast enough that a wound would close during a heated battle. And your speed is at the level of a blur even for divine beings while your reaction speed can have you defend against those with speeds far surpassing yours.

Racial Perks: You get your race of choice at a discount, any other purchase must be paid at the full price. If you picked Halfling you get a discount on both of your chosen races.

Aesir Perks:

Pain & Gain (100 CP): Whether you had to deal with sensory deprivation of the physical kind all your life, or you're just a special kind of person, you are no longer hindered by pain. In fact, you almost crave the intense sensation. This means in battle, pain no longer slows you down but instead makes you fight harder and stronger. You don't have to fear this will lead to your end as your survival instincts are still well intact. There are few things more terrifying than a foe who fears no blow.

Bifrost (100/200 CP): Much like the Einherjar, you are able to channel the Bifrost into your attacks, be they ranged or melee. What this does is it grants your attacks a two step effect, on the first hit it does normal damage though it does heal over time, but the second strike will detonate for extra damage. For 200 cp, your skill in the usage of Bifrost matches that of Heimdell's, being able to create spectral armor and even make a prosthetic limb if the need arises.

Misinformation (200 CP): The Aesir have a talent for spreading false stories and information about their enemies and have others believe them to be true, and so do you. Even if people know you to be a liar and a warmonger, unless they are shown evidence that what you're saying isn't true they won't be able to tell that you are lying.

Elemental Juggernaut (200 CP): Your ability to manipulate the elements is immense, though limited in some ways. With this perk, you are able to channel the element of an attack that harmed you. Any example of this would be if the Leviathan Axe was used to harm you, you would be able to channel the power of frost into your attacks be they through your body or through your weapons. In contrast if the Blades of Chaos were used against you, you would be able to channel fire.

Spies (300 CP): The "All Father" is known for using ravens to spy on his enemies and the realms in general and while you cannot yet create enough to spy on all Nine Realms you can make enough to spy on one. Choose an animal, you will be able to create ghost-like constructs in the shape of your chosen animal which you can see through at your discretion. The number you can create depends on your experience with the technique, the longer you use it the more constructs you can create.

I Say When We're Done! (300 CP): Isn't it odd that gods are able to be resuscitated like they were a normal human? With this perk you find that any being you face, no matter how esoteric their anatomy may be, is just like another human so long as your power is in the same ballpark as their own. For example if you were two conceptual beings going at one another you would find that you would be able to knock the other out, or resuscitate them as if they were a human. However if you were a baseline human going against a god, they would still be like a god from that setting. You are able to toggle this perk off and on at will.

Foresight of Heimdall (400 CP): Much like the Aesir, Heimdall, you find that by looking at an opponent you are able to foresee their next course of action and the movement you would need to make to avoid it. Additionally you are able to slow down time in your immediate area for a short while,

enough to get a blow or two in and then get out of the way. Keep in mind that while the foresight you receive is great, it is best used against a single object or person. Weapons such as the Draupnir Spear, with its many copies that can explode, are able to get around your foresight. You have the option to have eyes similar to Heimdall's, which you can toggle off and on at will.

The Great Deceiver (400 CP): One of the most annoying parts about the Aesir, Odin in particular, is their talent for making people trust them when they really shouldn't be trusted. You find that even individuals from a rival faction that you have vocally sworn to wipe out can come to see you as a friend given time and effort, even if you aren't. This does not work on entire factions without a tremendous amount of work but you can trick individuals with almost dismissive ease.

Power of the Aesir (600 CP): The Aesir are annoying bastards no one can deny, but none can deny that they are a powerful lot. You seem to have inherited their irritating ability to gain power, whether it be by skill, luck, knowledge, your combat prowess, or even others making you weapons. Whatever you consider to be power, so long as it has some combat ability that you can personally use, you are able to find ways to acquire it. However this ability does not mean that those who hate you will help you. For instance, the Hulda brothers made Thor's hammer when they were young and desired fame, but they have regretted their actions ever since. It is highly unlikely that they would help make you a weapon of such power given the consequences of the last one they made.

Vanir Perks:

Magic of the Old World (100 CP): Your affinity for nature magic is greater than your fellow Vanir. All magic that is based in the natural world costs half as much mana (or whatever energy/component you might require for the spell) then it would for others. Keep in mind that any spell will still cost *something* unless it was originally free to cast or you have another method to make it free to cast. This also comes with the odd gift of being able to "listen" to the world around you, allowing you to find beings you are looking for should they not take measures to hide from you.

Like my Brother! (100 CP): Family can be complicated at times, actions can be misinterpreted, words said that you don't truly mean. This perk offers a solution to that, so long as you *and* your family truly care for one another and want to reunite then this perk will help show you what you need to say and do to get there.

Shapeshifter (200 CP): You are now a shapeshifter of some talent, finding that you are able to turn into nearly any singular natural animal and appear to nearly any means of identification that doesn't involve looking at your soul to be that animal. This comes with the instincts to do what these animals are able to do (knowing how to fly as a bird when taking its form, the best way to swim as a fish, etc).

Time to Rebel (200 CP): Much like Freyr, you have the capabilities to lead a long lasting rebellion against oppressors, even if your rebellion lasts for centuries you will find that others are willing to stay by your side and fight to the bitter end. All for the sake of a future that you promised them, best not let them down.

Beauty to Beguile the Nine Realms (300 CP): You find that you are considered to be one of the most beautiful (or handsome whichever you prefer) beings in all Nine Realms, and you can back up that claim. This makes many much more willing to make deals with you, and see you in the best light with it being nigh impossible to tarnish your image no matter how salacious you are. Your beauty overcomes all barriers like gender, race, and even their sense of aesthetics as you have become the incarnation of Beauty itself. You will always find people willing to aid and protect you for your beauty alone, and may even trade an intimate night for priceless items and favors. Though be careful as this level of beauty can easily attract the worst kind of attention. Compared to a 10 out of 10 mortal, you would be an 11 to their 1.

Chooser of the Slain (300 CP): You have trained in the ways of the Valkyrie to the point where you now match the Queen of the Valkyrie, Sigrun, in terms of sheer skill in combat. While your physical abilities may be greater or lesser, your ability with weapons, both natural and created, now deals far more damage then they would in the hands of others.

The Witch of the Woods (400 CP): In terms of magical ability you have become a rival to Freya, Odin's ex-wife and former Queen of the Valkyrie's. You now have the ability to create potions that can bring life back to a severed head, while also having the skill to simultaneously place a curse on the head to never speak a certain truth all within the presence of an experienced god. You can create traps with natural magic that are strong enough to temporarily bind greater gods and can revive the corpses of beings while allowing them to retain their full power.

Every Agony, Every Violation Imaginable, Upon You (400 CP): This, and similar promises, are oaths that you can not only keep but make come into reality within reason. With this perk you will find that upon making an oath with the intention to keep it, you will find that you will always figure out just what you need to do in order to fulfill it. However this only works if you have the means to fulfill the oath, for example if you swore to Ragnarok that you would personally stop their destruction of Asgard as a base mortal, you wouldn't get any guidance on how to do so.

Wisdom of the Vanir (600 CP): A part of what makes the Vanir so powerful is their connection to nature and magic, with almost every member of their race having the potential to become a decently powerful mage. You however stand out even amongst them. Your connection to nature is such that you are able to speak to animals and even listen to the world around you to learn of important things that are happening such as a god walking the world and where they would roughly be. You find that all beings attuned to nature such as animals or forest spirits will quickly take a liking to you should you not harm them. Even gods and beings who embody nature would find themselves taking a liking to you. You can easily manipulate how nature grows around you, such as making a house on the back of a giant turtle. Finally you find that you have a talent for medicine and remedies, be they mundane or divine. Though keep in mind that the more powerful the remedy or medicine you seek to make the more dangerous the location you'll have to get the ingredient from.

Jotunn Perks:

Iceborn (100 CP): As a Jotunn you find that ice and cold have a minimal effect on you, only enough to let you cool down and tell that the area you are in is cold. Additionally you find that magic related to the cold is far easier to learn and costs roughly half as much as it does for most people to use (if it has a cost to use at all).

Paintings to Last an Age (100 CP): You have a way with paintings, mosaics, tapestries, really any kind of visual art that would involve paint. Not only do you pick up on the best way to make these, but you also find that whatever you create has a tendency to stick around for a very long time and is very resistant to any kind of damage.

Shrinking (200 CP): You have found that you can shrink in size and disguise yourself as a human to the senses of other races, only by telling them what you are will they be able to tell that you are a Jottun. But if you are in your true form they can find out on their own what you are so be weary for this power is not infallible.

The Great Trickster (200 CP): Like the Loki of myth you are a shapeshifter of great talent, able to change your form into any normal animal and there would be no way to tell that you aren't a normal animal, unless of course you speak or use your magic in front of others. However, much like Atreus the animal you turn into will largely depend on your emotions in the beginning. If you're angry you may turn into a bear for example. This also gives you an odd ability to create children of great power, like Loki with the World Serpent, Fenrir, and Hel in Norse Myth.

The Friendly Giants (300 CP): You find that you are more likable to races and factions that are either neutral or friendly to you. Even your enemies might not kill you on sight should you amuse them enough to keep you alive.

Bifrost Craftsman (300 CP): Well this is an interesting talent you've got here, it appears that you have a talent in making Bifrost eyes and other such gateways, allowing those who possess them to make portals to any place, in any realm, in existence with the one requirement being that they have seen the realm before hand. There are ways to block this kind of travel though so it is not the end all be all of traveling.

The Great Seer (400 CP): Like the Jotunn Gróa you have a gift for seeing the future, and unless you actively direct your sight you are more likely to see large events that take place in the far future such as Ragnarok.

Soul Thief (400 CP): A spell that is seemingly unique to the Jotunn, this allows you to take the soul of another being and place it into an object whether willingly or by force. For a soul to be taken by force from a being stronger than you, they would have to have been weakened to near death, though a soul may be given of a being's own free will. Once the soul has been removed, there are many things that it could be used for. From using it as fuel for a spell or as crafting material, the soul can also be transferred to the body of another so long as the body in question doesn't have another soul in it.

Wisdom of the Jotunn (600 CP): The Jotunn have proven that they are skilled at barring access to those who they do not wish to enter and hiding the only entrance. You too have found a prodigious talent in creating, and learning how to make, both magical and physical barriers. Whether they be wards, walls, even hiding the gate in a place it's not supposed to be, all of this is possible with time and the right resources. At the beginning you would be at Faye's level in creating magical barriers, being able to hide an entire forest from the sight of the gods along with keeping them from entering. Similarly for physical barriers you start on par with Thamur, though with dedicated practice and experimentation you can eventually create wonders equal to the Jotunn's greatest works. Like hiding an entire realm from the gods.

Dwarf Perks:

Wherever You Are Needed (100 CP): You have a sixth sense of sorts that lets you know where and when you need to be in order to either support your current customers or gain new ones. This does not give you a way to travel, that you'll have to figure out yourself.

Truth & Firebombs (100 CP): You write the Truth! And if the truth just so happens that the Aesir are all tyrannical occupiers who need a kick in the ass then you would find that many are willing to listen. This perk ensures

that you know how to get an audience's attention, so long as you write the truth. You also get an odd amount of knowledge on how to create incendiary weapons like firebombs. Have fun!

The Great Gatherer (200 CP): How did you find that? No seriously how? You seem to have an odd talent for finding, gathering, and using materials that would be considered rare, legendary, or even impossible in some cases. An example would be how Sindri and Brok used the echoing screams of twenty frost trolls to craft the Leviathan Axe.

Vengeance (200 CP): Some crimes must be answered with blood, and you are able to find just the right opportunities to strike. Much like Sindri slaying Odin when he was at his weakest, you too find that you are able to find your enemies when they are at their weakest. Though keep in mind, the stronger or more prepared your enemy is the harder it will be for this opportunity to present itself.

A Dwarves Instinct (300 CP): As a Dwarf you have a great affinity for earth and metals, being able to understand how a metal or mineral could be used in your chosen craft. Additionally you find that you have the ability to understand the mystical properties of magical properties of mythical creatures. For example you would be able to tell that a dragon tooth from this jump would give the electric property of a dragon to a weapon. This would also allow you to add these properties to existing objects, though the larger the object the more of the material you would need.

I Couldn’t Accept It (300 CP): Sometimes there are accidents that can take someone you care about from you, and there are times where you can’t accept that. Like Sindri you find that you are able to delve into the afterlife, or entrance to the afterlife, of your current setting to bring back someone who has recently passed away (within the past week). This can only be used once per person, per jump.

Setting Up Shop (400): There are times where all you want to do is set up a shop, and help your customers. This can be tricky as sometimes your customers won’t tell you what they want, or will give you large problems that you might not be able to fix yourself. Much like the Huldra brothers,

when it comes to your customers or those you consider friends you find that between personal skill, connections, useful suggestions, and generous gifts you are able to solve or at least start to solve most problems that might trouble your friends. This can go from small things like helping them maintain or upgrade their equipment to larger things like plans to topple a pantheon or kill a god. It's all good business to you.

The Realm Between Realms (400CP): All Dwarves have the ability to step into the "Realm between Realms", a space where you appear invisible to any that would see you. Even gods like Baldur and Thor cannot see you like this, though Dragons can see you in this state and if you attack someone you will exit this state. You have the odd ability to teleport yourself to certain designated locations that you have set beforehand with the only limit appearing to be that they are in the same realm as you. Though should you be near a portal to another realm this is less of an issue, being able to appear at the other side of the portal should not be anything stopping you. On top of that you can quite literally step between realms. Allowing you to travel from Midgard to Alfheim with a single step without the use of the Bifrost, with the only downside being that you can't step into Realms that are "locked" from you such as Asgard or Jotunheim. This cannot be used to return to previous jumps until you have reached the end of your Chain.

Wisdom of The Dwarves (600 CP): You can now craft things that would truly impress the gods themselves, if your craft is in stoneworking then you could craft a wall that the gods themselves would not be able to topple, and should your craft be in weapon making then you would be able to create the equivalent of a divine WMD like Mjolnir. Furthermore, at the beginning of each jump you will be able to pick one craft that you would have divine skill in, though that doesn't mean that you can't refine the skill further.

Outsider Perks:

Outsider's Luck (100 CP): When you enter new lands you find that you have the best luck when it comes to finding people who are willing to help you. It could be you find two of the best smiths in the land who are willing to do business with you even if they don't have a reason to. It could be you find

the smartest being in the land who is trapped but willing to follow you if you free him, which you have the means to do so or at least have an idea of who could do it for you. How will luck favor you?

The Father's Journey (100 CP): Going from being a warrior to being a father can be difficult, trying to connect to your child even more so. With this perk you will be able to transition from a soldier's mindset to one best suited for your family (or friends if you don't have a family for whatever reason) and vice versa if need be. Need to know how to express your emotions to your child and you've never done so before, well now you have an idea of how to do so in a healthy manner. Keep in mind that miscommunication can still happen, this just allows you to connect with your friends and family easier.

Untraceable (200 CP): No matter how hard they try they can't seem to find you. Those who are trying to find you by tracking your physical presence (tracks left behind, your scent, etc) will find that the trail they find will never lead them to you. However if they used more magical means of tracking you (using your blood or hair to scry your location, tracking you based on your unique soul, etc.) then this perk offers no protection. It should give you a headstart though.

She was our Friend (200 CP): Despite all of your power, sometimes you will make a choice that will turn a friend against you. Perhaps her child wanted to kill her, but you couldn't let that happen and you killed him instead causing her to hate you. Perhaps your actions led to his brother dying and he blames you for it. Regardless of the case, this perk ensures that despite everything you will be able to reconcile. You will have an idea of what you need to to reconcile with your friend, even if it takes years to do so.

A Monster No Longer (300 CP): Ah you've had a hard journey haven't you? You've bathed in the blood of the guilty and innocent alike to the point where you didn't care who you hurt anymore can you? Well you don't have to worry about that now. With the purchase of this perk you will *always* find a way to care about others again if you look hard enough. It could be that you let someone through the walls around your heart or that you actively work towards redemption. Either way you will never remain a monster unless you truly don't want to change.

Collector of Weapons & Gear (300 CP): Outsiders like yourself often find themselves collecting odds and ends from all over the place, some of which may be magical items that are tied to the realm they came from. Unlike Kratos and the equipment and magic he had from his time in Greece, you have no fear of anything you own breaking down or fading away merely because you took it away from its land of origin or killed the pantheon who made it. They are *yours* after all.

God Slayer (400 CP): Divine and Immortal alike fear your wrath, for before you they are like any other mortal. It does not matter if they possess instant regeneration or can revive after death once you kill them they stay dead, unless you allow otherwise. Similarly those who possess divinity find themselves and have earned your ire find themselves weaker in your presence, and the longer they stay in your presence the weaker they find themselves. For example: Should you fight Thor he would go from being able to summon storms the size of countries like Norway to being able to only summon one the size of a large city. And should he actually try to fight you, his abilities would gradually weaken to the point he could barely summon an electric shock.

Consequences to Killing a God! (400 CP): Well there normally are, but not as much in your case. Back in ancient Greece almost every time Kratos killed a god some kind of disaster struck the land. This won't happen for you, much like Heimdell's or Odin's death when you kill a god there will not be any greater repercussions on the world, though you may still make enemies by doing so. Even killing a being who represents a concept won't have any large consequences, though if a prophecy or something similar dictates that their death will herald the end this perk doesn't stop that. This perk is toggleable if you want there to be consequences

Wisdom of the Outsider (600 CP): You are essentially immune to being influenced by outside forces. Fate, persuasion, reality warping, instant death, unwanted body transformation, etc. Anything you don't willingly take into yourself simply does not affect you. This also boosts your willpower to be able to face any adversity, or problem, without faltering.

Origin Perks:

Warrior Perks:

A Warrior's Mindset (100 CP): Two things that any real warrior should have: Focus and Discipline. You find that you possess these qualities in spades and know how to wield them aptly. When you focus on a task or a long standing goal you will be able to keep that goal in mind despite the distractions that come your way. You also have the discipline to not give into temptations such as lust, rage, or fear, letting you keep that focus despite everything.

Everything Can Be a Weapon (200 CP): You are particularly skilled at using things in your environment as weapons whether they be cranes, exploding crystals, or stalagmites you are able to see how they could be used to help you best your current foe.

A Terrifying Presence (200 CP): With minimal effort you find that you can act in a manner which brings fear to others whether it be the way you walk, the tone of your voice, how you loom over others, or something else you are a thing to be weary of. Do remember though that a cornered animal can be quite vicious if driven into a corner.

Weapons of War (300 CP): How do you even use that? You have a great deal of skill when using unusual weapons such as the Blades of Chaos (swords attached to chains which are wrapped around your arms). This perk grants you an expert's skill in any new weapon you pick up, no matter how unusual or magical they are. For example you have a weapon that can return to you if you throw it, now you will be able to always catch it without fumbling.

ÓÐR BRÓÐIR BLINDR! (300 CP): Like Magni and Modi, and later Kratos and Atreus, you excel at working with another being in combat. Together you are able to shore each other's weakness and increase your combat potential significantly, making a pair of demigods able to challenge a veteran god-killer like Kratos. For this ability to show its true potential you need to have familiarized yourself with your partner's fighting skill, either by at least a year of practice and training or a month of fighting together. This

also works with more than just one partner but the time it takes to reach this perks full potential increases per teammate.

A Warrior's Rage (400 CP): Within you is a seemingly bottomless well of rage that always threatens to consume you. But through abstinence and discipline you have managed to control it. Despite this threat against your sanity, it is also a source of great and terrible power. Throughout your life you have seen warriors lose themselves to their rage, letting it control them and lose themselves to it. You have decided that you will not follow their path. Instead you have tamed your wrath and use it to fuel your strength in combat rather than let it control you. By unleashing this rage, you gain a significant increase to your combat prowess and healing speed with the more damage you do to your enemies the more you heal yourself, finding that your controlled wrath is powerful but be wary. If you stay in this state too long you risk losing yourself to your wrath and begin seeking nothing but violence eventually becoming a monster equal to Kratos or the battle-hungry Aesir. While a controlled burst of wrath would fade quickly, overusing this ability will make you more aggressive and less caring of life. With a significant amount of time and great willpower you may one day gain full control over this rage?

Godly Strength (400 CP): You have a well of energy within you that you can tap into outside of combat to vastly increase one of your physical attributes to truly legendary heights even among the gods. If used to increase your strength you could stop yourself from being crushed between the fingers of a god the size of a mountain or flip a giant temple to reveal its secret underside. You could also channel this energy to your vitality to kickstart and increase your regeneration, channel it to your agility to let you cross great distances at blinding speeds, etc. At the moment this is too strenuous to use in combat outside of times of great stress and rage, but with a few hundred years of training you would be able to access this well of energy at any time. If bought with a warrior’s fury, this energy can be more easily accessible while in your rage but be wary of the drawbacks still remaining.

God of War (600 CP): You find that your combat prowess seem to grow endlessly, though they seem to grow the fastest when in combat. Whether it be your reaction time, your reflexes, your martial prowess and skill, how

you use magic in fights, or even just how to dodge while making minimal movements you will always find that you can go further. Keep in mind that you grow slower if you vastly outmatch your opponents, not growing any faster than if you were training alone. If you fought your equal then your growth rate would triple and if you fought a challenge like an army or your superior in combat? Your growth would accelerate to give you the skills you need to fight on equal footing with them.

Sorcerer Perks:

Enhanced sense (100 CP): You cannot see any better or hear any better, but your senses have been heightened in a particular fashion and the world around you is somehow clearer than it was before. You can now feel the nature of the world around you and the nature of things that would normally be hidden to your other senses through a new sense separate from all others you possess. You may feel the hidden flows of magic or divinity that permeates the world, beings, and objects around you.

A Strong Heart (200 CP): The realms are filled with fools who glorify in hollow victories, never learning what it means to stomach true hardship. You are not so weak, you can endure.

You may not be physically tougher than you were before, but your entire being rejects any outside attempt to forcibly change or break you; toxins, diseases, and corruptions that would be devastating to the hardiest creatures can be suffered through and eventually fought back by your constitution. Grievous injuries that would normally place you on the verge of death can be endured far longer than what should normally be possible. You can endure suffering and horrors that would shatter the resolve of so-called gods without so much as a twitch and even in the face of pleasure, comfort, or compulsion your autonomy will not be diminished so easily. Even with your sanity and soul frayed to pieces and your body tattered and threadbare you may still function, perhaps not enough to fight, but you will cling to life with a tenacity bordering on insanity so long as the effect is not immediately fatal.

This resilience is not immunity, nor does this lessen your suffering; you will feel every pain, violation, or temptation without filter and with sufficient time and effort you can still be broken. However, no matter how ‘irreversible’ the perversions or changes to your mind and soul or how crippling the injuries

or deformities to your body, should you survive your struggles, you will recover. This does not hasten your recovery, and the further a change is from your accepted state, the longer it will take, but you will never remain broken.

Potions and Elixirs (200 CP): In this land there are many potions and elixirs that have been created by skilled sorcerers, elixirs to treat illnesses and even potions that can reanimate the dead. Now you have the knowledge of potions and elixirs that can do things from healing to more unnatural things like bringing life back to the dead. Very little is impossible given enough time, resources, and experimentation.

Mystic Gateway Creation (300 CP): Scattered throughout the lands are mystical gateways, created with rocks and ancient runes, which connect the Realms together using the branches of Yggdrasil to enable those with the proper knowledge to go from one place to another quickly. Now you know how to create these gateways, allowing you to link realms together in a way which allows you to transport yourself from one realm to another with no one noticing. Furthermore you are the only one who can use these gateways unless you give permission for others to use them. The downsides are that gods of significant power such as Thor and Odin could destroy these gateways should they find them and if all of your gateways are destroyed then you will be trapped in the branches of Yggdrasil for potentially years.

Healing What Has Been Lost (300 CP): Some say that time heals all wounds, and while that may be true in some cases it doesn't hurt to have some help. With this perk you will know what you have to do in order to help someone heal from nearly anything. Broken bones? You know what you have to do to make sure they heal properly. Someone broke your friend's heart? You know what to say, when to say it, and what to do in order to help them move on. Someone was erased from existence? You'll remember them and have a general idea of what you need to do to get them back. The only drawback is that the bigger the "wound" in question is, the more general the knowledge of how to help them is. If you just need to say some words to them or interact with a small town's worth of people then you know exactly what to do, but if you need to go across multiple

dimensions to bring someone back from non-existence then you would only have a general idea of how to bring them back.

Curses Great and Small (400 CP): Odin is rather infamous for his curses, from his trapping Mimir in his tree to his curses against the Valkyries and Freya all of them have been terrible in some way. With this perk you have a talent for casting and creating curses that have a tendency to stick until death and sometimes beyond that as well. However there are factors that determine how strong the curse is and how long it will last. The strength of the curse, the strength of your target, and your personal strength. If you wanted to curse a mortal with bad luck while being as strong as a mortal yourself then it would last for a few weeks if you wanted it to. But if you wanted to curse a mortal with bad luck while being a god as strong as Odin, then the curse could last for as long as you desire even if they were brought back from the dead. However if you wanted to imitate Odin and curse someone like Freya to never be able to kill another living being, even in self defense, then you would not only have to be as strong as Odin is, minimum, but you would also have to weaken your target first (like how Freya lost her Valkyrie wings) and would likely need some regents to strengthen your curse.

Soul Eater legion (400 CP + 50 CP per purchase): Your soul is now the host of 3 “Ancients” that feeds on the fading souls of the defeated to empower and enhance themselves. For each additional purchase you gain 1 more “Ancient”. Initially your “Ancients” will be simpler and weaker than half starved rabid wolves; they will be incapable of speech, prone to aggression towards all threats and prey, and keeping them leashed and away from useful or stronger souls will be an exercise in your will. However, as the “Ancients” feed on the souls of the lost they will gain greater intelligence and power. As they advance these “Ancients” will develop personas entirely separate from yourself and each other while maintaining complete loyalty towards you. They may become excellent advisors. The soul of an ordinary wolf may grant them greater coordination and ferocity, the soul of a man may grant them greater skill and intellect, and the soul of a dragon may grant them its breath. Theoretically, there's no upper limit to how many souls your “Ancients” may consume, and no limit to their potential strength. However, the soul of a simple wolf cannot compare to that of a

warrior or craftsman, and the soul of a man cannot compare to the soul of a dragon. The greatest power will come from the greatest prey and they cannot grow by endlessly feasting on the weak. At your will, or their own, the “Ancients” may instantly materialize or dematerialize around you in forms of hulking stone weaved from whole cloth and arranged in a variety of positions; as they grow in strength some may take more artistic forms, reminiscent of beasts or men with intricate runic carving adorning their bodies. The Final boon is that your “Ancients” cannot ever be truly destroyed; should they be slain they will return to your soul, diminished and wounded, but given time they will be whole and ready to fight again. However, as your “Ancients” are bound so intrinsically to you, they may never be more than a few leagues from you without being automatically returned to your soul.

Note: these ancients are **NOT companions** and **cannot EVER take perks or items** in this or any other jump.

Grand Sorcerer (600 CP): You have reached the principle of Sorcerers, matching Freya and Odin in terms of knowledge if not in strength and skill. Your ability to learn new magic has been tripled and no magic is impossible for you to learn, though it can be very difficult at times. For example if it was a magic that anyone could theoretically learn, and wasn't particularly strong by itself, then you would be able to learn the basics in a matter of hours if you dedicated yourself to it, but if it was a magic that required a specific bloodline or affinity to use then you would have to spend a few weeks figuring out how to get around the requirements before you would be able to learn the magic itself. Similarly the more powerful the magic itself is the longer it would take for you to learn how to use it.

Traveler Perks:

Blessings of the Road (100 CP): You have traveled far and wide haven't you? And during that time your body has adapted to survive in many environments. You could walk across a country with no footwear and find that your feet would be in need of cleaning but otherwise uninjured unless something stabbed you in the foot. Stepping on branches, walking over gravel, walking through snow, none of it affects you beyond noticing how it feels on your skin. This also grants you a greater resistance to temperature

requiring supernaturally created temperatures to harm you. Wanna walk out of water that is cold enough to have glaciers? Now you can, though you do have to worry about the whole breathing issue unless you have a solution to that.

Seeker of Knowledge (200 CP): Ah you want to know things don't you, more than that you want to know *everything*. Well this perk will help you on your journey with it. You will find that you will be able to find clues on any piece of knowledge, be it mundane or supernatural, that you seek should you look hard enough. Be aware that while you will be able to find it, the more valuable, unique, and powerful that piece of knowledge is, the harder it will be to find clues on it. The only limit is that the knowledge has to exist in the setting you're in. For example if you want to find out how to create an afterlife, you would eventually hear someone talk about how a specific god created their own afterlife. You would then have to either get the information from the god themself or find out if they wrote the information down somewhere. This would be possible if difficult in most fantasy settings but impossible in a science fiction setting.

Seeker of Peace (200 CP): Ah you are like Tyr aren't you? One who desires peace before war, well this should help on that journey. Should you approach a faction with an honest wish to be their ally and friend, not only will they believe you but they are willing to ignore the crimes people from your race or faction may have committed as long as you truly desire to help them. This could be simply being their ally and friend or it could be helping them hide from your own faction that seeks their death. The only catch? You have to **truly** want to be their genuine ally, you can't plan on betraying them from the beginning otherwise this perk won't take effect.

Seeker of Artifacts (300 CP): Were you looking for this? No? You just found this rune stone? You seem to have a talent for finding lost or forgotten artifacts, though the simpler and less powerful they are the more likely you are to stumble across them. For example you might stumble across a simple rune stone that gives a fire enchantment, but you would only stumble across the temple or ruin that an artifact like the Leviathan Axe would be in. It would still be up to you to find that artifact in the temple or ruin. Though you

would have a sense for how powerful the artifacts that might be in the temple are, if there are any in the first place.

Storyteller (300 CP): When it comes to telling stories you find that you are amongst the greatest storytellers in the Nine Realms. The tales you spin could easily become known as the great classics in the future, but there's more to this power than that. With this perk the greater the fame of your stories the greater your charisma will become. Have a story that is loved by a country? You would have the charisma to call yourself a king and many would follow you. A story beloved by a whole world? Your speeches would move countries to tears and you could convince the majority of the world that your cause is just.

Advisor to the King (400 CP): Congratulations, you now have the ear of a king. Or at least you could have the ear of one with the kind of advice you give. You have a gift for thinking of genuinely good advice for people, whether it be for solving financial issues, how to handle a war, or the best way to go about creating world peace. While you can give advice that would be considered common sense, or point out the flaws in others' plans easily, any advice you give relies somewhat on your own knowledge. Thus the second part of this perk gives you a great talent for bullshiting your way to giving good advice. Your king asks you for advice on how to win the war he started? Point out how killing the enemy general would heavily demoralize the other side and could cause them to scatter and your king would react as if this was a genius idea and take it from there. Of course the more knowledge you have, the easier it is to come up with the requested advice. Try not to push your luck though, or you might end up like Odin's last advisor.

Wayfinder (400 CP): It seems that traveling as far and long as you have has given you an interesting 'talent'. You have a sixth sense that seems to lead you wherever you wish to go, no matter how difficult or treacherous, as long as you have a desire to go there you will eventually find a way. Even if you wish to go to the highest peak of all the Nine Realms, located in a sealed away realm that not even the gods can enter, through perseverance and only some backtracking you will get there.

If you purchase this with ‘The Hunter’ perk, your abilities as a tracker and seeker increase significantly, such that the only thing you may never find is an equal. No barrier or trickery will slow you down and you will always know the location of your quarry or the place you wish to go as if by magic.

The Smartest Man Alive (600 CP): They call you the second coming of Mimir, and you have more than earned that title. Not only can you process information faster, allowing you to comprehend what is happening around you at a faster rate than most and letting you break down information at a faster rate, but you also have a great talent for teaching others lessons from events that have happened in the past. Additionally you have a great gift for coming up with rapid responses without panicking. Your king angrily demands why your advice failed him? You know just what to do that would leave you blameless and either cool his rage or at least direct it elsewhere. Finally, any world you enter you will know the *true* history of it, knowing who really ruled that kingdom, how that person really died, etc. The only downside is that you cannot know a being’s fatal weakness, for instance if they needed to be struck by silver under the full moon to be rendered killable you would not be able to learn of it with this perk until you yourself found the weakness.

Craftsman Perks:

Craftsman’s Trade (100 CP): Ah a craftsman! What’s your trade? With this perk you have expertise in any craft that a mortal is capable of. While you won’t be making weapons that would impress the Gods or portals to another dimension you could know how to make a structurally sound house, a bridge, how to work a forge and make weapons and armor, etc.

Artistic Vision (200 CP): How did you make it look like that? With this perk you have a gift for making beautiful things. You could make a gorgeous house or a blade that wouldn’t look out of place in the halls of the gods, really anything that you know how to make you now know how to make your work as aesthetically pleasing as possible. Keep in mind that this does not improve the strength or effectiveness of your work, it doesn't make your weapons better or anything like that. Though perhaps one day you could create something as beautiful as the brisingamen.

Efficient Design (200 CP): With this perk anything you aim to make you now know how to make it with less material while still having it be the same quality that it would have been before. Do you need the echoing screams of twenty Frost Trolls for an enchantment? Now you only need ten.

Enchanting (300 CP): The art of enchanting is vast, nearly infinite in its possibilities. With this perk you now know how the twenty four runes of the Norse Pantheon, to create enchantments of great power. Whether they be enchantments to deal fire damage, enchantments to that increase the protection that armor grants, or some other effect. You also gain a great affinity to runes and other written magics of all kinds, allowing you to learn them at a faster rate than most.

Improving What is Already Made (300 CP): The curse of being a craftsman is that you are almost always improving your craft, and can be embarrassed by your earlier works. You no longer have to worry about that, should you find an improvement to your craft you find it relatively easy to apply it to already finished products.

Divine Engineer (400 CP): Truly, what you are making is the work of the divine. You now have knowledge of how interdimensional portals such as the Bifrost function, allowing you to craft similar bridges as long as you know the destination. Though keep in mind that they are large things, most of them have been built in the forms of large gates after all.

Impossible Things, And Where to Find Them (400 CP): The thing about impossible divine items in mythology is that they typically are made from equally impossible things either to possess or exist, such as a Mountain's Roots, the spirit of Greece, a thunderstorm, or the sound of a cat's footfall. And while these may be possible to obtain in this universe, in other, decidedly more mundane jumps it may truly be impossible. But now you no longer need to fear such things, instead you have the know-how and ability to gather impossible ingredients for your impossible creation no matter where you are. Not only that but you can obtain items that are not typically from mythology, such as the final cry of a dying machine, or the acidic properties of sulfuric acid.

Maker of Legends (600 CP): Your ability in your craft is truly without limit, within a year you could revolutionize your chosen craft, within a decade of learning a craft you can create works that would rival and impress the divine. With this perk you can quickly learn new techniques that are related to a craft that you have mastered, an example would be a master blacksmith from the Nine Realms could go to Japan and just by seeing the process or analyzing a blade they could instantly understand the techniques used to create the blade and how to use them for their own works as long as the technique is below their skill level.

Items:

General Items:

Equipment Maintenance (free): A warrior's equipment should always be at the ready and in the best condition possible, this item provides all of the equipment that a warrior could need to ensure his weapons are in as good condition as possible. This also grants the equipment that would allow you to do patch jobs on your weapons should they break, allowing you to fix the majority of the problem. Be sure to have a proper smith check your work though.

Ingrid (100 CP): During your travels you came across a sword that was able to fly on its own! It seems to have taken a liking to you and has since proven to be a powerful weapon. Able to fight on its own accord, the blade has a tendency to defend its wielder from nearby threats and is able to even keep up with Mjolnir blow for blow. Another of its powers is that it grants its wielder the ability to fly, as well as create shields by spinning in the air, though oddly the shields are able to grow larger then the blade itself. These shields are strong enough to even hold back a blow from Ragnarok itself for a short time, though it would ultimately fail to stop it forever.

Gulltoppr (100 CP): Much like Heimdell of the Aesir, you have a mount that you can ride into battle. Gulltoppr takes the form of a lion-like creature with large horns, and is strong enough to cause Kratos himself some problems in terms of brute strength. Additionally should you have any abilities involving elemental damage or poison, Gulloppr will be able to channel those elements and control them as easily as you can. Should Gulltoppr die, they will return in three days.

Skíðblaðnir (200 CP): The flying longboat of Fryer, is now yours to command. This longboat takes the form of an ethereal blue longboat that seems to row through the air and water alike. The first benefit to this boat is that it is able to fold like a piece of paper to the point where you are able to hold it in your hand and easily carry it with you. The second is that the boat itself cannot be tracked by any means (be they technological or magical) other than by the physical senses. Furthermore if looked at from under the boat, nothing would appear to be there. The boat itself is able to move at roughly 317.6mph (551.1 km/h).

The Draupnir Spear (200 CP): Once Draupnir was an ornate golden ring that would create mundane golden duplicates for an infinite supply of fine golden rings for smithing or for wealth. After being reforged from the efforts of the Legendary Huldra Brothers (who created Mjolnir, the Hammer of Thor), and the efforts of The Lady of the Forge. Now you have acquired the Draupnir Spear.

You gain a ring that can create a golden Spear that can kill even the mightiest of gods. This Spear can multiply itself, whenever you strike or throw this Spear, you can create an identical duplicate Spear, such as when you strike an opponent and leave a duplicate Spear inside of them to explode at your discretion or harmlessly dispel.

The Draupnir Spear having been infused with the power of the wind can also fly much farther and more accurately than a normal Spear, and by slamming the butt of the Spear on the ground or by twisting the handle, the other duplicate spears can explode with enough force to wound and decapitate gods and God like beings. You can also throw the Spear into the air to create a storm of falling Draupnir spears that all can explode at once or in any particular order of your choosing.

The Draupnir Spear has also been infused with the Power of the Wind, allowing it to create vacuums and areas of wind pressure that can launch foes away or pull them as needed. Even swinging The Draupnir Spear can create powerful cyclones and miniature tornadoes that can sweep across the field of battle.

And if all of that was not enough for you, The Draupnir Spear can even empower itself with nearby elements such as Fire, Ice, Poison, Lightning, Bifrost

Energy and any other form of nearby Energy to deal that same kind of energy damage with every strike and throw. However it is not capable of making these other types of energy on its own and must have a nearby source to empower itself with. For an additional 100 cp, once you have empowered The Draupnir Spear with a form of energy, you can re-empower it with that same energy with a thought, making The Draupnir Spear even more powerful and versatile.

The one spear....that is many. A truly formidable weapon.

Wind Song: For twice as much CP, you can gain even further powers with this already fearsome weapon. Much like a certain Guardian, The Draupnir Spear can take a more compact form that flies through the air at your command, specifically your whistle. Which can control the flight of the Draupnir Spear to make complex maneuvers and pierce through even the toughest creatures with ease, even creating swarms of these flying spears that you can control simultaneously and all can explode at your discretion. If you cannot whistle, purchasing Wind Song gives you a basic proficiency with Whistling that you can improve with practice.

Warrior Items:

Training Area (100 CP): A simple clearing in the woods that has been cleared out and made into a training area. This training area can be accessed from anywhere, however when you leave you reappear where you left. Any physical training done here has its benefits doubled, though this does not give you more stamina and eventually excessive training will lead to you injuring yourself.

The Guardian Shield (200 CP): A shield that is compacted within a gauntlet, this shield could take blows even from greater Aesir and not break, though whether or not the force of the blow sends you flying is up to your own ability to withstand.

Talon Bow (300 CP): A yew bow, created with the purpose of harming even the gods if the need arises. Something that is interesting about the bow is that it scales with the level of **Divine Physiology** that you choose earlier in the Jump. Someone with an **Unnatural** physiology would find their bow being as strong as the one Atreus uses when it is upgraded to the max, with it being able

to cause flesh wounds even on a god. Whilst someone with a **God** physiology would find that they would find their arrows going deep into the hides of dragons and gods alike. So long as the quiver of arrows is never spilled you will find an unlimited number of arrows, and once every 10 minutes you will find ten arrows which will deal lightning damage along with the damage they would normally do. These special arrows restock once they are depleted. Once-per-Jump you will find an arrow which will dissolve the magical defenses of whoever you declare the target, this would work even on divine spells such as the one which grants Baldur his immortality.

The Blades of Chaos/The Leviathan Axe (400 CP, second purchase discounted): How in the Nine Realms did you get either of these? Those are the Blades of Chaos, powerful weapons that Kratos once wielded in service to the Greek War God Ares before using them over the years to bring about the downfall of Olympus. They carry in them a fire that can burn even the residents of Helheim, a thing that was thought to be impossible. Best be careful to not let Kratos know you have these, else he will have questions for you that you might not want to answer. And then there is the Leviathan Axe! Ah a mighty weapon indeed, this weapon was infused with the echoing screams of twenty frost trolls giving it great power. It has been inscribed with the runes for ice, allowing it to deal ice damage to its foes, and a rune to recall it to its wielder's hand. Best not to let the Huldra brothers see you using this unless you want to cause a lot of confusion. Both weapons are equivalent to their tier nine version, and they have the space for two Runic Attacks, one light and one heavy, and the pommels are customizable.

A Weapon fit for a God (600 CP): Truly this is a weapon fit for a god! What you wield now is a weapon that is comparable to Mjolnir, a weapon that could be called a weapon of mass destruction in its own right. Choose an element be it fire, lightning, or something else this weapon can now be used to create and manipulate that element to the point where it could slay gods and if that element matches your own domain then you would find the power you could wield magnified several fold.

Sorcerer Items:

Basic Potion Supplies(100 CP): A large container (of your choice) of basic alchemical supplies that can be used to create mundane medicines, and

simple potions, such as weak healing potions. These supplies will be able to create roughly 100 potions before running out, and the container will automatically restock every seven days if any of the supplies are used.

Natural Retreat (200 CP): Deep in the woods, where few dare to enter, lies a beautiful clearing with a tree atop a small hill at the center. Of course this hill is in truth a giant turtle and there is a small house built under, yet attached to the turtle. The house itself is a simple one. Possessing a basic kitchen, a work space, a section off bedroom, and a large living room. Perhaps the most unique feature of the house itself is that the window opposite the front door can show images of other realms and nearby dimensions. As long as they are not warded against such viewing of course. Other than that the clearing itself cannot be found unless you lead others to it, and it will automatically be placed in a forest (or some equivalent) a fair distance from civilization in any new jump unless you will it otherwise.

Advanced Potion Supplies (300 CP): A large container (of your choice) of advanced alchemical supplies that can be used to create truly miraculous potions. Potions that can heal beings of conflicting natures to bring balance to their inner conflict, potions that can heal nearly any disease, etc. Like their basic counterpart these supplies can be used to create 100 potions before running out, and the container will automatically restock every seven days if any of the supplies are used.

Corpse of a Great Giant (400 CP): Do you want a giant puppet to attack or even just distract your enemies? Well now you do. This Corpse is an exact replica of the giant Thamur, possessing great strength and an arctic breath. Should this Corpse be destroyed then a replica will appear in a pocket dimension that only you can access within 7 days, however the pocket dimension can only hold the Corpse, nothing else.

The Book of Magic (600 CP): This book contains the collective magical knowledge of the Aesir, the Vanir, and the Jotnarr. You want to curse a spiritual being to have a permanent physical form? The book has that curse. Want to make someone you love virtually invulnerable unless they touch a specific mundane material? The books got it, but it will only work for others and the things you'll have to do to cast it would make even the cost cold-hearted or desperate

hesitate before performing this ritual. Remember all magic (at least from this universe) has a way to be undone.

Traveler Items:

Traveling Staff (100 CP): An old gnarled staff made from a normal wood of your choice, this staff is entirely natural with one exception. It has the odd power to make you seem like a totally normal being to anyone who looks at you. You could be a satyr and this staff would have anyone who looks at you perceive you as an ordinary being. This only works as long as you take no action that could harm another being. You can listen to people talk and you can walk around and enjoy nature unharassed but if you try to harm another they will see you for what you are.

The Great Map (200 CP): Simply put this item is a map that shows every city, every town, and a majority of major landmarks. It also updates the locations based on their conditions, for example if a city was burned down then the map would update to show the city was burned down. The map also shows your location at all times.

Mimisbrunnr (300 CP): The “magic well” of Mimir, said to contain vast knowledge. But in truth it’s just a well that’s laced with enough magical drugs to make a god see things. This was used by Mimir to trick Odin into thinking that Mimir was valuable to him and worth taking as his advisor, similarly this item is meant to be used to trick others. While it can take the shape of anything that could carry liquid (a well, a flask, a goblet, etc) it will always come in the form of a liquid that is laced with magic drugs. Any being that takes this will be convinced to think higher of both you and your advice, though be warned. If they find out what you did, the results may not be in your favor depending on how useful you prove yourself to be.

Book of Many Locations (400 CP): While having the appearance of an average notebook, in truth this book contains a list of several locations and where their general location is. These locations can be anything from natural wonders to ancient ruins, yet the book has enough paper to cover all of the locations which are not properly shielded from scrying. Furthermore each time you enter a new world, the book will provide a new section with new locations to visit.

Bifrost Eyes (600 CP): You must have been considered a great friend to the Jotunn, for these eyes are given only to their greatest allies. With these eyes one can create portals between realms and use them to view things that are happening within other realms. No barrier can keep these eyes from creating a portal there, the only requirement is that you know it exists. While they cannot take you to previous jumps or even out of your current jump, they can take you to any connected dimension or alternate universe. However should one or both of your eyes be stolen then you will find two new eyes within the next month.

Craftsman Items:

Basic Materials (100 CP): This is an infinite supply of basic materials that carry no magic such as iron, steel, and coal.

Workshop Of The Gods (200 CP): No matter where Brok and Sindri are in the nine realms, they always have their forge and tools on hand. Similarly, you gain a 'workshop' that can be taken anywhere. It is not a physical item but rather a semi-sentient sub-realm so delicately superimposed with the environment immediately around you that it is all but undetectable. The 'workshop' doesn't make you better at your craft nor does it improve the quality of what you create, but you may choose to incorporate any number of tools into this space with a few minutes of focus. Be aware that integrating any tool into the 'workshop' is permanent, and once bound the tool can never leave its boundaries. Accessing any tool in your 'workshop' is done by willing them to instantly materialize/dematerialize in any part of your current 'workshop' or you may temporarily overlay your chosen tool with another available object. You can overlay a sheet of parchment with the face of an anvil and the feathers of a quill with the head of a hammer and have every swing of your quill be with a different hammer in your 'workshop'. For the more destructively minded souls, the 'workshop' serves a dual function as an armory for weapons and armor, with all the benefits and restrictions that apply to any other tool in your 'workshop'. However, there is a hard distinction between the purpose of the armory and the workshop. No tool meant for creation may be put to destructive ends and no tool meant for destruction can be used to create.

Greater Materials (300 CP): This is a rather simple looking crate that will only be able to open once over three days. Each time you open it you will find

that it contains three rare materials from the universe you are in, or one that you have been to. Things like Mithril, Adamantium, Uru, the screams of frost trolls, etc. All of these things can be found, and they will appear in the exact amount that you need. However this crate cannot summon unique materials nor can it summon anything that is sentient or sapient. For example the crate could not summon the Infinity Stones from Marvel, nor could it summon a dragon though it could summon the scales, blood, and other parts of a dragon. Nor could it summon something like, the heart of Ymir the primordial giant. The restrictions on unique materials is lifted post-jump.

Automaton Assistant (400 CP): As you work the forge, you will find that sometimes you need an extra set of hands or maybe you want a project to keep going while you leave the forge. That's what the Assistant is for, the Assistant is an indestructible automaton with its default looks being a human shaped being made of metal. It possesses all of the knowledge related to your craft(s) that you have. Even if you are a god of your craft, the Assistant can match your skill. While it cannot harm another being, it can continue to work on whatever you tell it to over a telepathic bond.

The Great Forge Book (600 CP): This book is a rather simple looking book, however it contains great knowledge. This book will show you how to create any item that you have heard of or seen from not only this Jump but any previous Jumps. This includes things like divine items or objects like Mjolnir, though there are limits. The limits are less on the book and more on its users abilities. For instance there are some things that you simply won't be able to replicate, no matter your skill, like the Deathly Hallows making one the "Master of Death". While this can be overcome with great power, it would be easier to simply gather the Hallows by yourself. Furthermore, the more powerful the object the greater the materials will need to be to recreate the object at its full power.

Companions:

Old Allies and New Faces (50 CP per purchase): This is the import and creation option, where you can bring in a companion from a previous jump or create a new one. Said companion can be of any origin or race and has 800 CP to work with. If 8 are imported it's discounted to costing 200 CP, all of these companions gain 800 CP to spend.

A Local Face (50 CP per purchase): So you want to bring someone from here with you? Alright that's fine you can bring anyone you want that you would meet in the game if you can convince them of course, this option only makes it so that you appear favorably to them. The only exceptions are Atreus (and by extension Kratos), Baldur, and Jormungandr due to their importance in the grand scheme of things both the prophecy of Ragnarok and the prophecy of the Jotunn. Once the events of Ragnarok have ended, you would be able to invite any of the previously mentioned individuals (should they still live).

Mimir (free/400/500 CP): A talking head! While it is a bit morbid, Mimir is quite happy with this better than being stuck in a tree for eternity at any rate. He gives very good advice and you find that he has a gift for telling funny stories, and stories that often carry a lesson. Furthermore, while he is blind in one eye his other eye is a functional Bifrost Eye. Meaning that while he cannot create portals to other realms, he can show what is happening in nearby realms to others as well as peer into nearby realms himself. You cannot take this eye for yourself. Should you keep him as a head, and he remains on your person, you will find that he is seemingly incapable of being injured. Not that he can't be hurt but more like any potential injury seems to *just* miss him. An arrow aimed at him? It will hit the spot right above him. You go tumbling down a hill? He'll never be caught between you and the hill, though he may be a bit dizzy. Should you purchase the 400 CP version, which is free for those who have purchased The Smartest Man Alive, then any world you enter Mimir will know the *true* history of it, knowing who really ruled that kingdom, how that person really died, etc. The only downside is that he cannot tell you a being's fatal weakness, for instance if they needed to be struck by silver under the full moon to be rendered killable Mimir would not be able to tell you this until you yourself found the weakness. You can, if you desire, provide Mimir with a body though how you get one will be up to you. For a purchase of 100 CP, 500 total if purchased without The Smartest man alive, Mimir will have both of his Bifrost eyes and will be able to create portals to any realm that he is aware of.

Scenarios:
Unless otherwise stated you can pick any of the scenarios listed here so long as you think you can do them all in the time you have.

Realmwalker: You seek to do something that at one point may have been doable with little difficulty but now? Now the goal of seeing every one of the Nine Realms is nigh impossible. With Asgard barring entry to all not under their banner, Vanaheim and Svartalheim's primary gates being locked by Odin, and Jotunheim's gate being long since hidden by Tyr once the Giants fled to their realm. However, should you still wish to proceed, your task is simply to enter every one of the Nine Realms at least once during your stay here. Your reward, should you succeed, is the ability to enter any parallel dimension, any hidden realm, any demi-plane, so long as you know of its existence. No one can keep you out, or trap you in one, though be weary. Just because you can enter this space, doesn't mean you can survive what's inside. To complete this Scenario, you must visit each Realm without out of jump abilities, and do without the assistance of Realm Jumping powers and perks.

The Great Killer: Ah so you wish to replicate Asgard's feat of killing the vast majority of the Giants? Specifically, you wish to match Thor's reputation as one who killed so many giants he was considered to be the worst of the Aesir, which is saying something. No? Even worse, you want to surpass his horrible deed, don't you? To do this you must choose two, and only two, of the following races: Aesir, Vanir, Dwarf, Humans, Giants, or both of the Elven races. Outsiders are not applicable due to how few there are in the realms, whereas Giants you would have to hunt down and destroy the majority of the Soul Marbles that the Giants reside in. Your goal is to kill at least ninety percent of your selected races before your time here is up, though you can do so in any way as long as you are the one to do the act. Not through someone else, no you must do it personally and they must know it was you. Otherwise? Anything goes. The rewards for this vary depending on your chosen race: Should you choose the Aesir, you would receive all the knowledge and artifacts that Odin has spent his life gathering, including Mjolnir, and the realm of Asgard would follow you wherever you go acting as your personal Realm. Should you choose the Vanir you would gain their great knowledge of magic, with your own gift for magic of all kinds being greatly increased, and the realm of Vanaheim would follow you as your personal Realm. Should you choose the Dwarf's you would gain access to their immense knowledge on a variety of crafts, though none greater than their knowledge on crafting weapons and armor, and Svartlheim would follow you as your personal Realm. Should you choose the Elven races you would find that in light or darkness your power would quadruple and Alfheim would follow you as your

personal Realm. Humans would see you having both Helheim and Midgard following you as personal Realms, with Helheim being able to take in any being you personally kill and keep them imprisoned and powerless (though you can free them if you desire). Additionally you will find your skill with necromancy greatly increased. Finally, should you finish what Asgard started and slay the Giants (Atreus can be ignored if you desire due to his hybrid nature) then not only would the realm of Jotunheim follow you after the Jump, but you would find all magics related to soul magic will not only be much easier to learn, taking months what others might spend decades learning, but all of nature would see you as one of its own unless you do something to convince them otherwise. This would influence even gods of nature to see you in a more positive light. Remember that you can only pick two races to slaughter in terms of getting the reward at maximum, though is it really worth it?

The Valkyries: Ah a great quest indeed, for you see ever since the former Queen of the Valkyries, Freya, abandoned Odin he cursed her former subjects to be trapped in a physical form which drove them all to madness due to it being against their nature to remain in a physical form for long periods of time. Thankfully the now Queen of the Valkyries, Sigrun, was able to lock away her fallen sisters before she too was driven to madness. Your mission is to find and slay each of the eight Valkyries imprisoned throughout the realms before doing the same for Sigrun. Should you succeed, the Valkyries will follow you after your jump as loyal followers or companions (Jumper's choice there) with the ability to switch between their physical and spiritual forms at will. You will also gain your own wings to signify your status as the King of the Valkyries. The appearance and function of the wings is up to you to decide. Are they built for speed? To be a weapon? A defensive feature? Regardless of their appearance, you are able to hide them at will, and you will instinctively know how to use them in and out of combat. Keep in mind that all of the Valkyries are incredibly strong being able to fight on relatively even grounds with a god such as Kratos even in their madness, and their queen is even stronger possessing all of the abilities of her subordinates and making those abilities even stronger being able to kill Kratos in a few hits should they land. Proceed with caution.

Ragnarok: The End Times, the prophecy that dictates the end of the Norse Gods, though in truth the prophecy only dictates the end of Asgard rather than the entirety of the Nine Realms. Your mission is simple in theory, you have to be

the one to both gather a majority of the Nine Realms to attack Asgard, and destroy the realm itself, because for whatever reason both Surtr and Sinmara refuse to do so. Whether or not you evacuate the people who live in Asgard beforehand is up to your discretion but the realm itself must be destroyed. Should you succeed in this task you will be rewarded with an alt-form which you can take at will, the form itself appears to be a giant Primordial being of overwhelming power which would allow you to destroy an entire Realm with your full power. The divine themselves would find their powers near worthless against you, at best being able to hold you back for a short time. You will be able to pick **ONE** concept that you embody, much like Ragnarok embodied the End Times.

Drawbacks:

Events of the Past (0 CP, toggle): Have you been in this universe before? Well now the events of your previous Jumps here have caused some changes. Did you kill Kratos in another God of War Jump? Well now he's dead here too, and Atreus was never born. The bright side is that Laufey is still alive because of this. Did you become one of Kratos' closest allies, well then he would be surprised but a little pleased to see that you survived.

Extended Stay (100 CP, can be taken a max of five times): Why, in all the Nine Realms, would you willingly stay here longer? Each time you take this your time staying in this Jump will increase by 10 years, try not to make too many enemies would you?

Emotionally stunted (200 CP): With this drawback you find that you have a really bad habit of bottling up your emotions and a problem with conveying how you feel towards others positively. Compliments you give sound more like repremends or very short and to the point. You find that you turn towards outright combat or intimidation over negotiation more often than not. You can get over these issues, but it will take time and some very patient people to help you.

Arrogance (200 CP): Oh boy, you are a really cocky bastard aren't you? You have little to no filter between what you are thinking and what you are saying, the worst part is that you actually think that you are the strongest being in all the realms. Now maybe that's true, but you best be weary.

Even the strongest can fall to those weaker than them if they come in great enough numbers.

The All Father is Watching (300 CP): You seem to have a few searchers looking for you. As you travel the realms you will often find that Odin's Ravens will attempt to find you. Be wary if they succeed then the All Father will send someone to test you, and if they succeed in besting you they will drag you to Asgard for whatever scheme Odin has in mind.

The Hateful Dead (300 CP): Well this is unfortunate, it appears that Draugr and similar undead absolutely despise you, prioritizing your death over all else. They can now sense your location from miles around and will eagerly rush (or shuffle depending on their state) to your location in order to kill you. While most Draugr aren't particularly powerful by themselves, in large groups they can be a problem. And there are stronger kinds of the undead than just Draugr.

Dragon Greed (400 CP): You have to have it, you absolutely must have it. Upon entering this Jump you are stuck with an utter obsession with gathering as many valuables as you can. You don't care if someone is hurt in the process, or if it belongs to a god! It's yours now, all yours!

Wrath of the World Serpent (400 CP): Well this isn't good, somehow you've gone and pissed off the old snake. How did you do that? He's usually pretty passive unless you directly attack him. Regardless, the World Serpent now hates you with the same intensity he hates those who serve Odin, willing to do whatever it would take to make your stay in this Jump inconvenient and more than willing to attack you should the opportunity arise. Be weary should you be near the Lake of the Nine, he won't take your presence kindly.

Enemy of Asgard (600 CP): The moment you enter this Jump, Asgard will call all it's soldiers to war, honing in on your location the forces of the Realm Eternal will attempt to wipe your existence from the Realms bringing forth all of it's champions from Thor and Baldur to Odin himself. Prepare yourself.

Enemy of the Realms (1000 CP): How, how did your very existence manage to piss off every single Realm that still has a standing force? From

the Aesir to the Dwarfs, to the Elves and even the focus of Vanaheim, all of them will coordinate with each other to end the threat that they deem great enough to warrant such a response. Good luck.

Kratos's Fury (600 CP): Oh boy, you've somehow managed to piss off the man who slaughtered the Greek Pantheon, one of if not *the* greatest God Killer in this universe. I almost pity you for the fight that is coming for you, for this isn't Kratos at his weakest, oh no. This is a Kratos that has had the power and tools he wielded during his time in Ancient Greece such as the Claws of Hades and the Blade of Olympus. How they still work here, no one knows, but he will utilize everything in his repertoire to kill you. May the gods have mercy on you, because this one won't.

Choices: At the end of your journey here you are faced with a choice, you have three options.

Go Home: You may return to your original realm with all the powers you've gained, the items you've collected, and the companions you've gathered. What do you do once you return? Well, that's up to you now isn't it?

Stay: Another option is stay in these realms, do you seek to live here peacefully? Or will you do what Odin couldn't and conquer all nine realms?

Move On: Finally, you can move on to your next adventure.

&Notes:

1. Before anything else I want to give thanks to u/Noxantine, who put in a lot of time to help come up with the ideas behind most of the perks here and helped me iron out the races. I also want to thank u/Clay-Dozer, who helped me finish the Sorcerer perkline and helped me with the Craftsman items. Shout out to u/Nixion_Umbra for helping me finish the Dwarf perk line and for coming up with a great perk for the Outsider perk tree
2. For the "Domain" skill that the 300 purchase of Vanier, Outsider and Aesir gain. Should you choose War as your domain you would find that you learn all forms of martial combat easier than usual, you can see the flaws in your opponents fighting style should there be any, you can teach others forms of

martial combat easier than usual, etc. If you choose something more elemental in nature, then you would be able to manipulate that element in several ways, for example a domain of Storm would have you being able to create storms, summon lightning strong enough to kill mortals, and more. Do note that Vanier may only gain one domain due to the other benefits they receive. While the free version of Aesir and Vanier do get a domain, they get a lesser version of the perk that would have a domain of Storm only able to create a dense fog cover and electrify their bodies and weapons. Keep in mind that the broader your domain is the less you will be able to do. A god of storms could do what is listed above for example but a god of lightning could produce lightning strong enough to kill gods. Also keep in mind that if you pick halfling and both of your races give domains then you get both sets. If one race gives two and the other gives one then you get three domains, etc.

3. If you pick both the Ragnarok scenario and choose the Aesir as one of the targets for the “Great Killer” scenario, you will receive a copy of Asgard after the Jump

Changelog:

V 1.3

- Deleted Capstone perk, went back over it and got annoyed with them
- Added more perks to each racial category, merged former Capstone perks with them
- Updated “The Great Killer” Scenario
- Added “Ragnarok” Scenario
- Added a few General Perks
- Added “Sight of the Nornir” perk
- Added “Might of Garm” perk
- Added “Spirit of Ratatoskr” perk
- Added the “Draupnir Spear” item, thank you StormCaller02 for the description!
- Made an edit to Mimir Companion item
- Added “Human” race option
- Minor update to “Realmwalker” scenario
- Added perk “Every Agony, Every Violation Imaginable, Upon You**”**
- Added perk “Like My Brother!”
- Added perk “Consequences to Killing a God!”

- Added perk “Setting up Shop”
- Updated “Kratos’s Fury” drawback

V 1.2

- Added Valkyries Wings award to **The Valkyries** scenario
- Merged Leviathan Axe and Blades of Chaos into a single item that can be purchased twice, once to receive each item, with the second purchase being a discount.
- Added Talon Bow

V 1.1

- Collapsed the Dragon! Perk into one 400 CP perk
- Edited the Mimir companion to be a bit more expensive
- Edited The Smartest Man Alive
- Edited the Dwarf perk tree to be a bit more lore friendly
- Edit to “A Strong Heart” Perk

V 1.0

- First draft of Jump is finished