RAGNAROK

by DaDo

Welcome to the world of Ragnarok, at first glance, this just seems like the modern world you are familiar with, however, the Norse gods and giants were very real. This changed thousands of years ago in the battle of Ragnarok in which the gods were seemingly wiped out and very few giants remained. In a few days a teenage boy, Magne Seier, the reincarnation of Thor, and his family move into the town of Edda in Western Norway which is plagued by climate change and industrial pollution caused by the factories owned by the Jutul family, a group of giants. They are challenged by Magne and thus begin the events of Ragnarok.

Gain **1000 CP**.

Location

Edda, Norway: You start in the location where the whole of Ragnarok takes place. Edda is a small town in Norway which is surrounded by large mountains and where everything is basically within walking distance. Places of interest include the secondary school to which most of the cast goes, Jutulheim which is the home of the Jutuls, and Jutul Industries under which rests the eternal fire.

Age & Gender

Choose whatever you want

Origin

Human [Free] - You are a normal human, nothing special.

Giant [400 CP] - You are a giant. Giants represent chaos and destruction. As a giant, you are Immortal, Immune to everything except Old World weapons, are generally stronger, faster, have better senses, endurance, and can shapeshift. This ability is used by the remaining giants to hide their glowing orange eyes and actual age.

Reincarnated God [400/600 CP] - You are the reincarnation of a Norse god who has died in the battle of Ragnarok. Gods represent Order and Justice. A reincarnated god is a normal human until their abilities are awakened by **The Necklace**. If the **600 CP** option is chosen your abilities have already been awakened. The gods have the same powers as the giants except for the ability to shapeshift. However, they do have abilities that are unique to each god, and when they use them their eyes glow blue. Magne for example, as the reincarnation of Thor, can control the weather and is stronger than other gods. See notes for more examples.

Perks

All Perks are discounted to half price for their respective Origin.100 CP Perks are free for their Origin.

General Perks

Language Skills [Free/50 CP] - You can now fluently speak and read Norwegian. For an extra 50 CP, you can now speak the old tongue, which is a language from the Old World that can only be understood by giants and gods.

Magnificent hair [50 CP] - You can now change the hair on your head to look like whatever you want. This allows you to change the length, form, and color of your hair at will. You will also be able to grow a magnificent beard if you want, because what is a Norse god without a great beard

Human

9 to 5 [100 CP] - You now have the skills to work a mundane job. This won't allow you to instantly become the CEO of a large corporation, but you are close to the best you can be at your job.

Doesn't matter if you're… [200 CP] - The town of Edda is very accepting of all kinds of different people. This perk makes it so that you will never again be looked at differently for your differences. It does not matter if you're gay, trans, or an alien you will not be discriminated against.

Grief [400 CP] - The characters in Ragnarok experienced a lot of grief and some dealt better with it than others. You now have the ability to deal with grief in a quick but complete manner. This doesn't just include your grief but also the grief of others. You can help others through their grief and they will come out the other side better for it.

Friendmaker [600 CP] - You now have the ability to become friends with anyone. This allows you to form deep bonds of friendship within a short amount of time with people you've just met for the first time. Your enemies are also not safe from your friend-making abilities, even if you are mortal enemies the path of friendship will eventually open up to you and you will be able to make peace.

Giant

Teller of Lies[100 CP] - Like Laurits, the reincarnation of Loki, you have a true talent for lies. You are able to make such convincing lies that people will completely believe them except when the truth is staring them right in the face.

Concealment [200 CP] - You are now very good at hiding anything strange about your life. This doesn't just include your abilities but also for example evidence that points to your guilt, such as 2500 barrels of toxic waste..

Ritual of Conversion [400 CP] - You can now convert one human into a giant every year. You are able to do this with the help of a ritual in which the convertee must eat a fresh elk heart. When they take a bite of this heart they will see visions of the original battle of Ragnarok.

Parent of Monsters [600 CP] - You are now able to give birth to monsters. These monsters will resemble whatever you want them to look like, an example of such a monster is Jörmungandr, which resembles a snake. These monsters have the ability to grow to gigantic sizes in a very short amount of time. They will also grow in strength along with their size and can possess enhanced natural weapons such as poisons that will kill gods in only nine steps. You are able to give birth to such a monster every 10 years.

Reincarnated God

Lore of Old [100 CP] - You now possess knowledge about the Old World. This primarily includes knowledge of the previous battle of Ragnarok and what parts of modern interpretations of myth are true.

Investigative Skills [200 CP] - You now have great investigative abilities. These allow you to piece together clues and find evidence that helps you in your investigation. An example of such evidence would be 2500 barrels of toxic waste.

Seiðr [400 CP] - Seiðr is the ability to see visions. These visions will primarily be about the future but can also be about current events and will not be very clear but there are tools that can enhance the clarity and meaning of these visions. The visions can also be focused on a certain person or event.

Unlimited Potential [600 CP] - Like Magne you never stop growing and this perk loosens up some restrictions. The strength of your abilities now knows no bounds and will continue to grow with time and use. Perks with limited amounts of uses in a certain timespan like **Parent of Monsters** will also have the time between their uses reduced with use.

Items

100 CP items are free for each Origin. All Items are discounted to half price for their respective Origin.

General Items

Ragnarok [Free] - A small tablet on which you can now watch the TV series “Ragnarok”, this device can be connected to any other device that can play media and copy the series to it.

Outro by M83 [Free] - Ragnarok doesn't really have a dedicated soundtrack. It does however make beautiful use of this song by M83 which you now own on any medium you want along with a collection of other songs by M83 such as Midnight City.

Human

A Job [100 CP] - You are now the owner of a stable 9 to 5 job. This job makes you enough money to support a middle-class lifestyle and post-jump this becomes a monthly source of income without you actually having to work.

Water [200 CP] - The water in the town of Edda is contaminated with a large amount of cadmium. This item is a water bottle of whatever size you desire that perpetually fills up with the quenchiest of clean water so you don't get poisoned.

Nice Car [400 CP] - This is a mundane car of your choosing. This can be any car that is appropriate for this setting. It is self-repairing and never runs out of gas.

Jumper Industries [600 CP] - You now own a large industrial complex that produces any mundane material such as steel. This industrial complex can be placed inside your warehouse or inserted into the setting of a jump. If it is inserted into a jump you would be considered the CEO and the complex would make enough money to support a luxurious lifestyle.

Giant

Ancient Mead [100 CP] - This is a single bottle of ancient mead that refills every week. This mead is the only thing that can get a giant or god drunk and tastes like the best thing you can imagine.

Old World Weapon [200 CP] - A weapon from the Old World, the only thing that can hurt giants and gods. This is a simple weapon made completely out of metal. Can be purchased multiple times. Post jump these weapons can injure any being that can only be injured by a single type of weapon. If werewolves can only be injured by silver weapons then these can also injure them.

Jumperheim [400 CP] - A large nordic manor. Within you will find a large living room that contains a fireplace, a bar, and a tap of unlimited ancient mead. It also has several bedrooms and a nice office which will fill up with memorabilia from your past.

Eternal Fire [600 CP] - The Eternal Fire is a flame that has been burning since before Ragnarok. The Eternal Fire allows you to forge simple Old World weapons as well as powerful magic weapons such as Mjolnir. It comes along with a forge and an anvil which you can use to craft these weapons.

Reincarnated God

Durable Clothes [100 CP] - This is a nice set of clothes that are durable enough to survive being run over by a snowplow moving at approximately 50 kilometers per hour. These will keep you warm, repair themselves if they somehow get damaged, and clean themselves. These can also change their appearance to whatever you want.

Seiðr Tools [200 CP] - A leather pouch full of different kinds of trinkets to help you with Seiðr. This pouch includes a sharp metal pen-like object that lets you carve circles with which you can meditate and more effectively see the future. What is also included are herbs and paper to make joints that enhance your visions and also allow you to share your visions with others.

Mjolnir [400 CP] - The god's strongest weapon. Mjolnir is a magical hammer with the ability to return to its wielder after being thrown and increasing the power of those who wield it. It counts as an Old World weapon so it is capable of injuring giants and gods. Mjolnir can also influence the thoughts and feelings of its wielder but because you are paying CP for this item this effect is negated. As you are its wielder it cannot be used by any other being except you and when they try they are compelled to return it to you.

The Necklace [600 CP] - This necklace in the shape of a draconic hand clutching a pearl can awaken the abilities of a reincarnated god. This necklace also increases the strength of Seiðr making your visions more accurate. Post jump this necklace can awaken any latent abilities, an example of this would be the powers of people in Worm who are capable of triggering.

Companions

Canon Companion [100cp] - Throughout your time here, you are likely to make some friends. With this option, you may bring one canon character with you, provided you share with them about your jumper nature, and they agree to follow you along your journey.

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 500cp.

“Pet” [100/400 CP] - You are now the proud owner of a “pet”. For **100 CP** this is an animal from the Old World that can be the size of a big dog. This means that it is stronger than a normal animal of its size and is able to harm giants and gods. For **400 CP** this is a monster similar to what you would get from **Parent of Monsters**.

Drawbacks

It was all a dream [0 CP] - At the end of season 3, it was revealed that everything magical about the series was only in Magne's head. With this, you can change this setting into a mundane world with nothing special in it.

Glasses [50 CP] - You now need to wear glasses.

Dyslexia [50 CP] - You are now dyslexic.

Ambiguous Disorder [100 CP] - Like Magne you now have some sort of Mental disorder.

Locked Equipment [200 CP] - You cannot use any Items or Properties from outside the Jump.

Locked Powers [400 CP] - You cannot use any perks from outside the Jump.

Wrath of the Jutul [400 CP] - The Jutuls are now aware of your existence and will actively try to make your life miserable. If you are a human they will ruin any chance of you having a successful career. If you are a giant they will not accept you as one of their own and try to kill you. If you are a god they will try to kill you regardless of this drawback but it makes it so that you are their main target

Jörmungandr's Prey [600 CP] - The Midgard Serpent is now looking at you like a big tasty snack. This drawback guarantees that the serpent already exists and is the size it is at the end of season 3 at the beginning of the series and that it is actively trying to kill you.

Ragnarok [1000 CP] - The battle of Ragnarok is now guaranteed to happen. This guarantees the death of every giant and god. This also causes the destruction of Edda which results in the death of a lot of regular humans. Ragnarok begins with the death of Jens and ends with the death of Jörmungandr and Magne.

Final Choices

After ten years in the setting, you are required to choose one of these options:

Return home: Choose this option to end your Jumpchain and return home.

Remain: Choose this option to end your Jumpchain and remain within the setting.

Continue: Choose this option to continue your Jumpchain and move on to the next Jump.

Notes

Abilities of the gods:

- Magne (Thor): Superhuman Strength, Superhuman Durability, Superhuman Speed, Enhanced Senses, Accelerated Healing, Weather manipulation
- Iman (Freyja): Mind control through commands
- Wotan (Odin): Farsight (He is able to perceive things happening far away from him or in the past)

- Harry (Tyr): Superhuman Strength

- These are probably not the full breadth of their abilities but they are the ones we see in the series.

Special thanks to Garret Conley, Chris The_Legend_Ranger, and an Anonymous user for leaving some suggestions for changes

Changelog

WIP: Jump was created

1.0:

- Doc color was changed to black
- Spelling mistakes were corrected
- Some descriptions were elaborated on
- Outro by M83 was added