

The war of the Gods, Ragnarok is approaching and the Aesir have fallen, leaving only the Supreme Deity, Odin to restore his people. With the Gods reborn as mere mortals, he unseals Lenneth Valkyrie in order to restore his kingdom with an army of Einherjar and to return the Gods to their positions overlooking humanity. Their most prominent enemies are the Vanir and the forces of Hel, each seeking to reign supreme over the land.

Meanwhile on Midgard, conflicts arise ceaselessly between the mortal kingdoms of Bulneria, Cypris and the Trachian Empire. It is populated not only by humans, but also by hordes of monsters, as well as half-breeds between the various races who face fierce discrimination.

Amidst this turmoil, as the Thracians prepare to conquer their neighbouring nations and are developing a weapon that can destroy both Gods and monsters and Vikings pillage the lands. All the while, the Valkyrie soars over Midgard, seeking the souls of the brave and just to become Einherjar.

You arrive here just as the Aesir have fallen, as Odin is about to unseal Lenneth.
Take this gift of CP. You will need them if you intend to journey beyond death.

1000 CP

Age and Gender

Age and gender tend to matter little in this world. You may set them to whatever you please.

Origins

Mortal: You are a mortal, still living and breathing, though not necessarily entirely human. Whether a soldier or an alchemist of the highest order, you certainly possess the potential of an Einherjar, even if you haven't died yet. Whether you live up to that potential or not is up to you, but one way or another conflict will probably find its way to you. Best prepare.

God: You possess powers that mortals can only dream of, as well as understanding of and, potentially, control over an aspect of reality, such as thunder, fire or even fate itself. While you may possess enhanced capabilities, beware that mortal memories and divine ones often don't blend particularly well. You may be of either the Aesir or the Vanir.

Einherjar: The Golden Army, servants and warriors of the Gods. Although they may be dead, they are a no less lively bunch, consisting of some of the greatest warriors and mages of their age. Many could fight of seemingly fiercer foes in life and have become even stronger in death. The memory of your death will not ease, however, and a human may not serve a God so readily as one might think. If taken, they may live life as a mortal until Lenneth awakens if they wish to get their affairs in order, or they may instead begin afterwards, a full-fledged Einherjar.

Homunculus: An incredibly rare being, developed seemingly solely by the Trachian Empire. While they may appear human, they are far from it, with an apparently natural gift for magic. Being developed from mortal technology, many Homunculi lack the quintessential spark of life, though for you this will not be a problem. While Homunculi in general possess a tendency towards loyalty towards their master, perfect examples, such as yourself still possess individual emotions, and need not swear allegiance unless you wish it.

Valkyrie: The Chooser of the Slain and the Battle Maiden. In the beginning of this timeline there is only a single Valkyrie, though if events progress as normal several more shall arise. Although feared as the Goddess of Death, almost all the Valkyries deeply care for the Einherjar under their command and would protect them and humanity over all else.

Location

You will arrive in one of the following Locations. Roll a die to determine, or pay 50 CP

1: The Mountain of Fire

An unnamed mountain near upon which Lenneth, the Valkyrie, slumbers. Resting in Midgard, it is, unbeknownst to all, to be the site of the final battle of Ragnarok.

2: Valhalla

The newfound home of the Aesir after the fall of Asgard which overlooks all of Midgard, where they prepare to reclaim their power and train the Einherjar.

3: Trachia

The home of the Trachian Empire ruled by the mad emperor Thatos. Currently the strongest civilisation of mortals, it is soon destined to become a continent-spanning force.

4: Bulneria

The kingdom ruled by Queen Malvina, a skilled warrior in her own right who is beloved by her people. Small conflicts have arisen with the Trachian empire of late, which are soon to break out into total war.

5: Cypris

A small kingdom when contrasted with Bulneria and Trachia. It makes regular usage out of Mercenaries, and regularly wages war with the Trachian Empire, though it's military suffers in battle due to squabbling between members of the ruling council.

6: Vanaheim

The Woodland home of the Vanir led by Gullveig, Gods known for their powerful illusions who aligned themselves with Hel and the Jotun against the Aesir. Nearby is Jotunheim, the mountainous lands of the Jotun, led by the size changing Thrym.

7: Askembla

The ship upon which the half-breeds live, travelling the seas in order to protect themselves. Guarding the half breeds are the reincarnated God of fire, a mere youth at this time, and the elderly sister Leny, able to prevent half-breeds from degenerating into monsters.

8: Free Choice

Graced by the Gods as you are, you may choose any location of the above, or, should you be so inclined, any location presented in the setting, including Niflheim.

Perks

Perks are discounted to 50% of their standard price, with the exception of 100 CP perks, which are all free for their respective origin.

General

Combat Knowledge (50+/100+/300+ CP)

A person on Midgard must always be wary of the threat of death, whether they are a soldier or not, and this is no less true of the Gods above. As such, you now possess basic proficiency in one form of combat, be it martial or magical for free. You may alternatively pay 1**00 CP** for a more efficient or powerful style of combat, such as those practised by the einherjar. Finally, you may instead pay **300 CP** for the types of combat used by the Gods, Valkyries or other such beings which blend swordplay and magic into a brutal offence. Each can be taken multiple times for different weapons and may be your own style or derivative of a character's style. Each style, however, will be tied to a specific weapon, though skills will bleed over to similar weapons.

Personal Skills (50+/100+)

Few beings in these realms survive entirely from their combat. Therefore, you now have proficiency in a skill of some kind which will allow you to make a living, whether through inspiring rhetoric or tailoring. The **50 CP** version gives experience in one simple, non-supernatural skill at basic proficiency, whereas the **100 CP** offers several years' worth experience. This may be taken multiple times for different skills each time.

You call that a Bow? (200 CP)

It can get pretty boring, using the same type of fighting style, can't it? Sure, you might have a magic sword that can cut nearly anything, but what if you want to punch someone instead, or prefer spears? Now, you can reap the benefits of weapons that you keep on your person even when not using them. Do note, that you can only do this with as many weapons as you could feasibly use, but it will allow you to combine their abilities, and trip people up. Someone was warned about that aforementioned sword, but your bow is mundane or you're punching them? They'll have a nasty surprise. As a bonus, you can make weapons on your person weigh nothing, or even vanish. Again, this extends only to the number of weapons you could use at once.

Half-Breed (100/300 CP)

You possess unusual powers on account of your bloodline. Born of a forbidden union between what would be considered your standard origin and another race, you have special blessings.

Berserkers and their offspring have greater martial capabilities than most other mortals, being able to go into a rage in which they feel no pain and carve their foes up with reckless abandon, though they cannot will themselves to stop.

Mermaids and their children possess healing blood and sleep-inducing songs., as well as the ability to swim underwater with ease, as well as breathe it as

though it were air. Amongst humans however, they are better known for their supposed cannibal tendencies. Most don't actually eat humans, though the ones who do tend to become addicted.

Related to the Mermaids are the cursed **Rhinemaidens**, protectors of the wealth of the Gods. They can breathe and swim underwater, just like mermaids, but are exceptionally violent in protecting their treasures. Half-Breed Rhinemaidens possess a curse which kills and decays all living things they touch. Half-Breed Rhinemaidens receive a comfortable pair of mittens by default which restrain these powers while worn.

Dwarves are gifted with great strength and lifespans, and some have been known to use a specialised form of magic known as rune magic. The drinking of a Dwarf or Half-Dwarf's blood increases the drinker's lifespan in much the same way that the drinking of a Mermaid's blood heals injuries.

Elves are those believed to be the vessels of the Gods and deeply connected to nature. Elves belong to one of several clans and tribes, though they are largely unnamed. They tend to possess animal features, which function far more efficiently than a human equivalent. Among the tribes, however, are the Aino tribe, who may command those of lesser wills by merely looking into their eyes. There are no limits as to what may be commanded, but locked eye contact, magical energy and focus are all required.

Last among these are the **Lindwyrms**, who possess a special gift – the ability to share their experiences with others. In doing so, they create an illusion in the minds of a person of their choosing, allowing them to experience everything that they felt before, from the deepest despair to the greatest pleasure. The power of this gift once drove humanity to enslave the Lindwyrms, before the Gods hunted them to extinction.

Half-Breeds pay **100 CP** for each breed, from a choice of Dwarf, Mermaid, Rhinemaiden, standard Elf or Berserker.

For **300 CP**, you may be instead be a Half-Elf of the Aino tribe or a Half-**Lindwym**.

You may be a half-breed of two races. Just be careful who knows about it, given what happened to the Lindwyrms and what continues to happen to Half-Breeds.

This in no way limits your choice of background, as such backgrounds show examples of half-breeds, even homunculi, who may be made from multiple species.

You could instead be a pure-blooded example of any of the species with the exception of Lindwyms, as there is little difference between the pure and half-blooded versions of the races, save for Rhinemaidens, who are effectively Mermaids. As for Lindwyrms, the fact that they are extinct and can never truly return is rather important for certain motivations. Each non-human has a slightly higher body temperature, enough that a device to find them could pick them out.

Mortal

Technique and Dedication (100 CP)

While Gods and monsters possess inborn talent, mortals must make do with these simple things. And yet it is these very things which drive the Aesir to send the Valkyrie to select them for the Golden Army. You will never tire of self-improvement, always willing and ready to learn, but know instinctively how long you have until you would overexert yourself.

Enforced Resolve (100 CP)

It's a hard world out there, and sometimes you're left with no choice but to do something you'd rather not, at least on a moral ground. So long as it's part of your long-term goals, however, you can temporarily supress your moral compass. This will not ease the guilt that you'll feel from those actions afterwards, but you can get help from your friends to cope with it, if nothing else.

The Invincible Sword (200 CP)

The land of Midgard is dark and difficult for those who would live there. Nevertheless, there are always those who can drive others to action. You are now one of those people, a person who can bring out the old hero in a seemingly broken alcoholic and stoke courage in the hearts of commoners. You won't necessarily make them happier or better than before, but you have a singular ability to bring people back to how they were in their prime through sheer charm, confidence or good-naturedness.

Ocean Spanning Dreams (200 CP)

Few are the people in this world who truly lack some form of grand ambition, but even fewer are the people who achieve their ambitions or even have the courage to set out. While this will not ensure that you will always succeed in your goals, you will never falter in them for lack of courage. This won't make you foolish, so you can still measure risk against reward, but you will never be afraid to take a reasonable risk in battle or adventure. Not only this, but your ability to be single-minded in your goals allows you a noticeable degree of mental resistance against mind-altering affects.

Matchless Wizard (400 CP)

Mortals are often tragically subjected to suffer and fend for themselves in a world where Gods do as they will, and monsters roam free. Nonetheless, they have not once halted the advance of civilisation, forming magical schools and alchemy sufficient that they can even create life. You will be gifted with a masterful understanding of the flow of magic in order to learn any spells or rituals that you have the chance of studying. As well as the theoretical uses, you are also naturally gifted with magic on par with powerful einherjar and the most learned scholars, nearing the extent of Lezard Valeth, a man who, in another world, once became a God himself.

Homewards (400 CP)

Life and death are cheap in a world constantly embroiled in conflict. Even famous warriors and captains are unable to always return safe and sound, despite what they promise. Sometimes, though, a miracle does happen. You can guarantee to somebody that you will return to them still alive and, once per ten years, you may enforce that, returning to them

without fail so long as you made the promise less than a year ago, though not necessarily as you intended. This will not guarantee a victory against an unbeatable foe, merely survival.

Godless Midgard (600 CP)

Humanity is dependent upon divine intervention in order to solve their each and every problem. This isn't necessarily the fault of the Gods, rather it is a symptom of their existence. You, though, know how the world works. Prayers are rarely answered, but you have the will to lead the people of Midgard nearly single-handedly, possessing a brilliant understanding of how to lead a country or how to best solve disputes from small to large. Lastly, you attract the attention and respect of experts in any and all fields, so long as you are willing to display your own skills to the world, gaining new allies as you do. With a leader like yourself, how could humanity possibly need Gods? Why, you're better at being a God yourself.

A Life of Lies (600 CP)

Human nature is one of growth and evolution, always able to surpass those who came before them, whether through refinement of skills, concepts or technology. You learn from those around you, as so many have in the past, though in an entirely different way. Rather than simply learn from others, you have the capability to mimic their actions almost immediately upon encountering them so long as you are physically capable of performing them. Simply seeing the actions of others allows you the ability to perform such things, as long as you would be physically capable. Further, you will not forget these skills – should you see a strategy in motion once, then you would be able to call upon the same methods of applying it every time, fully learning the act, and understanding the processes behind them. This will not, however, aid in study – you must see what you wish to mimic in action, but with the right disguise and mild observation, you could easily take the role of a king, even if you normally looked and sounded noticeably different.

God

Divine (100 CP)

It truly should go without saying, but Gods do tend to be rather obvious about their identities, whether they realise it or not. Their physical forms are ever so slightly better than those of a human in every way, their personalities are noticeably clearer and more forceful, and their gifts more obvious. Should you wish it, you may let your inherent divinity, whether that of a Jumper or a God, shine through, allowing you to more easily impress and cow mortals of all stripes, from beggar to emperor. It won't do the work for you, however, and monsters and Gods won't particularly care. Those with a will of steel or hatred for the Gods can look past this divinity and see you as just another person.

True Seeing (100 CP)

Only a true fool would dare to hide from the Gods. Being Godly yourself, your eyes are sharper than before, more easily picking out details, whether they are the features of a person trying to hide their feelings or a person trying to hide in a crowd. This will also aid in seeing any weak points in an enemy's stance or body, though capitalising upon them will require you to have the actual skill to do so.

Transient Personality (200 CP)

One of the weaknesses and strengths of the Gods is their attachment to their human lives. It was what taught Thor humility and kindness and gave Loki purpose, yet it also forced Norn to deal with a split personality. You have the (almost) unique ability on control your memories from all your previous identities, never having to deal with the unfortunate issues of loyalty to your new family over your old one or what your favourite colour really is, though you will retain the memories given to you, as well as any new viewpoints which would be of benefit.

Mask (200 CP)

By and large, the Gods possess great power, however, due to this they are nearly always immediately identifiable as such. Despite this, there have been numerous examples of Gods living with humans, as well as being unaffected by Godslaying devices. By restraining your capabilities to merely somewhat superhuman levels, you may disguise your true powers to such a degree. This won't hide your identity from those who are aware of it, but people will become more amicable with you if they believe or know you to be a fellow human, particularly the soon to be Trachian Emperor.

Elemental Lord (400 CP)

All Gods hold some form of connection to nature as they are creatures destined to return to nature. You, much like Loki and Thor, possess excellent understanding and control of one of the elements that govern the world. You receive increased resistance to a singular element from **Fire**, **Lightning**, **Ice**, **Light** or **Darkness**, as well as any other elements you would otherwise have under your dominion. Furthermore, you may immediately dissipate that element, stopping it from spreading or causing damage to another, as well as being able to summon it from nothing.

For Whom is the King's Power? (400 CP)

The Gods on high truly care for the mortals below them, yet time and again they have failed

in their duties to protect them. With this, you will never fall prey to the same fate that they did, becoming ostracised and loathed by their charges, so long as you truly care for the people beneath you and understand how to care for and protect your charges. While this won't make you the perfect ruler, it gives you a strong base of support upon which to build and improve your domain.

Blockade of Valhalla (600 CP)

Even a God, seemingly almighty as they may be, cannot defeat every foe that faces them, should they all array their might against you. As such, you have gained the knowledge of how to seal off an entire kingdom from the rest of the world. This works both ways; you yourself will be unable to access the rest of the world once you raise the Blockade. This may only be done once per ten years and may last for as long as you or a single item can maintain it. It cannot be held forever though, and the larger a territory you seal away, the more energy it requires. For reference, Odin, utilising Gungnir, one of the Four Treasures which maintain balance in the world, was only able to seal Valhalla for three years. Suitably world ending events, such as Ragnarok will forcibly end this power.

Supreme Deity (600 CP)

In all the nine realms, it was believed that none could surpass Odin in might. Even so, people appeared that could indeed rival and even surpass him. While you are not graced with such strength purely from this perk, though your physical and magical might will increase significantly, as will your natural charisma and charm. You are granted something potentially greater: the potential to rival and even surpass Odin, as well as the Progenitor God and the Valkyries at Ragnarok. So long as you put in at least a small amount of work, your power may continue to rise, much like the aforementioned trio of beings who are both more and less than pure Gods. Furthermore, your capabilities will never deteriorate, either physically or mentally.

Einherjar

Divine Warrior (100 CP)

As a member of the Golden Army, it is of the utmost importance that an Einherjar has a body that can fight alongside the Gods. As such, you may shift your body into a more suitable form for the purpose of fighting monsters. Any creature that would be supernatural in nature and resistant to the blows of a normal person can now be attacked as easily as anyone else by you. You may also make your form incorporeal, unable to interact with the mortal world but also unable to be seen by mortal eyes, save those who are close to death.

Remnants of a Dream (100 CP)

People often die without achieving their dreams. Whether or not that happened to you is of no consequence now. You possess a stern will worthy of one of the Einherjar, and as such hold no doubts when it comes to pursuing your goals, being able to keep fighting or practising when others would have long since stopped. You will have to deal with the damage and effects suffered either after you stop or when this wears off though.

Absolution (200 CP)

The Einherjar often suffer throughout their lives, and in so doing their skills and hearts are refined and hardened. There is, however, an obvious problem with recruiting soldiers from those who were, by and large, killed violently, in that it isn't really something that helps somebody's issues or self-esteem. Unlike others, you can overcome these difficulties and setbacks on your own in a natural and healthy manner. People should not have to go it alone though, and so this is increased by the aid of others, and you can turn this around in order to help your comrades and the people around you. It won't make them paragons of mental fortitude, but it will keep them mentally stable.

Comradery (200 CP)

An underestimated aspect of the Einherjar under Lenneth is how well they work together, overcoming their differences through battle. A girl who was killed by and holds a murderous grudge against Vikings is able to work with a Viking purely because they are comrades, just as a Queen whose entire court was executed violently just before she was is able to work with the close relatives of the man who did that. Through being part of the same group or organisation as someone, you can overcome differences and even become friends, as well as a viciously effective team with nearly anybody.

A Veteran's Wisdom (400 CP)

While every Einherjar is expected to have a strong grasp of battlefield fundamentals in terms of combat, there is no strict requirement for skill in organisation or leadership. You are the exception, being a naturally gifted commander, able to pinpoint a weakness in an enemy's formation as well as where the weakest point in a building is in order to lay siege to it. People who would be your allies will also acknowledge your skills, giving you many chances to put your skills to use.

Way of Life and Death (400 CP)

The Einherjar are comprised of those who were brave and just in life. While there are a few exceptions, that is the primary factor by which they were chosen, being those who are fit to join the Golden Army of the Gods. Now, not only are you as brave as could be expected of an

Einherjar, you can be as just and honourable as well, having an instinctual understanding of what you would perceive to be the morally just action to take, regardless of any hidden information or deceit.

Journey Beyond Death (600 CP)

The tragedy of the Einherjar is that, although each was in some form or another a masterful warrior, they all possess the unifying factor of having died of something that they simply couldn't defeat, whether a horde of foes, a plague or simply growing too old to keep fighting as they once could. That, however, will no longer be your downfall. This won't allow you to defeat them on its own, but it will give you a second chance. Once per jump, when you would otherwise die, for any reason, you will instead adopt an incorporeal form, that ordinary mortals cannot see, unless they themselves are close to death. This form is maintained primarily by a combination of magical reserves and stamina, though nothing will make it truly invincible, even should you possess infinite stamina or magical energy. It will not wear out on its own, and will recover over time, though any damage that you would receive will wear away at those instead. Also, it just so happens to be prime material for fighting spiritual foes.

Valhalla Assault (600 CP)

Fighting alongside the Valkyries give the Einherjar the ability to come to terms with many things and better understand themselves and others. This experience can now be granted to you. You possess a clear understanding of both your own desires, goals and skills, as well as those of your allies. Furthermore, you work better in a group than you would ordinarily before, each member of a group becoming stronger than you would have alone. This works best in squads of three to nine, though four seems to be a golden number for the Einherjar. You could all instinctively work together, timing your attacks and capabilities into a nigh unstoppable assault, even if you had only just met. Companions, and those who you have known for some time would benefit even further.

Homunculus

Soul and Vessel as One (100 CP)

Normally, a homunculus lacks an identity and a personality. While you, naturally bear one, with this, none can doubt your capacity to act as a human, allowing you to avoid immediate discrimination, though those who know of your true identity, either as a Jumper or as monster, Homunculus or otherwise may still treat you differently.

Trachian Bio-Weapon (100 CP)

Unlike ordinary mortals who need to make do with what nature hands them, a Homunculus is given a body which can be suitably designed to take on specific tasks. You may now count yourself among those, possessing improved magical capacity and a stronger physical form compared to the average being. Additionally, at your discretion, your appearance may slightly change, allowing your hair, eyes and/or skin to take on a different tone. These changes do nothing else it just means that you can look rather fancy and ethereal.

Nascent Bonds (200 CP)

An unfortunate truth for those born unnaturally, be they homunculus or half-breed is that they seem doomed to live alone and ostracised. Often, however, they merely need somebody to make the first move and they will open themselves up. You have a near sixth sense in understanding the little and large issues that people around you have and have an idea of what things to do to get closer to them and get them to open up. Additionally, while people might not always look at you favourably, though most will, they won't start off prejudiced against you.

Monster Doping (200 CP)

Normally, a severe injury to the chest would be enough to kill most people in this world, and ordinarily, that would be true of you as well. However, much like a certain monster hunting scientist in this world you have discovered the wonderful world of highly volatile monster blood injections. Through a process of careful refinement, you can dilute monster blood and inject it into a body, whether yours or another's, and give them enhanced physical capabilities. Not only this, but careful blending allows you to cure the seemingly incurable, from complete blindness to paralysis. For most people though, there happen to be some rather awful side effects: horrific growths and tumours will develop in their body and slowly but surely mutate them into a monster themselves. This will, of course only happen after years of usage, but it should be noted. As a little extra, you will be slightly resistant, though not immune to that side effect as well as poisons of all kinds and will have an increased understanding of sciences and medical production. You can, however, learn to blend the blood to such a degree that those side effects won't occur in others, though this will likely take extensive study and testing.

Avant Garde Alchemist (400 CP)

Homunculi, being artificial lifeforms can often require a certain level of upkeep, so to speak. As such, there are quite several them who bear some understanding of Alchemy, Science and Magic. Understanding that comes seemingly naturally to you, allowing you the skill to blend them together into something greater, as well as keep them separated in order to study their deeper secrets. Naturally, you can use this to repair your own body, since, although it is

biological, it is also somewhat artificial in nature, and thus can be restored through repair rather than simple medicine or healing.

Weapon DNA (400 CP)

By nature, Homunculi are magical beings. Therefore, their magical reserves are greater than that of an ordinary mortal. Such a gift shouldn't be left to a single individual now, should it? With this, you will gain the ability to draw magical essence from within your body and transfer it over to another person. Should this not be enough for you, or you simply don't want to let go of your magic, you may also extract some of your body or other source of DNA, such as blood, infuse it with another for a temporary increase in magical capacity. This may be done by any means, whether by ingesting it as a drink or meal, or a blood transfusion. It won't last for more than a few hours, however. *Post-Jump will allow the transfer of any energy source, such as chakra, ki, etc. as well as increase your capacity for them.*

Forbidden Research (600 CP)

Mortals and Gods always insist on using morality as an excuse to halt the advancement of science and technology. You, though, are an exception to these rules. What most would consider forbidden, you now consider easy. Whenever you seek to discover something or engage in research, you will always find somebody to sponsor and aid you, no matter how immoral it may be, though that doesn't necessarily mean they'll like you. Not only that, it has become far easier for you to understand illegal and forbidden matters, as well as expand upon them with further research, especially if you have a specific goal in mind. Additionally, now anyone who has authority over you will be far more reluctant to dispose or do away with you for disobeying or working against them, instead moving only to restrict what they allow you access to, something that should pose little threat to you with your newfound ability to study and work with the forbidden.

Godslayer Spear (600 CP)

For eternity, humanity has suffered from the threat of monsters and the whims of the Gods. Now, though, they have you. You now possess the power to channel your energy into destructive magic with the power to eviscerate both Gods and Monsters. This power to absolutely kill the supernatural does not, however, function on anything which is truly mortal, including half breeds and a certain unawakened God, though your greatly enhanced magical reserves may still improve your chances in a fight. Rest assured that the Gods themselves will fall to your powers should you wish it. Even Thor, considered the most powerful of the Gods could be taken out of commission with a direct blow, and several would prove fatal. This ability does require a great deal of energy, the minimum of which is afforded to you twice over, though it will become less taxing over time.

Valkyrie

Cadence of the Soul (100CP)

The duty of a Valkyrie is simple: find the souls of powerful warriors, judge their value, and collect those who are truly worthy of journeying beyond death with you. This would be difficult without knowing how to sense a soul, however. With this power, you may search out and detect the souls of those, both living and otherwise, who fit criteria of your specification. You may also view their past achievements and most treasured memories from both their point of view to make your judgment. This will allow you to materialise souls as einherjar outside of the realms of the Gods.

The Image of a Maiden (100 CP)

The Maidens of Battle, the Valkyries, are known throughout Midgard not only for their duty of ferrying the souls of brave warriors to Valhalla, but also for their divine beauty. You too exemplify this trait, possessing a beauty that offers both comfort to the departed and awe to all.

Dispeller of Darkness (200CP)

Valkyries are among the leaders of the Gods in the battles against foes such as monsters and other offshoots of the Gods. Being so close to death, however, gives them the power to deal it to others in turn. This grants a general improvement to all of your combat and battle related skills, including tactics and strategy, but more importantly makes your attacks land with greater ferocity against monsters of all kinds.

Hope Awakened (200CP)

When hope seems lost, Mortals and Gods alike have turned to the Valkyrie and found that hope restored. In times of doubt, you can revitalise your allies and stoke the fires of heroism in your companions. Even when you are not present, sometimes your memory alone can help restore your allies. This will not aid them mentally or physically in the long term, but in the short term it can turn the tides of battle. Be careful in harbouring doubts of your own, as the effectiveness of this is based on your own confidence or morale, which is now more difficult to shake.

Ruthless Valkyrie (400CP)

Sad to say, not every mortal is thrilled with the idea of dying only to be drafted into the army of the Gods. Nevertheless, that was the purpose of their being summoned, and they must fulfil their duties. You gain the power to enforce your will upon your servants, both Einherjar and otherwise so long as your will eclipses theirs. Naturally, this isn't a problem with a small number of servants but be careful not to overextend yourself. After all, brainwashing tends make people rather unpopular. You may also, with great effort turn meagre, almost worthless souls, such as those in Hel's Hall into beings known as Twilight Einherjar, each of which is effectively a mindless cross between a mortal and a monster. They are, by nature lesser than regular Einherjar, but even such minions have a use.

Ultimate Devotion (400CP)

Valkyries are the nigh unstoppable maidens of battle, yet almost all of them owe their loyalty to a higher power than even they. Obedience draws out their true capabilities through trials and difficulties. This grants that same capability to you, improving your capabilities and

determination when you truly believe and support another person and are following their orders. Additionally, you improve your techniques and abilities more swiftly, though this does not remove any limits to your power.

Nibelung Valesti (600CP)

If the Valkyries are universally known for one trait other than their ability to draw out the souls of the dead, it is their skill in battle. Often, however, skill at arms is not enough to take care of a monster or a God. With this, you can focus your energy to unleash a series of attacks, followed by a colossal weapon, traditionally a spear, which can purify and destroy the souls of your enemies. It might not immediately kill a divine being, but its damage is beyond the capability of normal magic or combat, and supernatural beings such as the undead, Gods or monsters are particularly susceptible to it. Additionally, it is easily blended into a standard series of attacks, and you have the skill to avoid allies who would be caught in the blast. You may, at your discretion, overcharge the attack, injuring yourself, but magnifying those injuries immensely into the attack. Expending most of your energy would leave you comatose or near-death and would allow you to raze a forest to naught but a burning crater with no life to be seen.

Chooser of Life (600CP)

Valkyries bear the great burden of selecting the souls of the dead, knowing that they will be subjected to further warfare after their death. You possess that most important of traits in a Valkyrie: a compassionate heart. You can ease the sufferings of your companions almost instinctively, understanding their feelings, listening to their stories and truly learning who they are, releasing them from any burdens, improving their capabilities by a proportionate amount. A light worry might not make much difference but helping a Half-Breed feel as though they have a place by your side or a home to belong would have a truly massive effect on their abilities.

Further, you have an insight into just how far the potential of your allies reaches, and the ability to guide them along the perfect path to improvement. This, alongside proving their merit in battle and overcoming their own flaws or weaknesses would allow an ordinary mortal to stand on even footing with the Gods and could bring the supernatural to even greater heights.

Items

As with the Perks above, any **100 CP** items are free for their respective origin, and all other items in that origin have their costs halved. You will be given an extra **200 CP** to use to purchase items.

General

Attire (Free/50 CP)

So, it can be hard to ensure that what you wear is right for the occasion or location. Well with this you'll be nicely dressed up with the best of them. This comes in two forms, though each possess the same outward form: a wardrobe of some kind, be it a closet, chest of drawers, luggage case you name it. The free version has a simple but attractive series of fantasy-themed clothes to help you blend in in this world. There won't be any armour, but you certainly won't look out of place. For 50 CP the range of clothing is expanded to cover any number of fantastical outfits, as well as seasonal costumes and accessories for every occasion and future worlds. After all, those who encounter the Gods, for better or worse, had best look the part, wouldn't you say? You can wear these clothes over something else and make it look like this is all you're wearing. It won't fool any enemies it just makes you look damn good. The closet, luggage case, etc. automatically cleans the clothes.

Music Box Memento (Free/50 CP)

You may be a traveller between worlds, but everybody has a home and a past. Here's a little something from back in the one of the other worlds. It must be a mundane, harmless item, but it can be any shape or size. For **50 CP**, it may instead be something not quite harmless or not quite mundane, like a lucky pocket-knife or a harmless enchanted trinket from another world. Whatever it may be, feel free to make another item you have take its appearance. It is special to you, after all. One way or another, in times of need or distress it will be there for you, to gaze upon and remember happier times.

Armory (Free, 50 CP per extra purchase)

No one should go into battle unarmed and unarmoured, and, although you are a jumper and may possess divine powers, you are no exception. You will be given a free weapon or armour with this. The armour will consist of a full suit, so you needn't worry about buying it multiple times, unless you want a blend of lighter and heavier armour. Each purchase will grant you one mundane weapon of your choice, so long as it would ordinarily exist in this world, or suit of armour. Those of a magical persuasion may have a staff, wand or sceptre if they prefer something to slightly improve their magic.

Daily Quest List (50 CP)

Adventuring doesn't tend to be a means of gainful long-term employment for most. With this, however, you needn't fear running out of jobs. Five contacts in your near vicinity will be written on it daily, each of whom will be willing to give you a short-term job in exchange for payment. These jobs are those that an ordinary adventurer could expect to accomplish with moderate ease, so you will usually be relatively safe. Occasionally it will lead you to more difficult or long-term employers, though these will be written in different coloured ink.

Mortal

Business Holdings (100 CP)

I suppose it would be unfair to leave you to fend for yourself in this world. This small business of your choosing, within reason, is rather elegantly decorated in such a way as would be complementary to whatever you desire to be. It will draw a modest number of customers so long as you have the basic skills to run it, and its ledgers and books will always be accurate. Genuine skill in the occupation will draw at least a small number of dedicated clients to you. A small, cramped single-room apartment is above it to serve as living quarters.

Trachian Magic Armour (200 CP)

The Trachian Empire, while already a world power, will soon come to be known throughout the land of Midgard for their many improvements in every field, be it technological, military, or magical improvements. While it does not yet exist, you will be given a suit of comfortable, yet highly protective armour that will defend against most physical and magical attacks. It may, at your discretion, take the form of the uniform or armour of a military in any world you visit in order to blend in.

Mercenary Memorandum (400 CP)

A carefully sealed envelope which contains a letter. When given to a group or organisation that you wish to employ, this letter will take the form of a contract that holds a contract favouring you that the other person will be inclined to accept, so long as you aren't on bad terms with them, alongside a sum of money to serve as an overhead fee. The terms will only last for a single month, after which the contract will be peaceably terminated. If you have the funds to keep employing them however, and they receive them on time, then they will continue to work under you. When someone other than the intended party or an individual open for employment opens it, the letter will take an innocuous form which they won't pay attention to. A replacement letter is given every month but cannot be used on the same group twice in one year.

Tome of Dark Desire (600 CP)

A book known by many names: the Monstrous Manifesto, the Heretic Spellbook and the Forbidden Tome. Regardless of the name, it is a truly powerful artefact for any mage: it automatically records every spell you know or learn of upon its pages, which may be ripped off to cast it at no cost to you. Furthermore, it will analyse and record information that you desire to know about an individual who is objectively weaker than you and is at your mercy upon its pages. Each page is carefully sorted and will adjust its position to be more convenient for you and it will never grow so large that you cannot carry it in one hand and will always be perfectly legible. Any pages that are ripped from it are restored in one week's time. As a side note, it happens to have excellent quality pages to use for your own personal notes. Should it be given to another, then it will maintain its properties, though it cannot be used against you without your willing intent and may be summoned back with but a thought.

Godless Dominion (800 CP)

Many stand above others in the world, and those who do tend to have some way or another of showing off their splendour. Now you too have a suitable means of displaying your magnificence. You now have access to a relatively large building or estate tied to a large portion of land, one roughly the size of a large province or a small country, which, while not

so grand that it will seem out of place, will be perfectly suited to the performance of any mundane tasks you may desire, and, while not initially staffed, will easily draw skilled workers or staff to it. It will always have more than enough room for anything you might desire, from guests to money to food. People who become aware of it will quickly develop a respect for you as the skilled owner of such an abode and it has some rather fertile farmland attached to it. Finally, there are a number of devices near the outskirts of it, preventing monsters and Gods. Every month, a safe will provide any earnings from businesses you own or deals you make directly, as well as enough money to pay for a sizeable household staff. Strangely, there never seem to be any attacks by bandits or monsters. So long as you remain a neutral party you will never need worry about harm to this area.

God

Relic of Mortality (100 CP)

A perhaps unfitting item for a God, but you have something precious to you that can remind you of your time as a mortal, however long that was. But, more than that, it will help you and those wildly distinct from you understand each other, so long as there is something that you have in common. Such a thing will most obviously help you and a regular mortal get to know one another, but there are many things you could potentially use these perspectives for.

Godly Steed (200 CP)

What God would enter battle without properly displaying their divinity? You will be granted a form of mount suitable to one who would rule the heavens, such as a flying chariot driven by your divine powers or a horse unmatched by all save Sleipnir. Whatever mount you decide, it will be loyal to you and your will, acting in ways that will best aid you, whether or not you realise it at the time. The steed will also be capable of rudimentary thought, regardless or whether or not it's alive in a traditional sense and will thus be able to keep your spirits up at all times with a light degree of playfulness.

Asgard's Guard (400 CP)

While a God may possess significantly greater power than most ordinary people would ever dream of attaining, that does not mean that they are unstoppable. An outnumbered God may soon become a deceased God. You, however, have either been gifted or earned these twenty spiritual beings to guard you on dangerous roads or in difficult tasks. On their own they can do little, but each may possess an unoccupied suit of armour and a weapon in order to engage in battle. Defeat in battle won't mean their end, but they will need to possess another suit of armour to return to battle. You may also communicate with them as normal, though they aren't natural conversationalists by any means. They are also excellent practice for those who need it in battle. Thirty will join you with this. They are normally invisible, but you may will them to take physical form.

Threads of Faertum (600 CP)

These mystical strings are designed after those worn by the Goddess of Fate Norn, which aid her in glimpsing the future and weaving together magical attacks. For you, though they won't grant Norn's full powers, they will allow you a mild degree of precognition when worn around the wrists and ankles, letting you know what an enemy might attack with or the result of using a particular attack or weapon, as well as a broad idea of how people will react to something you say. They also aid in the shaping of magical abilities, and as such when wearing them you can change the trajectory of nearby magic and allow you to even twist magical waves and explosions in such a way to leave yourself safe from the brunt of it. Finally, they also allow you to float in place and make incredibly short range teleportations.

Replica of the Four Treasures (800 CP)

These worlds, retain their stability and form through the usage of four ancient artefacts, the Four Treasures; the Ice Spear Gungnir, the Accursed Fire Wedge Laevateinn, the Indigo Dragon Orb and the Sylvan Bow. While these weapons themselves are not available to you, unless you plunder them yourself, you will instead receive a near perfect replica of one of

them. The primary difference is, of course, that the world itself doesn't rely upon this weapon's existence. The weapon you choose will never break, even under the most cataclysmic force, and each holds the power to level cities and even countries in the hands of the truly great. Be mindful of friendly fire and do note that doing so will weaken the Treasure for a prolonged time to a degree relative to how much power you used and make you a priority target for anybody who knows that you were responsible. Don't concern yourself with stealing every treasure; the artifacts, while able to magnify power, do not compound their abilities, having all of them merely deprives your enemies of the possibility of using them as weapons.

Einherjar

Personal Artifact (100 CP)

A personal item integral to you as an individual, whether that is the you of a previous jump, you before jumping, or this jump here and now. It may be anything, from a weapon, to armour to clothing to a book, but clutching it will fill you with courage and strength, It won't be inherently more useful than similar items of its kind in the hands of most, but to you it is stronger and more convenient, filling you with conviction and courage to follow through with your goals and desires.

Warrior's Lodgings (200 CP)

No matter how great or legendary the soldier, everyone, even the Einherjar, need somewhere to rest their head. You will receive a special room specially made to be comfortable for you. It has a bed, rack for weapons, wardrobe dresser and desk, with an extras room for training and sparring, as well as a washroom. As an Einherjar, Valkyrie or God, this will be in Valhalla by default, and for other backgrounds and later jumps will be a small home or apartment, with the rooms slightly expanded as a result.

Divine Battle Standard (400 CP)

A flag decorated with a crest which by default depicts either a banner of the Gods or two gold serpents entwined around a golden staff on a black background symbolising the Trachian Empire depending upon your origin. This is, naturally, more than a mere flag. While raised, this standard eases communications between you and your allies on the battlefield or during a march, allowing you to broadcast your thoughts to any allies who carry a flag of their own. Additionally, you can broadcast your voice throughout a battlefield, directing troops with fearsome ease. Others will rally to you more easily, and enemies who see it feel great fear when you carry it. It can be used as a weapon or a staff in an emergency and is tipped with a spear tip.

Elemental Armoury (600 CP)

Any warrior needs a weapon, but what about when it breaks? What about if you need something with a little fire or lightning on it. With this you'll have a nice little armoury for you placed nicely wherever live. Every few months you will see a new weapon which is suited to the world in which you are currently in. These weapons will be of a type to which you are at least somewhat skilled with and will be tailored to cover a niche or hole in your skillset, such as a weapon particularly strong against the undead. The smaller the niche the more effective it may be. You may in slightly influence what weapon you'll get, and the armoury will always be easily accessible, so you won't need to worry about being cluttered. Weapons may fuse or be discarded at your discretion.

Tyr's Divine Arena (800 CP)

For an Einherjar, the most important of skills is that of combat, whether personal or mass combat, magical or martial. There is, however, only so much one may learn in a training room – after a point, it is necessary to enter the battlefield. At least, it would be. This arena, created in the honour of Tyr for the usage of all who side with the Aesir is now yours. It allows you to face off against foe of all kinds in a safe, protected environment. Within the walls of the arena, you will suffer neither death nor pain, though phantom injuries may still

occur, inhibiting your movements. Neither still may the walls of the arena be shattered – you may use whatever powers you wish here without collateral damage. Most importantly however, you may fight any enemy which a person stepping into this arena has encountered and face them at their fullest strength, or even those people themselves. Even were you unaware of the existence of these people or creatures, so long as another had faced them and at some point stepped foot within these walls, you too could fight them. There is no limit as to how many enemies you may face, with the arena seeming to change size to accommodate, though the external size will not change.

Homunculus

Trachian Library (100 CP)

Homunculi, being products of alchemy, have a tendency to learning the art themselves. Few people, however, learn such arts without study. Fortunately, such difficulties may be dealt with by the age-old technique of studying. While not glamourous, it has its uses, and this ever-expanding bookshelf is perfect for the task. It comes with books detailing all discoveries on alchemy which were made at the time of your starting point. Additionally, it always seems to have enough space for a few more books. It can expand itself into the form of a library at any time you wish, and may be reduced to a single bookshelf in the same way. If damaged or destroyed, all books within it will be replaced alongside the bookshelf in one month's time,

Monster Blood Vials (200 CP)

You have, one way or another, come into possession of a steel box that is magically attuned to you. Within lie fifty glass vials, needles, syringes and IV drips, as well as a handy manual for those new to blood transfusion. Forty of these vials are already filled with monster blood and clearly marked for clarity and identification. The remaining ten may be filled with anything you wish. The pre-prepared vials will regenerate their contents one month after use, and all the equipment granted will automatically sterilise themselves and their contents. Without any skills relating to alchemy or medicine these vials are little more than a particularly horrific toxin, but with such skills the possibilities may very well be limitless.

Trachian Garb (400 CP)

A ceremonial outfit in the style of either the homunculus Alice or Emperor Shiloh II, designed seemingly entirely for fashion rather than practicality. In truth, this outfit stores excess energy which would otherwise go to waste, acting as a reserve source when necessary. The sole limit as to how much energy can be stored depends upon you – the more able you are to store energy, the more able this outfit will be. The reserve energy may be activated at any time, but, should you be severely injured or run out of some kind energy entirely then the reserve will automatically be used though this function can be switched off.

Alchemist's Laboratory (600 CP)

Although this is called a laboratory, it actually takes any shape or form that would be suitable for you to perform an experiment or engage in the study of technology and magic, both the recovery of lost techniques and the development of new ones. It is fitted with everything that you could need for such tasks and has a built-in library with functions for the repair and creation of new homunculi, though you will need to recover the necessary… parts for new ones on your own. Should you ever move location, such as being requested to serve a court or need to go into hiding, then this will move with you inconspicuously. It is also protected by various magical barriers, so you needn't worry about experiments getting too noisy, being interrupted or losing track of it.

False God's Nucleus (800 CP)

An artifact that does not truly belong in this world, this crystal is a ghastly-looking purple and blue rock emanating power which may serve as a replacement heart for its bearer, returning them to life from the brink of death when all hope seems lost. It grants its bearer the ability to

surround their body with similar crystals in appearance to the original nucleus that may be commanded at will and grants a limited telekinetic control over large clumps of rocks and gems, an ability that may be used even without transplanting the nucleus into you via death. It will restore you to life once per jump, at which point your control will be heightened for the remainder of the jump.

Valkyrie

Valkyrie Mail (100 CP)

The station of Valkyrie is one which commands great respect and fear, and as a being in such a position you should have the equipment to look the part. You will receive a light yet sturdy suit of armour with a distinctive coloration to be determined by you, though blue, indigo and black are traditional. This armour will inspire hope and courage in those whom you see fit that are near or associated with death, a requirement that every Einherjar just so happens to fit.

Goddess Plumes (200 CP)

Though a trait of a different iteration of Lenneth, there is merit to the idea, poorly implemented though it may have been by her. Though the duty of the Valkyire is to claim the lives of the brave, the brave themselves may possess a family whom they have lost and will remain alone and uncomforted. When you claim the soul or witness the untimely or tragic death of another, you may place this plume upon their body. Doing so will allow it to be identified and returned to their family – however, this goes beyond that, granting the deceased a final opportunity to express their feelings for the world and to grant good fortune to their family. Though they may be lost, the einherjar may now fight on knowing that their loved ones will be able to know that they care and watch over them.

Saintly Halberd (400 CP)

A weapon used by a Valkyrie from another world. In terms of weaponry, it is quite ordinary by any stretch of the imagination, little sharper than most weapons of its kind. In the hands of a servant of the Gods, a God themselves, or just someone who pays for it with CP, this Halberd becomes a font of energy from which you can draw in times of need, as well as a weapon that a soldier would actively gravitate to. As a symbol of the divine authority of the Gods it can also be used as a proof of their will to those who would follow it and serves as a catalyst for divine power.

Valkyrie Favour (600 CP)

While all who would bear the name Valkyrie hold the potential to choose the souls of the deceased and use similar combat techniques, the fact of the matter is that each of them fights in their own unique style. Therefore, this weapon, by default a highly decorated sword, may take the form of any weapon that would be suitable for its wielder. This sacred blade additionally holds great powers against the hordes of monsters and undead that plague the lands of Midgard, dealing severe wounds to any such supernatural beings, which cannot be cured by means of magic, requiring months of rest to recuperate from such injuries. Additionally, it is incredibly sharp, being able to easily cut through hundreds of monsters of all shapes and sizes, all without the slightest notch upon the blade as well as cleave through armour. What little damage such a weapon would receive will be repaired in one day's time.

Mysterious Shields (800 CP)

You now possess two floating devices which orbit your body. These devices act as shields to protect you from any harm, blocking attacks that you might not even see coming. While they are a superb defence, they are not indestructible though they come close, as that is not their primary usage, though they will rapidly repair any damage. They can transform into wings to improve your mobility, and, most importantly can supplement your attacks by dealing blows

of their own, being especially effective in dealing magical attacks, able to fire rays of light to pierce through even the most sturdy of defences, be they physical or magical or replicate any spells or magic that you use, including the Valkyrie's signature technique, Nibelung Valesti. They may disappear or reappear at will, being bound to you as instead of being a device that needs to be carried around with you. If they are somehow destroyed beyond repair, they will return to you the following day as though they were never gone.

Companions

Reunion (Import Companions) (100 CP per person, 400 for 8)

What kind of person would stop you from bringing old friends along for a journey? Anyone or anything that you already have as a companion may enter the world of Midgard in order to keep you company while you're here. Each companion may take any background and will receive 600 CP in order to purchase Perks or Items, receiving Discounts and Free Perks and Items as normal.

New Comrades (100 CP per person, 400 for 8)

Shortly after entering the jump, you will encounter people who you will hit it off with nicely. These people are effectively non-canon characters to serve as new companions for you. They can choose any background, and receive 600 CP, receiving Discounts and Free Perks and Items.

Homunculus A11-C Edition (100 CP, discount Mortal)

Somehow, you have come across or created a black-haired homunculus identical to the (potentially) two homunculi known as Alice. She is quiet yet rather loyal to begin with, though will lack a clear personality. Her skill with magic is, however, something to be feared, and monsters, spirits and Gods tend to suffer far more debilitating injuries from her attacks. If left to her own devices, she will eventually develop a personality akin to humans, though how you act will influence her own actions and growth.

Jotunn Shifter (100 CP, discount God)

This Jotunn, unlike their peers, hold little interest in the warrior culture of their kind, rather instead preferring to meet and study other races and beings in order to develop a unique philosophy. So it was that they met you and became entranced by your character, whether simply for being of another race of people, due to your own intriguing actions or mindset, realising that you hold powers unlike others in this world, or simple flight of fancy. Regardless of their motivation, they are eager to travel with you to see all that you and the many worlds can offer, constantly learning and journaling in order to document all they lay eyes upon. Though a superlative warrior, like many of their kind, they prefer to remain in a compact form slightly smaller than the average mortal, and solve disputes with diplomacy and cunning, rather than the barbarous warfare that they left, though they may occasionally make exceptions for certain individuals or causes.

Chosen Weaponsmith (100 CP, discount Einherjar)

Those heroes worthy of becoming Einherjar are, without exception, unusually gifted warriors, though many were chosen not for their skill in battle, but for their gifts and dedication outside of it. Such is the case with this blacksmith, one both well-muscled and firm-handed, who is dedicated not to the arts of war, nor to the Gods above, but to creating the perfect tools, to teach the world the wonders that mortals can create and inspire others.
Though a blacksmith at heart, they have made astonishing advancements in the field of engineering and craftsmanship in order to better achieve their dreams and take to art and tailoring as a duck to water. Upon seeing you, their keen eyes seized upon the fact that you

were unusual, perhaps unlike anything else in the world, whether due to some item or skill you possessed, or due to their inherent ability to appraise others.
Regardless of the cause, they have maintained contact and companionship with you throughout their time since meeting you, and have begun to plot and plan ways to make you willingly have them with you so that they may hone their arts further.

Alchemy Master (100 CP, discount Homunculus)

One way or another, you have encountered and become acquainted with a scholar of alchemy well beyond that of the ordinary, one capable of creating homunculi. Though they may have created your form, should your origin and choice suit, they are as yet unable to replicate the experiment. Nevertheless, they strive to succeed in learning to reliably create life and liveable bodies in order to discover means of solving the issues of both half-breeds devolving into monsters and in order to reliably creating replacement limbs and organs.
Despite their rather serious goals, they also enjoy the more simple pleasures in life, striving to blend cultures together so that entertainment, stories and research can be shared between all, regardless of origin.

All-Father's Raven (100 CP, discount Valkyrie)

Odin must have a great deal of faith in you, or some rather exceptionally high expectations, because he has entrusted one of his two ravens with the duty to watch over you. Simillar to Huginn, his right eye and Muninn, his left, this raven, which may transform to and from the form of a young human of roughly teenage age will provide you with some degree of support and advice from time to time, though they will generally keep to their duty of observation to avoid interfering.
While Huginn is almost single-minded in his dedication to Odin, and Muninn is his direct opposite, this raven is both competent at their duties and capable of relaxing to best accomplish their goals and improve camaraderie and morale. In particular, they have a special love for soaring through the air in raven form on the seaside breeze.

Drawbacks

Perhaps you want a slight bit more CP, or maybe you would like certain aspects of the setting need to be tailored ever so slightly. You may take any of these and gain the amount of CP indicated, with the exception of the **-300 CP version of Endless Summer**, which will cost CP as it makes the setting far safer than it would normally be. Please note that Drawbacks override any Perks or Items. They're meant to be a challenge, after all. Drawbacks can be taken by Companions, except those which would affect the world at large. Use your discretion on this.

Endless Summer (-300 CP/0 CP)

Sometimes, a jumper enters a gacha-game based jump to have fun, right? If you so desire, you may, for 300 CP, put the plot on hold and just enjoy the event stories that take place, or just have a relaxing fight against some silly monsters. In exchange for this safe haven, however, **you gain merely half the listed CP from all drawbacks**. Feel free to assume that they're significantly less harmful as a result. The -300 CP version is, furthermore, incompatible with any Scenarios. The 0 CP version instead merely allows for such events to occur in a manner that will not interfere with the events of the story

A Stormy Night's Tale (0 CP)

Oh, perhaps this time is a tad too dangerous for your tastes? If so, you may instead be sent seventy years from the assumed time. Angelo, the son of the former Trachian emperor Shiloh has risen to become the beloved and near unchallenged ruler of the world having declared himself Shiloh the Second, having ceased aging for the past 60 or so years, and is viewed as a God by his people and the homunculus Alice at his side, having been declared the new Valkyrie, though she doesn't yet possess such power. Humans have begun to enter an age of innovation and stability under his wise rule, and half-breeds are widely accepted, many of whom are members of Shiloh's special forces. All others, however, were less fortunate, with pure-blooded supernatural beings being kept in specialised living conditions and the Gods having been nearly driven to extinction. Don't worry about being bored, however. A new conflict is brewing on the horizon to determine the future of these beings.

Visitor from Afar (0/-50/-300 CP): As it stands, you may be placed into this world as though you had lived a life leading up to the moment you arrived, with friends family and personal allegiances. At your discretion, you may instead be treated as a Drop-in, spontaneously awakening in a suitable location.

By spending an additional 50 CP, you may extend this another character from said setting. This holds the caveat that extending it to other characters in a setting requires you to allow the characters who appeared over. If you want characters from Fullmetal Alchemist to appear, for instance, you'll need to have Edward and Alphonse Elric, though 50 CP would allow as many characters as you want to appear. You may extend this to any number of settings for 300 CP.

Additionally, and separately, you may allow yourself to be tied to the world in such a way that anyone who you had met in a previous world, such as the Valkyrie Profile jump to recall meeting you and be influenced by your actions.

Another Possibility (0 CP)

The event stories that take place are rather hard to fit into the main story that takes place. Why doesn't Wylfred step in to help or hinder Lenneth or ever meet Siegfried? What about the other Valkyries, or the Valkyrie Homunculi Hakurei and Kokuyo? As such, you may determine whether or not these questionably canon events take place, and in particular, which ones. Want to have Lezard but not Wylfred or Alicia, even though their stories are interlinked? Perfectly possible.

Odin's Gaze (+100 CP)

Odin will be aware of your presence from the onset of this jump. Unless you actively conspire against the Aesir he will turn his gaze away from you after a brief time, but it bears mentioning that this may lead to you being dragged into harsher battles as time goes on and all sides in the battles to come become more desperate.

Calling your Attacks (+100 CP)

Ordinarily, people don't tend to yell or say specific phrases when they fight. Not you though. You have the urge to yell out the names of your attacks. If your attacks don't have names, well, then you'll give them some. Anything that takes a long time, however, will result in you blurting out an overblown incantation. Naturally, this will make it easier for any who know what you're saying to predict your actions in combat.

Pseudo Shakespearean Speech (+100 CP)

People in this world tend to talk like fairly normal people, if a little melodramatic. Now, that is no longer the case. This particular drawback has two separate forms, each of which provide you with 100 CP. Firstly, you may have your speech pattern completely rewritten, resulting in a way of speaking that seems like somebody read half of one of Shakespeare's works and decided that they knew all the intricacies of the dialect. Alternatively, you may have the world at large speak this way. Regardless of which you take, you are going to have to figure out what you hear in order to understand it. Try to remember what you meant, rather than the words.

Midgardian Mindset (+200 CP)

While you might have previously held a well-adjusted mindset, most people in these worlds have a tendency towards certain mindsets, a tendency that will now affect you. The Mortals are bitter and God-hating, the Gods are arrogant or caught in the past, Einherjar are caught up by their regrets, the Homunculi lack ability to express and understand their emotions and Valkyries are too focused on the feelings of the dead and on their Einherjar to care for the living. Outside influence can help you out of your mindset but doing so on your own will prove to be a difficult yet possible task. This will not affect your memories.

Loads and Loads of Grinding (+200 CP)

So, all those lovely little perks? You'll need to earn them, one way or another. With the exception of the General Perks and the 100 CP Perks, you will lose any that you bought here. Until you defeat a number of enemies equal to the amount of CP required for a Perk you won't have it available. The enemies defeated count towards all perks simultaneously, so it will become easier. You'll only have to take down enemies 600 times to get every perk, and it needn't be lethal, and you will get to keep your items and out of jump perks.

Ship of Theseus (+200 CP)

No matter how hard you try, you just can't seem to recall any of your memories from before arriving here, save for the fact that this is not your home. For six months you will remember nothing of your past before this jump and will be unable to properly access your perks from previous jumps. After the six-month period, you will slowly remember your past and perks. You will remember everything by the end of your third year. Expect a certain amount of conflict with how you used to act, and that, for, you may not be quite the same. You will not, however, be diametrically opposed to who you were or will be – merely possess a different worldview.

Demons and Lamentations (+200 CP)

Well now, jumper, this is certainly interesting. Seems as though there were a few more monsters here than I thought. They also seem to be significantly more aggressive. Oh well, at least the Valkyrie will have an easier time of recruiting einherjar. Conflicts and death will occur on a hitherto unseen scale in these lands and it almost seems like every leader has been driven somewhat mad by this as well, engaging in wars of their own with little rhyme or reason.

The Nth Assault (+200 CP)

Well jumper, there's good news and bad news. The good news is, you've signed on with one of the major players, be it Valhalla, Trachia, Hel's hall of Niflheim or someone else, you have a support net. Bad news is, they'll be under assault regularly. Once, every three months, their base of operations will be assaulted by enemy forces, who will start off as mere scouts who can easily be dispatched, but in time they will become fearsome adversaries and by the end they will be truly terrifying. It doesn't matter whether or not any of their enemies are actually alive, someone new will pop out just for this. This will continue for ten years, unless events proceed as normal, in which case they'll proceed for seven years and you and all your companions will be locked up with your allies in your abode or base of operations for three years. After that? Ragnarok will occur, regardless of your actions, and you'll be involved somehow. Have fun and take care in the battles to come.

Fire of Love and Hate (+300 CP)

There's a certain something about you, you know. Powerful, wise, beautiful and caring. Perhaps something else. One way or another though, this special something has attracted an admirer. And they just so happen to be in love with you, having a passion that consumes all else in their life, driving them to do anything in order to gain your love and attention. Their moral compass will be the exact opposite of yours, and, while they will be superficially attractive to you, you'll just know that you and they will never quite work out, even as friends. Pity they don't care about how you feel, isn't it? They will possess the same level of power that Lezard Valeth held during Valkyrie Profile Lenneth and will only grow more powerful. One way or another, the two of you will come into conflict and for the duration of these ten years, you will never see eye to eye. They cannot be stopped for five years, and they will do anything they can to make you theirs. This may be taken multiple times for diminishing returns – the second time for **200 CP** and the third for **100 CP**.

Rampaging Blood (+300 CP)

You now have a condition highly similar to that of the alchemist and monster hunter Alphio, namely that all of your perks, save those from the General section of this jump, are tied to the

ingestion of monster blood. The main issue with this is that said blood will mutate you into a horrifying monster over time. You will maintain your mental faculties even in such a state, but you will be ostracised and feared. Refining the blood will reduce the mutation, but the process will occur. At the very least, following your ten years here, the form that you have, if you received one will become an alt-form post jump. It might even be slightly more physically adept than your human form, however.

Deathly in Love (+300 CP)

There is such ugliness in this world, isn't there? Yet there is someone here, who's radiance shines like a beacon, guiding you out of the darkness. They may not know that you exist, but they will. One way or another, you will make them love you, you must. It will begin as a desire, become an urge and then an all-consuming obsession for you, the need to have them and for them to have you. Mostly the former, however. Depending on the person they may very well be flattered, but even the maddest of the people here would likely realise that you're a danger to them. The symptoms of your newfound desire will alleviate while you're around them or when they're in your grasp, but they will never leave. Not unless you become one with them. Perhaps consuming their soul is the way to go? Sufficiently similar people will trigger this reaction from you as well. Yes, you can companion this person under the standard rules of the Companion Section. Might be a tad uncomfortable for them though.

The Birth of Shiloh III (+400 CP)

Much like a trio of Trachian Emperors, you now face a truly terrible battle; the battle against madness and paranoia. As time goes on and wars are waged, you will find that you can trust and love others less and less. Keeping those you care about close at hand will halt this, but even still, at your most sane you will become near-utterly merciless, willing to take any measures to achieve whatever goals you have. Even following the removal of this drawback at the end of the jump your mind may still be damaged from the trauma of the experience; such scars do not heal easily, though with time and the aid of those who hold you dear they will fade away.

A New Path (+400 CP)

Doesn't it sound nice to view the world in a different light to gain new ways of thinking? I hope so, because now you will lose any out of jump abilities, items and access to your warehouse. The same is true of any companions you may have brought with you. On the other hand, you might not actually have any of those. In that case, good news! You're already taking a new path through the world, and as such all 400 CP are given to you on the house.

Twilight of the Gods (+600-800 CP)

Cannot be taken with the -300 CP version of Endless Summer for CP

The world is doomed to near constant warfare and suffering, and this will only doom it to further conflict. This has three stages. The first stage grants 600 CP and will open the world to threats from every villain in the Valkyrie Profile series near, but not quite reaching the pinnacle of their power most of them beginning at their level of power at the beginning of their respective stories, each of whom will enter with a plan of some kind to put into action. They won't necessarily work together and may even come into conflict, but the sheer power that each of them can bring to bear is not to be trifled with.

For each extra 50 CP you may select three settings which have had a crossover with Valkyrie Anatomia, but this may only be done for an extra 150 CP. Villains from those franchises will

all make appearances of their own, under the same stipulations. For 800 CP, villains from every such setting will appear. This is extraordinarily dangerous and should by no means be taken lightly.

Scenarios

(Note, while you work towards these Scenarios, your time here will be extended until their completion. Should you either die or give up after the standard ten years, or however long you would otherwise remain, you will be sent to the Ending section, rather than chainfailing.)

Covenant of Sin (Incompatible with A Stormy Night's Tale)

For one reason or another, you have made a pact with the ruler of Niflheim. For the next ten years, you're stuck doing grunt work for Hel, whether that's starting conflicts, grabbing the souls of heroes that should be made einherjar, fighting Gods, being frontline in the battle of Ragnarok, you're going to be stuck with it. Hope you don't mind being the bad guy too much. If you succeed in your task and Ragnarok does occur as it did in previous worlds, you won't be treated as though you experienced a chain fail, you will merely arrive in the next world created by Sephiroth, your true master for this scenario.

Upon Completion: In exchange for fulfilling your role in this devil's bargain and surprise at your continued existence, Sephiroth has conferred a series of blessings upon you: firstly, any pacts or bargains you strike will benefit you to an unusual extent, secondly, you will gain a portion of his experience in using the Rhinegold, and have a deeper and more intuitive grasp of the process of creation. Finally, and to him, most importantly, he will grant you a replica of Woglinde, the mother of all and the being believed to be Hel. This replica lacks sentience, much to Sephiroth's sorrow, but through her genetics all life in this world may be made anew. You may extract her DNA and use it to create or cure any sentient mortal being. Through this, you could even create artificial Valkyries. Being able to truly return Woglinde to life as she once was, remembering her past life and love for Sephiroth would be sufficient to allow you to take both as companions, though this would, by nature weaken Sephiroth and force him to leave the Rhinegold in Midgard due to his own capacity for love.

Dawn of the Gods

You have thrown your lot in with the Gods, whether they realise it or not. You will be blessed with the ability to see the Gods at all times, whether or not you still live while undertaking this scenario. The slaying of monsters and the undead, the hunting of necromancers, the aiding of the einherjar, Gods and Valkyrie as they fulfil their duties on Midgard, all of these tasks now fall to you. Completion of this requires that the Gods emerge victorious from Ragnarok and may do as they desire. Should you be unable to aid the Gods in their war or fail to do so, then you must instead aid the pure-breeds and half-breeds that dwell on Midgard by helping them forge a land of their own to call home where they can live freely and securely without persecution or at large threat from monsters. Should you ever turn against them, you will fail this scenario, though a false betrayal in order to better aid them **will not** incur that penalty. If you must choose between aiding a group, all being equal, priority is as follows: the Gods, the Valkyrie, the Einherjar, the Pure-Breeds, and the Half-Breeds.

Upon Completion: Your service has allowed the will of the Gods and their true followers to survive the end of the world, and in doing so allowed for the world to come to a new age. In recognition, you will receive gifts in accordance with your success in the scenario.
If you helped the Gods to emerge victorious from Ragnarok or gave pure-breeds and half-breeds a home of their own, you will be offered the chance to either drink from the Spring of Mimir or bathe in the Well of Udr.

Drinking from the Spring of Mimir will cost you your right eye, though it may regenerate post-jump at your discretion. In exchange for your eye, you will gain an encyclopaedic knowledge of the secrets of every world which you enter, alongside their workings in both the spiritual and natural sense, though this will not predict the future.
Bathing in the Well of Udr will instead give you a perfect understanding of your own self, laying bare any internalised falsehoods or lies. In doing so, all such falsehoods and forms of corruption will be stripped from you, and you will be impervious to them as well as all attempts to deceive you, instead being strengthened by such attempts. Successfully aiding the Gods in winning their war while also creating a home for pure-breed and half-breed alike will allow you to both drink from the Spring of Mimir and bathe in the Well of Udr.

Regardless of your choice and to what extent you complete this scenario, completion will also grant you the trust and ears of Gods in this and all future worlds, as they sense your affiliation and assistance to their kind.

The Unhallowed Ground

Throughout the ages, Mortals have suffered at the hands of the Gods and Monsters that dwell in this world. You now have a sole duty: to make the world one in which Mortals of all kinds, be they human, half-breed or pure-breed can prosper in harmony, without the interference of the Gods. This does not require the downfall of the Gods, merely their willingness to stand aside and let Mortals take their place as the new custodians of Midgard as is natural. This will be an arduous task. Emperor Shiloh the Second came close, and even still the pure-breeds became enemies of humans and half-breeds due to his policies.

Upon Completion: Due to your efforts, people and especially mortals, both here and in future worlds will know you as a bringer of peace and unification, one who is unconcerned with the will of the Gods yet believes in the willingness of every life to seek peace. In your presence, any who could be considered mortal will be more inclined to aid one another and search for a peaceful resolution in any crisis when such would be possible. Where impossible, however, those with whom you side with fight with greater skill in order to bring a swift resolution to warfare and conflict. Finally, all non-mortals, both Godly and Monstrous will be willing to listen to your side in matters relating in any way to humans, or more easily cowed to your will, depending on how the task was completed. Any who would bring harm to mortals are further weaker in your presence, to the extent that foes though untouchable by mortal hands could be brought down by those self-same mortals.

Valkyrie Advent

Though this world is said to be one and the same as that of the world of Valkyrie Profile, there are sufficient differences that they are quite unrecognisable, and even parallel to one another, rather than interwoven. You have a special calling, albeit one that could be considered quite heinous: create a chain of events that could feasibly lead to the original timeline of Valkyrie Profile. This will require a complete and utter restructuring of the balance of powers, both in the realms of mortals and Gods alike.
As there are two primary starting points, the nature of the task will be slightly different in each.
In the standard starting point, you will, naturally have to deal with Sephiroth and lead Odin and Loki down darker paths while organising the creation of two new Valkyries, amongst other matters. Due to this Sephiroth will be unable to completely erase you with the

Rhinegold.
In the second time, that of **A Stormy Night's Tale**, you will instead merely need to work towards Muninn declaring himself the king of the Gods and triumphing over Odin and Shiloh the second, while also enslaving the souls of the Valkyries to his will as the new Odin. As this is significantly less difficult, you will also be tasked with ensuring the survival of the Aesir, the Vanir and the forces of Niflheim and a war between the three forces, while the mortals survive and re-establish themselves.

Upon Completion: You will be granted a selective immunity to the butterfly effect as a reward for managing to tie the two distinct worlds together. Further, though you will hardly need it, you will also receive an increase in capacity for fanning the flames of conflict between groups and people.
Lastly, as a reward for leading this world to countless deaths and future conflicts, though ones with a relatively happy ending, you will be granted the Angel Slayer, a weapon of countless forms that adapts itself to your desires in an instant, and is constantly comfortable to wield. As a weapon forged of the sins upon thy soul, the broken wings of the Valkyries and Gods, and wreathed in the ichor of the divine, it has the capacity to kill and sever anything, from the emotional bonds between people to an unnatural control over them to even the unkillable.

Ending

Having completed your time here, you now have a choice before you.

Return Home

You return home from the moment you left, with all powers and items that you possessed intact, as well as any companions you may have.

Remain Here

Whether for love, fulfilment, or something altogether different, you may remain here. Any and all of your affairs from your original home will be put in order so as to put all fears at rest in a satisfactory manner. You will be free to enjoy your time here as long as you live however you wish.

Move On

However you choose to leave this world, you will say goodbye to it and greet another new world, or perhaps even universe, bringing all that you have received, created and earned here with you.

Notes

By u/Nombanke

N.B

All these notes in the Q&A are provisional. If you don't like the answers because they get in the way of story or fun, ignore them. I'm not about to hound you for enjoying yourself. Also, the reason there are so many is because it was pretty niche and isn't available to play anymore. I don't expect people to go through hours of info, JP only events and character teaser trailers to get all the important info.

On Items

Items are replicas by default to allow the possibility of turtling without ruining the entire setting and potentially destroying the worlds or universe through sufficient misuse. This clause is mostly for the Replica of the Four Treasures, but you could probably imagine how this could cause some serious devastation. Still, if it makes for a better story or you're a collector at heart, feel free to say that you're taking the originals, it only really matters for the Four Treasures, which aren't dealt with the same sense of gravity as in Valkyrie Profile.

Q. Where can I see the plot?

A. There should be links on the homepage of the Wiki, where you can see an Excel Spreadsheet named "Valkyrie Anatomia Global Preservation Project". Otherwise, here are the three main links:
https://www.youtube.com/watch?v=mEWenLW_HK0&list=PL7RpbiYCypP1Qrc0xSVac973HGzbx29DM (Main Story)
https://www.youtube.com/watch?v=0Q5h8QQmUN8&list=PL7RpbiYCypP3qkjIYxpiMtwxhiLzYKCRl (Temporary Event Stories (Also, the last two videos, *Valkyrie Advent* and *Fluttering Wings* are here, since they were released as temporary events on global so that everyone could get through them easily))
https://www.youtube.com/watch?v=b7WDfeJvId0&list=PL7RpbiYCypP2j8OEt4htqvaSTFxiee4Xs (Side Stories, things that developed some of the Einherjar)

Q. So is it Fullmetal Alchemist or Fullmetal Alchemist Brotherhood?

A. Either one, or both, whichever suits, so they can both count as separate settings for the drawback **Twilight of the Gods** due to being radically different in scope, but you only have to deal with one if you take the max level version of **Twilight of the Gods**.

Q. So, I was friends with the Villains but enemies of the heroes. What happens with the drawbacks for other franchises?

A. If you took **Visitor from Afar**, then the villains would remember you, so instead you'll be fighting the heroes powered up to the same degree as the villains.

Q. But I was buddies with everyone! What now?

A. I haven't a clue. Maybe the villains all regressed, maybe they're just from a very similar world and these ones haven't met you. You do you on this one, just please stay true to the spirit of the drawback.

Q. Why are the Jotunn not available as a race option?

A. The only Jotunn we get clear details on the abilities of is Thrym, and Gullveig implies that his ability to shift sizes is unique to him. If you want that, go ahead under a race option, but know that it's pretty unique and that most Jotunn just seem to be unusually large and strong. The fact that it's unique or rare is why there's a companion offered with it as a unique ability.

Q. Aesir and Vanir seem pretty similar, huh. Any real difference?

A. Doesn't seem like there are any.

Q. How strong are the Four Treasures?

A. In the original Valkyrie Profile, Loki blew up basically the entire world, and at least most of Valhalla and Midgard. On the other hand, this probably contributed to Lenneth being able to defeat him, and the damage to Midgard could just be because it is linked to the Dragon Orb. Either way, this version of Odin is able to casually create mushroom clouds, so they're still pretty strong.

Q. Does the Replica of the Four Treasures have to be exactly the same?

A. Only if you want. It should be fairly similar to one of them though. You probably shouldn't decide on a spatula to be based off Gungnir's powers of a gun based off of Laevateinn, for example. Your call though.

Q. Why's **Rampaging Blood** worth 300CP?

A. Because it's basically a kill on sight if you do anything resembling using perks. Also, your body will have impossible to hide mutations and tumours, so any possible benefits are horrifically outweighed.

Q. This thing was marketed as a prequel to Valkyrie Profile. What's the story there?

A. So, the way that the story goes, as well as all the background lore is so different that the characters mostly share abilities, names or appearances, nothing more. Most obviously, and with rather major spoilers, Hel isn't actually real, it's just the body of the lover of Sephiroth, known as Woglinde and looks like Lenneth, there's only one Valkyrie for most of the story, and Odin is someone you could have a chat with

without him scheming the entire time and is an all-around likeable enough fellow. The second part of the story set 70 years later did imply that Odin's raven Muninn would go on to become the original timeline's Odin, or highly similar, especially considering that, at that point, there are three Valkyries who look relatively similar to Lenneth, Hrist and Silmeria, though nothing came of it and he just got killed.

Q. On the topic of the plot, what if I take **The Nth Assault** and **A Stormy Night's Tale**?

A. Well there is a big old war between the remaining factions, so that will replace Ragnarok. As regards the time, you can either have it delayed by fiat until the tenth year or pop in 61 years in the future instead of 70.

Q. What's the deal with Endless Summer?

A. Basically, it makes all the holiday event stories canon, and, since the disparity in story would genuinely give you some degree of whiplash, I made it a purchasable toggle, since characters act so differently, or are treated in a sillier way. For example, in Valkyrie Profile, Gandar was genuinely intimidating and tortured people to death. Here, he's seen trying desperately to avoid being Santa Claus, and is fighting Freya to avoid it, who herself is enforcing the Christmas (or Holy Night) spirit, as organised by Lenneth and Odin. In another instance, Lenneth has a dream where Odin decides swimwear is acceptable battle armour, and nobody bats an eye, after which Odin does exactly that, to no comment.

Q. How do I stay as safe as possible here?

A. Avoid higher level Drawbacks, and stay as a Mortal, Homunculus or Einherjar. Those categories mostly come out unscathed, though the Homunculus origin would probably be the most dangerous. If you're really worried, take the Endless Summer Drawback. If you're a Valkyrie, God or Einherjar, Odin's Gaze could be considered a benefit in disguise since you'll likely be on his side, though you'll have less freedom of movement.

Q. So, about the ending…

A. Right, so you'll have some fiat backing that the world won't come to an end. For the purposes of the jump, Sephiroth won't question your presence or actions much. Actively interfering with the plot or antagonising him will obviously void this. Basically, you'll be fine unless you actively decide to interfere.

Q. Are these Drawbacks safe to take for a first-timer?

A. Mostly. Everything **except** the highest level of Twilight of the Gods should be survivable, but you should really avoid anything above the 200 CP mark, and Another

Possibility might have some butterfly effect shenanigans. Several also are mentally affecting, so that's something to consider.

Q. What's the deal with elemental focus and the phrase "not to an unreasonable extent"?

A. Basically, random monsters or whatever you come across will be more likely to resist it, but anything that has a weakness to that element in canon won't suddenly resist it. Also, if you head into a volcano or somewhere suitably close to an element, you won't find enemies with unfitting elements, such as a frost demon in the volcanoes mouth.

Q. General Survivability?

A. Every build should be viable, not taking into account drawbacks, but try to avoid standing out too much, for your own wellbeing. Just let the major players do their thing and it should work out.

Q. You mentioned the phrase "Twilight's Einherjar" and didn't bother explaining. What are they?

A. They're not really defined. Basically, human souls enter Niflheim after death unless they become einherjar, as the origin of all life in the worlds created by Sephiroth is his former lover Woglinde. In Niflheim, unbeknownst to all, souls become monsters. Therefore, all monsters are twisted human souls.
Twilight's Einherjar are those souls that seem to be more monster than einherjar, and lacking sentience or will. They only appear at the end of part 2 of the story though, but they utterly wreck the world spanning Trachian Empire in record time.

On Crossovers
Here's a list of the properties that crossed over with Valkyrie Anatomia during the time it ran (they'll be taken from whatever title was closest if they appeared in multiple, Tri-Ace Games first, since they *sort of maybe* share the same universe, everything other game is alphabetical – the names of the characters are just in a random order though).

Valkyrie Profile: Lenneth (the original timeline Lenneth, Lucian, Arngrim, Jelanda, Mystina, Lezard, Brahms, Frei, Freya, the original timeline Loki bearing the Dragon Orb, Lorenta, Belenus, Shiho, Suo, Aelia, Yumei, Gandar, Iseria/Ethereal Queen(This game uses both, so they might be different characters))

Valkyrie Profile: Silmeria (Alicia, Silmeria, Rufus, Arngrim, Leonie, Hrist, Alicia(as the true Valkyrie), Lezard(with Gungnir), the original timeline Odin)

Valkyrie Profile: Covenant of the Plume (Wylfred, Ailyth, Hel)

Star Ocean 3 (Cliff Fitter)

Star Ocean 4 (Reimi, Myuria)

Attack on Titan (Mikasa, Levi, Eren (Possibly – his Titan Form was a boss))

Bayonetta (Bayonetta)

Berserk (Guts, Schierke, Griffith)

Bravely Default (Agnès, Ringabel, Rinne)

Crash Fever (Qilin)

Final Fantasy Dimensions II (Aemo)

Final Fantasy Record Keeper (Tyro)

Fullmetal Alchemist (Edward Elric, Alphonse Elric)

Goblin Slayer (Goblin Slayer, Priestess)

Is it wrong to pick up girls in a dungeon? (Bell (he only showed up for Hestia's attacks), Hestia, Ais)

Nier Automata (2B)

Octopath Traveller (Primrose, Olberic)

Pop-up Story (Rita)

Project Tokyo Dolls (Yuki)

Seven Deadly Sins (Meliodas, Diane)

Slayers (Lina, Naga)

Slayers Evolution R (Lina (again), Gourry)

Tales of Berseria (Velvet)

Tales of Phantasia (Cress)

Tales of Xillia (Milla)

The Adventure of Valkyrie (Valkyrie)
Trails in the Sky (Estelle, Joshua, Olivier (Makes an appearance))
Valkyrie Connect (Skuld)

Trails in the Sky and Slayers weren't on the wiki, but they can be seen on the official Twitter, while Attack on Titan was seen on YouTube, with Slayers Evoution R being personally remembered It's separate to Slayers since the game itself separated them.
There may be others that I haven't seen, but I tried to be thorough.