Viking Saga

You are to journey to a time of great hero's and monsters that bring kingdoms low. Into the Norse sagas you will go, where the mighty reap great rewards and the only thing left when we die is the legend we leave behind.

You have 1000 CP to spend

Age 15+1d8(100 CP to choose)

Roll a 1d8 for starting status(100 CP to choose)

1-2. A prosperous kingdom filled with mighty warriors

3-4. fishing village

5-6. The woods where monsters roam

7. you live in the supernatural parts of the world, brushing up on the beings there will probably be a priority

8. Your choice of the other options

Origins

Drop in Free

+no memories or limitations

Land owner 100

+you own land and probably have a few servants to help you with its defense and its maintenance

+you are better at organizing people into larger projects

-You have responsibilities to this land which involve making sure the people on it are fed and safe, fail to meet these and you will probably be violently killed by the starving servants

Skald 100

+diplomatic immunity as long as you don't anger someone who would be hurt to much by what you say, play it cool and you can talk all you want about the queens tracts of land, the king will agree with you.

-People have an expectation that you will follow braver heros into dangerous battles in order to bring the story back to others.

-The more popular you are the more hero's come to you seeking you to record their story, you can reject people you see as beneath you but rejecting someone of renown is a big faux pa.

Elf 100

+magic based on subtlety and healing

+holy **** you are hot

-you are an elf

Dwarf 100

+able to smith magical items with your skill alone

+don't die of old age

-can't breed

-there are no female dwarves anyway

-hope you like black dudes with beards

-you are closer to a maggot than a human

Other clan 500

+stronk

+get stronker by eating foes(stacks with similar effects)

-you evil

-you hungry

Abilities

*Sea Legs 100 free drop in

You are better at navigating the seas and holding yourself up on unsteady terrain, never get sea sick or altitude sick again.

*Traditions demand 100 free Land Owner

You are respected by people as being of a notable status, Your followers and companions are more willing to listen to you and will fight harder to keep you safe.

*Freedom to Speak 100 free Skald

People will listen to you words without openly attacking you for them as long as you speak the truth. Publicly you will not be challenged but go about talking how the jarl is impotent to everyone and you might find a dagger in your back. You will also gain knowledge of when to say these things in order to avoid retribution.

*Soft Magic 100 free elf

You are able to slowly heal people and put glamour's upon yourself to hide your true shape or make you look more fearsome. You gain a minor control over nature, trees won't walk for you put they might grow faster over time into a shelter for you.

*Dwarfy 100 discount dwarf

You are stout and strong, easily capable of working long hours and growing a beard anyone would be proud of. If you end up female then women's beards end up really soft, like seriously man this stuff will make you forget everything you thought about beards.

*Earned valor 200 discount drop in

You have honed your skills in your travels either raiding or holding off those who would exploit travelers. Your shield always seems to be in the right place and you know where to put your axe to put someone down. Make less stupid fighting mistakes from overconfidence.

*Rulers Strength 200 discount land owner

You have great strength earned from your work on your land and the free time your servants give you to train it. You are near ten times as strong as a normal man and can last longer in a fight because of it, however this will not give any battle experience or skill. Be warned that this strength is still bound by cause and effect and thus you can still be knocked into the air or have a blade break easily from overuse.

*Bardic memory 200 discount skald

You can remember obscure details and have no issue pulling up relevant information.

*Swing of the Hips 200 discount elf

You start clan wars and bring kingdoms to their knees with how fine you are.

*Weight of years 200 discount dwarf

You bear age easily and are more compared to wine than milk.

*Scion of the Trickster 200 discount Other clan

Congrats you are a child of Loki, everyone hates you and if you play your cards wrong you start Ragnarok. However people are still willing to talk to you and oddly enough this actually improves their opinion of you from that of a mindless beast to that of a really pissy noble. Your body stops following normal biology.

*Saga Hero 400 discount land owner

Stories told about you travel fast and followers flock to you in droves, getting the manpower you need is easy. Their skill is questionable, their loyalty is not.

*Enchanting Voice 400 discount skald

Your voice is wonderful, like a king hears you and demands you in his bedroom with a dress on for private entertainment, when you are a guy. People love hearing you talk and getting a word in edgewise is easy. Swaying opinions and gaining allies shall come more easily to you and saying the right words is never an issue.

*Runes 400 discount dwarf

You may use runes to empower objects and create strange and wonderful effects. They are an alphabet that when combined creates their effects, your skill at carving them increases their power and ability.

*Graceful Bearing 400 discount elf

Even when you have absolutely no idea what you are talking about you can be a smartass know-it-all, catching you off guard in any social, intellectual, or physical event are unlikely. People tend to think you are at really chill.

*Yo Mama so Ugly 400 discount Other clan

You scary. Like fuck man people don't even listen to you speak before running away. Well when you want to be, cowards do what you say and do it right. You scare people so hard they grandchildren still running.

*Tempered Courage 600 Drop in

You have endured a great deal and have no issues jumping into battle against the greatest of foes. Your confidence never falters and you are more easily able to bring out your full potential. Fear shall not decide your actions.

*Kings Wisdom 600 discount land owner

You are seen as nobility in blood and name, Odin grants you the secrets of his magics and anywhere you go you are treated to a kings welcome so long as other nobility is present and able to. Slow blows against you and your allies or turn people into vampires. All eighteen are taught to you because Odin thinks you are that much of a bro.

*Words Hold Power 600 discount skald

You speak and the world dances to your tune. Even if they were a part of something else you can warp the world with your speech, though doing too much at once will begin to destroy your throat. Step 30 feet in a single instant or ask to the wind to power your sails. Living beings are harder to command though knowing their name will make it easier, though every command must be directly issued.

*Craftsmen of the Gods 600 discount dwarf

Things you make yourself from base components gain properties far beyond what they should. Belts that increase strength several times over or a spear that never misses are well within your skill, and you will only get better.

*Sorcery 600 elf

Necromancy away! Armies of relentless dead heed your call and the power to strike your foes dead with a thought becomes open to you. You also gain immunity to the cold. You may grant wishes at a cost, such as immunity to fire but being permanently burned from head to toe. Over time the benefits from these backhanded wishes increase and the drawbacks decrease, great power is yours if you are patient and let it come to you.

*Fueled by fear 600 discount other clan

your powers are fueled by the fear of others, what the least afraid person thinks you can do is the limit of your power, also shapeshifting. In case you ever wanted to give birth to a horse.

*Of Destiny Born 1000

Your physical and mental prowess increases by half again and your body and mind get faster, stronger, and more durable. No longer are you held down by the petty strings of fate unless you like where they lead you. You are your own jumper and shall hear your song spread across all lands. This power over fate may be used selectively, thought the more you wish to keep of a fate the less you have to change. You gain no additional perception over what your fate will be other than that from other abilities.

You must take the Ragnarok Drawback without any benefit from its 600 CP

Items

*Farming tool Free

Hit ho's with hos.

*Steel weapon 100 free drop in

This is a well-made weapon for defending yourself with.

*Boat 400

YOU ON A BOAT.

*Field hands 100 first free land owner

10 people who serve you, 9 who only know how to tend to farmland/raise livestock/fish, anything more you will have to train them for, 1 guard to keep the rest safe and they come with the equipment they need. Each purchase after the first doubles the number. IE x1, x2, x4, x8, x16.

*Homesteads 100 first free land owner

You get houses for people to live in and more land for those people to work. Each purchase of homesteads gives housing for each level of Field hands or Guards.

*Domain 400 discount land owner

A plot of land and enough houses to hold the people working on it are now yours. If bought with Field Hands and Homesteads it multiplies them by a factor of five.

*Armor 200 discount dwarf

Strong and hardy this armor is of your own choice, do be aware though that it only protects what it covers.

*Musical instrument 100 free skald

You have a thing that makes the sounds.

*Herbs and poultices 200 discount elf

Notes conveying an understanding of natural remedies and how to use them come with these useful cures ointments. Thankfully there are no snake oils in this batch but those that will actually help. If you need someone to die a soft end then there are a few things in here that might interest you.

*Lair 100 free Other clan

It's a cave of your very own!

*Legendary Weapon 600 discount dwarf

Its properties are up to you but it is a weapon that would make a hero's name all on its own. A sword that cuts through anything or a spear that always strikes true to the heart and then returns to your hand.

*Legendary Armor 600 discount dwarf

Turn aside the blows of the Other Clan with this indestructible shield or suit of armor that lets you take blows several orders of magnitude higher than you normally could. Perhaps a helmet with no eyeslits that you can still see through? The choice is yours.

Drawbacks

Limited to two

*Soft voice 100

People have a hard time hearing you over how quite you are. Like seriously man speak up.

*Supernatural weakness 100/200

You have certain magical weaknesses; sunlight, fire, riddles, virgins, ladies, helping people clean their domain, can only play pranks on people unless they offend you by a strict code of conduct, need permission to enter a house, eat people, running water, pregnancy

This weakness either drives you away/has you crave it uncontrollably-100 or outright injures you to death with prolonged or significant exposure/need it to live-200. How this actually affects you is up to you as long as you follow the above guidelines. IE-driven away by the same riddle over and over till you get it right. You may take as many of these as possible and this drawback does not count as one of your two maximum.

*Forgotten Face 200

People have a hard time remembering you unless they have spent more than a couple of years around you. Prepare to get asked your name a lot.

*Personal vengeance 200

You have pissed off a monster of great power or a human of great renown and status, maybe even one of the Aesir if you are ballsy enough. They will conspire to your death through their allies and on the sixth year will come after you personally if you are not yet dead.

*Yo *word for posterior* so fine 300

The frost giants want to do *explicit* things to you. Be prepared to be sexually harassed and assaulted by what amounts to gigantic frat boys any time you encounter them. That won't be that often right? Its not like they can smell you.

*Ragnarok 600

Congratulations! You get dropped into the apocalypse where everyone dies, everyone. Any attempts at changing things or surviving will lead to everyone trying to kill you. For reference the planet earth is the size of the giant that Odin and his two bros killed. Shit bigger than that fights and dies in this big ol' mess we call the end of the gods. I hope you did not buy any weaknesses cause every being in the end of this world knows them. You May now choose from the Ragnarok Drawbacks.

Ragnarok Drawbacks

*The fates dislike you 100

The fates have no great destiny for you weaved into the threads of Ragnarok, You are not as bound by this as the denizens of this jump but it will still be hard for you to fight.

*Bound to fates 300

The fates gain a much greater hold on you even if you possess the Of Destiny Born Drawback, Fighting this fate is going to take some planning and a little personal precog would not hurt.

*The Fates want you dead 300

The people who fortold the death of this entire world want you dead and are not afraid to shake some stones to do so. Be prepared to face Maximum Keikaku.

*Odin Is On your side 300

Odin sees you as the best hope of stopping Ragnarok. Good fucking luck.

*A glorious death 100

People will focus you if you are in the area in the hopes of either a glorious death or another victory on their tally before they die.

*An enemy of us all 300

People will stop fighting just to kill you to stop you fucking up their destiny

*Bane of Existance 700

Ragnarok is now your fault, Everyone is kind of upset about dying. Expect to fight god of war tyr alongside the giant wolf Fenrir, The god of thunder Thor riding the serpent that encircles the world Jormungandr. They will form a coalition to kill you.

*Disarray 200

Nothing shall go as planned and any fates that where said before are different now.

*Loki likes you 100

Nobody likes loki, put two and two together.

*A Harsher fire 400

The fire giants just got stronger and more numerous.

*Lord of All Fire 300

Surtr is as big as the sun, Have fun.

*Chill Reception 400

The frost giants are meaner and bluer, Armies of Walking mountains far as the eye can see are the norm.