Records of Ragnarok Gauntlet (Humans)

By FancyFireDrake

Well my dear Jumper this is quite the mess you entered this time… alas I think its for the best I give the task of introducing things to someone more… familiar with the problem at hand:



Thank you, ma'am. Jumper I thank you as well for your time. My name is Brunhilde and I am the oldest of the Valkyries and as it stands… the last thing standing between humanity and extinction.

You see the Gods of this World are varied. Pantheon upon Pantheon live together under the rule of the God Father of Cosmos Zeus. But not too long ago they declared nigh anonymously that mankind must be wiped out.

Fortunately I was able to at the very least delay Armageddon by pointing out the Ragnarok clause. According to it a Tournament will be held. 13 Rounds between humans and Gods. The first side to win 7 matches emerges victorious. If humanity wins they will be spared for another 2000 years. If the Gods win… well I believe you understand the risks.

So Jumper… I appeal to the human in you… will you help me? I know you have been many during your travels. Perhaps more than human. Perhaps even a God. But at some point there must have been a human heart in your body right? And… for that brief time you may have spent as a mere human, I hope to reach you.

…

…Thank you. I really do appreciate it.

Now… I am afraid as a human you will face a harder time than in other realms you entered. To show you really are just a man your powers must be stripped of you and your Items taken, reducing you to your 'Bodymod' Jump-chan called it. I am afraid I… also won't be able to lend you much additional aid without you taking up more trials. I do apologize but rest assured that dying here, unlike the other Einherjar, won't cause you to seize to exist and you will regain all your Perks and Equipment once you leave.

You are reduced to your Bodymod, have no access to your Warehouse and start with 0 CP.

If Humanity loses the Tournament this counts as a Gauntlet Fail.



Origins

Alright than allow me to take over again. This promises to be quite the spectacle don't you think? Well there are two origins available for you. There is a third technically in this World… but you're not in a position to demand joining it.

There are NO DISCOUNTS for the origins. However you get a +300 Stipend on Perks applying to your Origin if you decide to only pick from your Origin Tree. So if you are a Human who will only purchase from the Human Perks and get no Valkyrie Perks you get a +300. Think of it as a 'Meta Drawback'.

No matter what you are age and appearance are inconsequential. And whether or not you had a History… well that too wont be of much need. Though any Legendary Heroic or Villainous Tasks you accomplished may be imported so they all know who it is that's fighting. Slain the demons of Hell or became a mighty Emperor?

Human (Free): The most extraordinary of humans have been assembled, taken from the afterlife to fight for their kind against the Gods. You are one of these Souls. Whether it was from millions of years ago or only a few dozen only you can say.

Even if most of the human fighters are males you may pick whatever gender you like.

Valkyrie (Free): There are 13 Valkyries who guided the souls of humans into Valhalla, so they may fight as the army of heaven. However as it turns out, the Einherjar are not the army of the Gods, but their enemies during Ragnarok, the army of man against the divine. You are the 14th sister and are to fight in Ragnarok as well.

However as a Valkyrie your role in the Tournament will be a bit more passive. You will be wielded by one of the combatants and as such you have little to no control over what happens, only able to support your partner as best as you can. Though as a Norse demigoddess you are quite more powerful than a normal human.

Usually the Valkyries are all a sisterhood but you may be a different gender if you so wish.

Human

Golden Age (Free and Restricted for Humans): You were one of many human souls, pulled from the afterlife to fight for your species fate. As such, to not have you fight as a weak and frail elder, you will be restored to the prime of your life, where you were at your peak. After this Jump you can keep this Perk to always remain in the prime of your life. This wont make you immortal or even ageless (you could still be forced to age) but you wont age naturally past your peak.

Greatest Quality (Free and restricted for Humans): Name me… what Skill did you foster the most during your time across the Omniverse? Was it your strength that could end a fight in a single blow? Your cunning which allowed you to avoid detection? Your intelligence with which you made wonders of technology?

Such skills are the qualities that make up humanity. As such you may choose ONE of your powers to keep for this Gauntlet, though it may not surpass a canonical power of the human fighters.

Note: This Skill must be something direct and can't be too all encompassing. If its on the same level as versatility as the other human abilities than its allowed. My Hero Academia Quirks, RWBY Semblances and Worm Shard Powers are all fair game. Not fair game is reality warping of any kind, being an Entity etc. instant win powers like Path to Victory are also forbidden.

Humble Yourself (100): One who never doubts, never yields, never relies and always stands as the leader of his people. That is what makes a King. You believe that wholeheartedly and nether Hell or Heaven will wrest that from you. In you is a nigh endless well of confidence. Even surrounded by Gods you won't cower by fear or intimidation or self doubt. You are an Emperor after all. The Throne is where you are.

Emperors Charm (100): Moumantai. No need to worry about incompatibility. For an Emperor like yourself, it is easy to resonate with a Valkyrie even without training. How? Well with your charm of course. Act like a proper Emperor and even the most violent of Tsundere will find herself smitten by you.

Despicable Scum (100): Wretched. Vile. Sadistic. That is all the Gods think of humanity anymore. With some they might even be right. With someone like you…? Who can say. Though I believe if you take this Perk you already made a good first step. Scum you may be but if you open your eyes to it, you can change. Maybe all it needs is a catalyst, like the pure unconditional love of a God who embraces you in their dying moments. Should you want to change from your blood soaked past with crime, you may do so and grow as a person. What it takes to change you must find out yourself. It will not be easy… but you might just become a better person.

To Fight Another Day (100): If you surrender to an enemy this surrender will be accepted. You will have to deal with the fall out but at least you wont be killed in a fight you know you lose. And who knows what that lose might have thought you…

Beloved Father (100): Adam, the first man, is the progenitor of the human race. As such it should come as no surprise that all of humanity adores their father, no matter the race, gender, country, religion, creed or whatever else may differentiate them. In front of their father they are loved and they love in return. This is something you may gain as well. Wherever you go… all humans will know of your love for them and love you in return. However to gain the benefits of this Perk you must love mankind as much as Adam does. Post Jump you may apply this to any race you are a part of.

100 Gates (100): Have you ever heard the story of the Sumo Wrestler Raiden Tameemon? His strength was so great he ended up harming himself, his muscles causing him agony even as he learned walking. Out of sheer will he build new muscles in his body to better control his inhuman strength. Such a skill is now yours and more. Abilities that harm you as a side effect may be lessened and be more controllable by this perk via developing countermeasures. Maybe you make new muscles or gain a way to cancel or lessen a spell. However keep in mind this will only work for powers that actively harm you. The full power that is contained with this Perk will still harm you.

Beauty of Man (100): It cant be denied that the parents of humanity are quite the lookers. The kind of beauty that would make Michelangelo cry tears of joy and arouse even Aphrodite. If you'd like, you may share such immaculate beauty, it being not threatened to disappear through injury or age.

Our Own Paradise (100): One would think that a life outside of Paradise is a life not worth living. Surely Adam and Eve struggled after their exile… but they don't seem all that unhappy as long as they have each other. And truthfully… struggling makes you human and in this struggle you can find happiness. No matter the odds against you or the hardships you may face, you can always find happiness.

Survive (100): Jack was deemed the most wicked but out of all individuals there was only one who was send to Helheim for the crime of destroying the Bifrost. Reports of it are… gruesome but somehow Nostradamus seems to be rather well put together. You may not be as twisted as he is, but you too are capable of enduring even the harsh conditions of Helheim with a smile on your face. Perhaps tenacity is simple a human thing? Considering Adam and Eve survived after their banishment… a skill for survival and endurance you have with this Perk as well.

Skills of Ages (100/200): Ideally you already have some experience with fighting but in case you don't… well let me give you a hand. This Perk can give you a certain amount of fighting skill. For 100 you will about be as capable as Jack, not bad, but unless you combine it with cunning likely nothing compared to a God. For 200 however you reach the level of Skill true warriors like Lu Bu have.

Humanities GREATEST Loser (200): Take note of the emphasises word in this Perk. Even you are not invincible, especially in this world. However through lose and error and failure we rise to newest heights. With this perk, any lose you suffer will only make you greater. You might learn to dodge better or a new technique but an improvement will always be there should you fail at something and it will always make you greater than before.

First Time (200): In Ragnarok it is humans of all kinds against the Gods who seek their extiniction. It was in this event that, for once, mankind united no matter their path in life to pray for the Victory of one man. A Man above all men. Such a unique quality can be yours. Through your strength you can unite even the most different of people under one goal. They will not quarrel with one another instead supporting you. However to do that you must be able to reach them all somehow and display the strength and conviction such a task requires.

Homefield Advantage (200): The Hubris of the Gods can be their greatest enemy, as Poseidon himself might show. A fact Jack was aware of as he requested the Arena will take the form of London. The Gods agreed and they will with you as well. For some reason if you ask an enemy to fight them in a specific location they will agree and follow you there for a proper fight, or even CREATE such an environment. However this only works if the enemy believes they have a sure way of winning against you. If they know your not so easily defeated they wont follow you to give you this advantage.

Soul Eye (200): In your right eye lies a ability shared with the Worst of humanity. The ability to see people's emotions as colors. By looking into someones soul you can discern their true intentions by the colour of their soul. This can be used to the true colours of anyone you see, making it possible to evade many a skilled detective. In combination with great intellect it could even allow you to manipulate the emotions of another, like forcing a Valkyrie to perform a Volund. You can not use it on yourself however.

Killer Cunning (200): If there is one area humans could possibly match Gods it is in their cunning. Being born with no power requires a man to make use of every skill possible to prevail, especially against a deity. It is fortunate than that you have the wits to match the infamous Jack the Ripper. Setting traps, hit and run tactics, fleeing into the shadows to make use of your stealth and using the environment to your advantage, all that is possible for you. You might just impress the God of Mischief.

Flying General (200): Mankind has seen many incredible leaders over the centuries of their existence. Many of them are combatants, be it the one who led 300 man into a last stand, or the first true Emperor of China. You now share their leadership skills. You can rule and guide man and countries alike as well as they could. Your followers will follow you in death rather than be without you.

Wisdom of the Sages (200): Throughout mans History there were four individuals who guided them with their incredibly wisdom. Jesus, Buddha, Socrates and Confucius. They influenced moral philosophy and ethics throughout human history unlike any other. Though perhaps you could be the fifth sage, as your wisdom on ethics and morality rivals their own. With just a few words you could lift others out of Ennui and make them follow your example of a virtuous life… if they are willing to listen that is. Beware, some might see you bring true joy to others as a sign of inferiority and seek to dethrone you.

Friend of all Animals (200): In the Garden Eden there was peace. Only Paradise and Harmony awaited its inhabitants… save for a Serpent of course. Even after man was banished from Eden the animals still loved Adam… as they do you. Animals of any kind love you and are easy to tame as well as come to your aid when its possible for them. A little Bird might tell you that the love of your live is in danger for example.

Killer Accuracy (200): Not a single shot can miss when you fight for your life. Even one misstep could see you be cast into Niflhel. It is good than that you are quite good at being accurate. Be it with a gun like the White Death, or with throwing weapons like an infamous serial killer, you are incredibly accurate with all your throwing and shooting weapons.

Reaching the Heavens (300): As a child you bore witness to the power of heaven. Since than you wanted to reach these same heights. With this Perk such a goal might be easier to achieve. It will serve you as both a Training Booster and a path maker, giving you the same capacity for greatness other humans of this World like Lu Bu showed. Any attempt at Training will always leave you with some improvement appropriate for the training you underwent. If you for years spend your days swinging one weapon… it might just cleave the sky.

Senju Musou (300): The innate talent of a swordsman who left behind a legacy of loss. However through these failures he became ever greater till he managed to clash with a God of the Sea and emerge victorious. With it you are able to memorize and analyse an opponents move and use it to form a simulation in your mind. In this simulation you can visualize your situation and battle them… until you find a way to defeat them. Eventually you will be able to simulate thousands of attack

patterns by simply analysing their constitution, gait, breathing, and blinking before the fight even begins, even analyse the vibrations through the air and ground.

Sage of Enlightenment (300): How does one achieve happiness? A mystery that has brought many to despair by their inability to answer it. You however know, as through your journeys and struggles you have gained true enlightenment. You have obtained Nirvana and found a way to bring happiness and escape the cycle of death and rebirth. However with it comes another ability. By reading the fluctuations of a creature's soul and the radiance in the light of their will you can determine their movements. Eventually you know exactly how and when to best avoid an attack. However if there's no light in the soul of an entity, you would not be able to read their future. But should such beings fear their black soul can be seen than they may just make it possible for you.

Born a Titan (300): Gods are meant to be the most high… the most powerful. And yet there are humans who are able to briefly rival such strength. All who attempted to outmuscle a God fail tragically, like Lu Bu and Raiden showed. However, the strength to injure and endure does have its obvious perks. Your physical capabilities are roughly of the likes of the aforementioned warriors, allowing you to possible stall even the Mighty Thor and Shiva in battle.

Chi You (300): This was the style born from conflict between the true Emperor of China and the demon all those before him bowed to. The Style that allowed for the History of China to pass into the hands of man. Qin Shi Huang developed it over the course of six days battling his foe. Perhaps he thought it to you, as you are now a Master of the Ultimate Martial Arts yourself. Simply by using this Style Qin managed to throw Ares and kill Chi You and do things like deflect the energy of an attack back to their opponent so believe me when I say that it truly lives up to its name.

Spark of Genius (300): Like a Thunderbolt in the night enlightens your Genius the World. Nikola Tesla, one of the brightest and most genius man in humanities history, is the only one you can call equal. Your intelligence is simply above your peers, as it takes little to envision incredibly works of technology to advance humanity into a new age. The truth of the universes just wait for you to reach out to them as you can understand them eventually if you dedicate yourself and all you would need are the resources to have the things your mind develops be made realized. Beware those jealous of a mind like your own though.

No.00000000001 (300): It was man that were made in Gods image. It was man that were crowned to rule the land and its animals. And it was the first man Adam who embraced their exile from Heaven when his wife was tricked and threatened by Gods not worthy worship. You now possess the power of the First Man. The Eyes of the Lord. A terrific power that would allow you to perfectly replicate any move and technique you lay your eyes upon, including the ones used by divine beings. Regardless of its speed or power, you can evade any attack whilst simultaneously countering the attacker with their own move. Even something as powerful and fast as a time-surpassing punch can be replicated and dodged. You can even allow your body to morph in order to execute an attack you copied. However, despite their seemingly unbeatable nature, the Eyes of The Lord do have limits. Using them puts a strain on your nervous system and if pushing the eyes to their limits you will start overheating. Continuing in that state will run the risk of blinding you and making it impossible to use the Eyes. You may yet fall if forced into a war of attrition.

Unbreakable (300): Did it ever occur to you that Adamas… the final form of the great Zeus almost shares a name with the first man? Maybe that would explain a quality some humans can attain and especially what Adam himself can achieve. Simply put, like the material itself, you just wont break. Your Willpower is virtually infinite and you will not fall to despair no matter the odds.

The Only Reason That Matters (300): They all think its about hate. About revenge. About having a reason to kill. But… Is there any man that needs a reason to protect his own children? Adam fights not to slay but to save. Every human on earth, from the youngest toddler to the oldest grandfather, are his children and he will fight to his last breath to protect them. Should there be a time where you share such a devotion, whenever you fight to protect what you love, all your capabilities will skyrocket. You can push your limits farther than before, a blow of yours could match the God Father of Cosmos and whatever pain you must bear will be childsplay. This will not guarantee you victory but may not make it unreachable… and even if you fall you will be remembered as a shining pillar of hope.

Last Hope (300): Humanity needs Warriors. They need people ready to face impossible odds and keep going. The kind of Spirit that makes you strive to reach the Heavens, the endurance that makes your name a synonym with 'hard to kill' and stand against an army with simply 300 brothers. As such, once per Jump, if something should have killed you, you may still live on. You will be grievously injured but still alive and still ready to fight. You are humanities Last Hope… don't let them down.

Godkiller (500): One day… this is what the Einherjar will be remembered as, that is Brunhilde sure of. The man who stared Divinity in the eye and made them blink. For now… this isn't set in stone… but for you? You who are the exception in all worlds? Well lets just say this Perk every human could really need. When your fighting someone of 'divine' origin, be it a God, Demon or Angel, you find yourself strengthened. Your attacks are stronger you can endure more… combine this with what you already possess and killing a God may not be totally impossible.

Valkyrie

Valkyrie Physiology (Free and Restricted to Valkyries): As a Valkyrie you are a Demigod in flesh. It is only fitting that you posses some extraordinary capabilities. You can fly and your physical abilities far greater than any ordinary human. You are ageless, able to live forever. Only by violent means can you die which isn't made easy. Much like a Gods body, your body can not be harmed by mortal weapons. However you can still be harmed by attacks from individuals with their unarmed superhuman strength and Items like Divine weapons and Volunds. Lastly, as it was your duty to guide souls to the afterlife, you may take a deceased human soul to transport to somewhere and enter and leave afterlives. The only place of death you couldn't reach would be something akin to Niflhel which amounts to non existence.

Common Destiny (Free for Valkyries/200 for Humans): The Bond between mankind and Valkyiries is deeper than most divine beings. As such they are mankinds greatest ally in the coming Tournament. By entrusting your life to another, you become a Volund for them to wield. It will unleash not only your wielders full potential but the Volund you become will be a Weapon perfect for their fighting style. Volunds are able of harming and killing Gods and some are able to give their wielders special abilities. As such any ability you possess may be wielded by your wearer. With this Power… perhaps mankind stands a chance.

For this Jump the ability you can grant your wielder is under the same limitations as the Human Origins **Greatest Quality** Perk in that it cant be to versatile, an 'instant win' and must be something you possessed before taking the Gauntlet. Post Jump you may gift your wielder whatever power you possess with no restrictions other than the obvious fact that it is your power.

You may change partners at will as long as you are capable of making a connection with the next partner and break your bond whenever you like. If your bonded partner dies you will as well, due to your souls being connected. You will also feel their pain but not get injured like they are, instead reverting back to normal upon leaving Volund form.

Lastly… as this was a technique the Valkyries learned from Buddha, you may Post Jump become capable of teaching this Technique to others as well.

Blasphemous (100): To call a God, a being so untouchable by human standards, a coward should have been grounds for immediate execution. And yet you find that Gods and other beings 'higher' or simply more powerful than you, will give you a surprising amount of leeway till they Smite you. Maybe you could, like Brunhilde herself, one day use this Skill to make the Gods listen to you. At least they will not kill you with a thought as you call them out.

By any means (100): This is a time of conflict. Being a wide eyed idealist unwilling to hurt someone wont save mankind. When it needs to be done, you can be a ruthless manipulator. You could have your own family be a weapon for a serial killer… as long as you belief it to be necessary and sleep without regret.

Lady of… rudeness (100): Brunhilde is a remarkably beautiful woman… though for as Lady of War like she can appear she can also be rather crass and rude… and make quite the odd expressions. Somehow this never hurts her appeal or her reputation. This boon is now yours too, as no matter what eccentrics you may do it will never reflect on you poorly. You can talk as rude and act as rude as you like and still be seen as an elegant woman… as long as you still tend to act like one sometimes.

Norse Beauty (100): Truly the Valkyries are a sight to behold. Be it cute, regal or simply beautiful one cant deny their looks. Even Raiden, who probably enjoyed every pleasure there is, was smitten with his Valkyrie at first glance. You share such beauty, capable of turning many a head.

Norse Charm (100): Somehow the Valkyries seem to hold a certain charm to them. They are not only easy on the eyes but their human Partners quickly grow fond of them. That certain charm is yours as well, allowing even serial killers to warm up around you and Hedonists to appreciate your company above any other with some effort on your part.

The First Valkyrie (200): Brunhilde is the oldest of her sisters and the one who was willing to call the Gods themselves cowards. She is their leader and they all give her deepest respect. You now share such a position. Anyone who you can call yourself related to, be it directly or indirectly, will treat you with respect and only the most insane of calls, like ordering your sister to be a Killers weapon, will earn you doubt.

The Finest Warriors (200): Brunhilde picked 13 of the strongest humans to participate in Ragnarok. Her decision might be questionable by some but they are undoubtedly the best choice. Something you will know as well, as you can judge who of your warriors, allies or servants would be the best for any situation. You know what they excel at and how to best utilize their abilities, as well as being a capable strategist. Worry not in the aftermath of your decision, for you can know that the man you surrounded yourself with are the best for the purpose you have for them. If they fail… well best doesn't equate to perfect.

Same Wavelenght (200): Cooperation is the key to success. It is united against a common enemy that man is at their greatest and the Valkyries are ever so capable of lending their aid. You find yourself incredibly capable a partner. Working with others comes natural to you and you know how to support your partner best and what it is they truly feel or need.

Safety Net (200): Usually a Volund will die with their partner. However when did you ever need to abide by usual rules? If your partner dies or any other being you are 'bonded' to suffers you need not feel any repercussions on yourself. Their death doesn't affect you in any way. In fact even the pain you feel from your partners injuries will be as if it wasn't present. There are no downsides to you bonding with someone anymore.

Twin Sister (200): Certain Valkyries can have some… interesting personality traits. Like the Dreaded Hrist being at times both sweet and terrifyingly angry. Such a duality may be represented in her ability as well. You can opt to split your Volund Form in two identical copies. This state can be achieved at will or when your form somehow 'breaks' instead of being destroyed. You can refuse at will.

Where Warriors Wait (300): When the extinction of man was nigh, the Gates of Valhalla opened to let out their greatest. Humanities strongest arrived for the clash of history to defend their kind. Such incredibly individuals… and that only in this world. What might be for deceased warriors in other realms? Once per Jump you may summon up to 13 Souls from the afterlife. They will be restored to the prime of their life and keep any abilities they possesses in live. Their personalities may not match with one another but if your cause is important enough (like ensuring the survival of humanity) they will happily work alongside you for whatever that goal of yours is.

Shield Breaker (300): They hide behind their cheat weapons and armor. They believe themselves untouchable… lets test that theory why don't we? As a weapon there is no defence you cant break, no Armor you cant penetrate and no shield that cant be pierced. This by itself doesn't kill anyone, but their defences that shield them will be like paper to you. Just be careful that breaking their defences doesn't make them even stronger.

Almighty (300): Why only take the form of one weapon? A Emperor deserves the best of tools for any situation to aid him. And you do you want to aid your partner after all don't you? Complain

about it being ‘No Fair’ all you want you definitely will be a Tool worthy of your partner. In your Volund Form you may change your form at will or at the will of your partner. Be it an Armor, a Spear, a Halberd, a Crossbow or a Sword you may take its form. And that is just what you get here. Who knows into what weapons you could change as well in time.

Declaring Ragnarok (300): When the Gods of countless Pantheons united in their quest to destroy humanity, one Valkyrie stood forward and challenged them openly. She played on their pride and hubris and Ragnarok was invoked. Now once per Jump you can do a similar thing. When faced with an impossible force you can call for honourable gladiator combat. 13 Rounds between the best of your factions. If you win they will be bound to see you as superior and leave you alone for at least 2000 years. But if you lose they will fulfill their plans with full force.

My Live is Yours (300): When a warrior of the Einherjar falls… so will their Valkyrie. This ultimate willingness to follow another into death is the source of Volunds… but for you it goes deeper than that.

As a partner you not only will bring out the best of your partner but even nearly eliminate the pitfalls they suffer. A man so strong his own muscles are a threat to him could fight at his full potential with your aid. They will be at their greatest without any of their pitfalls as long as you will fight with them and you trust them with your live.

Make Them Bleed (500): Volunds allow for man to strike against Gods. To leave injuries on even the Divine. However just because one is harmed doesn’t guarantee their death. Wielding you as a weapon though? That is just a little bit different. Your Volund form strikes as a weakness against any Divine Entity, harming them more than they should. And for those of not Divine Origin, who still possess a natural weakness of some kind, this Weapon you are may fit that weakness.

Items

The Records (Free): It would be a shame to leave you without it if its in the name right? You may keep Records of this World, meaning the events surrounding Ragnarok, in the form of both Manga and Anime. Furthermore you gain a second different set of Records detailing YOUR Ragnarok.

Unlimited Supply of Sin (Free): The apples that the mother of humanity presumable bit into. When her husband arrived and proclaimed to leave Paradise with her, he held these two baskets and proclaimed that they 'tasted bitter' before killing the Serpent with his bare hands. With how blasphemous this whole tournament is, it seems fitting to give you these two baskets for free. They constantly refill with the forbidden fruits and while Adam doesn't like Apples, I can assure you they are quite delicious for you and any you give them too.

Entry Ticket (Free/200): All of humanity was invited to see their greatest face the Gods of Heaven. A shame that not every event like this is available for everyone. Well with this Ticket you might change that. You can chose to apply this Ticket to every Festival, Event or similar needing a Ticket to enter, taking with you as many +guests as you want. However this can only be used for things that theoretically are allowed to be visited by public. Concerts and Sports Tournaments are fair game… not the Secret Death Matches of shady elites. Though for 200 CP you may use this Ticket for any event you could need access to.

Your Volund (100/Free for Humans): Ever had a weapon you are particularly fond off? Than you may Import them in this Option. This single weapon will be capable of harming and killing the divine but does not have a Valkyrie within it. Whatever abilities they had or you gave them will also vanish for the duration of this Jump... unless you decide to replace that Items ability with your **Greatest Quality**. The two are mutually exclusive to one another and you may not have a Greatest Quality and a Volund with Imported Special capabilities. Even than the power that may remain with the Imported Weapon applies to the same rules. If you Partner with a Valkyrie they may become the Item or enter it as a consciousness while granting their power.

Note: Let's say you got One For All from MHA and Boosted Gear from High School DxD which you Imported to also be the Infinity Gauntlet. You can EITHER have One For All and a Gauntlet that LOOKS like Boosted Gear but cant do any of its powers OR Boosted Gear with no One For All. If you Import Boosted Gear your not getting the Infinity Gauntlet however. You ARE getting Boost and Scale Mail though.

Wing Shaped Hairpin (100/Free for Valkyries): This golden Hairpin is an exact replica of Brunhildes own. Its quite stylish and is assured to fit with your appearance seamlessly and enhance it, but it also gives of a passive effect. The Valkyries are the protectors and allies of humanity so as long as you wear this Hairpin no one will doubt you want to protect humanity and see you as a person they can trust with such a task. Alongside it comes an ability to relate to humans and mortals in general better. Such is the bond between you and them…

Bottomless Pouch (200): This special pouch is quite useful thing for any cunning combatants who know show to use it. In it is a endless amount of space where anything you put in can be stored to be resummoned by simply thinking about what it is you need. Not truly everything can be in here however, as a human must be able to hold it in your hand comfortably. Still a limitless amount of knives, piano wire or other such nifty tools could be stored here and taken when you need it most.

Loyal Stead (200): This animal, by default a Horse, is a companion unlike any other. You two will be so close it will be as if it was part of you. In fact if you can't walk on your own feet, this Stead may support you in the fight. Like the Legendary Red Hare this animal is capable of riding 1,000 miles

within a day and is unyieldingly loyal to you. It will follow you even into the afterlife and into death and is tough enough to endure the result of Thor and Lu Bus attacks meeting. You may Import a Animal you have into this.

The Final Roster (200/400): You can not plan your next step, or look forward to the next fight if you don't know who is it that is fighting. This Scroll may solve such a mystery for you from now on. Just by looking into this Scroll and applying it to a Battle or Tournament you may find out the names or everyone who is fighting. For an additional 200 CP you even gain a summary of their abilities. No matter the version the Scroll will always cover every combatant from every side.

Anothers Volund (300): If you like you can also purchase a Volund that exists in the Series to be yours. Much like Your Volund they wont come with the Valkyrie in them but will still have their abilities. This could give you Jacks Glove, Adams Knuckleduster, etc.

Six Realms Staff (300): This Staff wielded by Buddha himself is a Divine Weapon of considerable Power. As the one who reached Enlightenment Buddha can draw power from the six worlds which mankind can reincarnate into, better known as the six realms, with each one having a form of the Bodhisattava Kannon protecting them. A ability you may share with this tool. The power of those six guardian Buddhas is stored within the Staff and may be tapped into with emotions. These powers are rather vast and it would take a truly powerful God to oppose such an Artifact in the hands of one who knows how to use it. However because it relies on emotion, you are unable to truly decide what form to wield. Your emotions do it for you. Five of its known forms are a long, golden halberd, a giant spiked club capable of dealing massive blunt force, nearly knocking out Zerofuku in a single blow, a golden shortsword, a giant golden shield capable of withstanding Zerofuku's giant axe strike without sustaining any damage and a giant scythe with the head of a lion, which can only be attained through pure hatred.

Great Nirvana Sword – Zero (500): My… what a beautiful weapon. Its sheer presence makes me want to cry with joy. This is a Weapon born from a Volund between Zerofuku and Buddha. The ultimate divine weapon which none but those who have attained the great Nirvana in the Pure Lands can create. This weapon takes the form of a seven-branched sword with bladed protrusions which are each associated with one of the seven lucky gods. Usually… a Volund is powered by Misery. This one though? It is powered by Compassion… and powerful enough a God who gave the Buddha a good fight can be laid low with one slash.

Companions

Jumpers Einherjar (Free): Now I am sure you are wondering if it will just be you against the Gods. Well you might be surprised to hear that you can import quite a lot of companions. In fact more than 8.

You may Import a Total of 25 companions!

…Where is the catch you may ask? Well you would be right to wonder.

First of they have the same restrictions as you. No Perks, no Items etc. Should their 'normal' be surprisingly powerful what would be their 'Bodymod' will be nerved to match your Bodymod. So for example if you Companioned Superman at some point you wont get an Alien with the power to bench press Planets but instead a man whose **'Greatest Quality'** will be a heavily nerfed ability to draw power from Sunlight to fire lasers, fly etc.

You may Import up to 12 Companions as Humans and 12 as Valkyries. The origin you took will be barred from a 25 companion, instead forcing them to choose the one you didn't took.

The Human and Valkyrie companions must be 'paired up'. For every Human there is a Valkyrie. They MUST also participate in Ragnarok together. This has an upside. After this Gauntlet you may Import that Human/Valkyrie pair as one companion. The Companion matched up with you will be allowed to freely Import into future Jumps from now on. Furthermore every companion you import must participate in Ragnarok. For every Companion above the 6th pair you are required to purchase the '**Stacked Deck'** drawback once.

They do not get starting CP but get CP from drawbacks which apply to them. This includes the Stacked Deck drawback, which will give the specified amount of CP to all Companions, you included.

Your Valkyrie (Free/Restricted to Human): The Weapons and allies of humanity in the Tournament. You may choose to combined this with **'Your Volund'** making the Valkyrie your personal weapon. Should you not have chosen to pair with a Companion you may take a canon Valkyrie as your Volund, the one of the fighter you replaced. For example replacing Kojiro would get you Hrist. They get the same boon that would go to a Companion, as in they can be imported free of charge.

Your Einherjar (Free/Restricted to Valkyrie): The greatest examples of humanity. Be it their skill in battle, their leadership, their genius or their vileness. This is the previous option in reverse, allowing you to replace a Valkyrie and take the human you matched with as a companion for free and to be freely imported. For example being Adams Volund would get you Humanities father.

Spectators (Free): During Ragnarok both Humans and Gods have certain individuals cheering them on. People that knew them in life or maybe were just friends with. If you want you can also have this company and import someone into a Spectator role. This does not need to be a companion. It could be another individual who you shared a connection with… perhaps even someone from your original world? After this Jump… when the occasion is right, they may keep their Spectator position as followers.

Brunhilde and Göll (Free): The two Valkyries who looked upon the whole Tournament with baited breath. If they are alive and humanity is victorious, you may take them with you…

United (Free): …But why just them? Should they be alive and willing by the end of the Tournament and you succeeded in this Jump, you may take with you whatever Human, Valkyrie or Spectator you desire. In fact even someone like Buddha would be up for grabs, be it as companions or followers.

Drawbacks

All these Drawbacks may be taken by Companions.

One of the Einherjar (+0, Mandatory for all): This is why you were summoned after all. You will have to participate in Ragnarok either as a weapon or as a fighter. Who you replace is up to you… not that any opponent that awaits you here would be a cakewalk.

Fanmade Roster (+0): The concept of Man vs God is quite a popular one. Many a Fan has come up with their own matches in a alternate Ragnarok with different gods and humans of different ability. Ever wondered what Robert Oppenheimer vs the Grimm Reaper might be like? Or Cleopatra vs Hera? Or Gilgamesh vs Sun Wukong? You may choose to make revisions to the Roster. However you CAN NOT use this to make the Tournament easier for you, humanity or your companions in any way. Replacing Zeus so Adam fights with Ra? Ra will be just as powerful as Zeus and Adam would 'canonically' still die. This is merely a flavour option and not the cheat option.

Youngest Valkyrie (+100): Much like Göll you wear your emotions on your sleave. Your easily taken by anxiety, despair and fear. Seeing so many great heroes fail and lose and die… it will leave you quite rattled.

Personification of Malice (+100): You are a vile and despicable fiend Jumper. Whether or not that is true… your kind surely thinks this way. Gods and Mortals alike despise you and even your own Valkyrie will be hesitant to team up with you. Really your kind might just wonder why they should rot for you even if you are between them and extinction.

Stacked Deck (+100): It seems the odds are stacked against you and humanity. For every time this drawback is purchased humans must win another round against the Gods than they should. Canonically they must only win 7 battles but one purchase raises this to 8, another to 9 etc. You can pick this a maximum of 6 times… in which case even a single win for the Gods will result in the end of mankind.

Götterdämmerung (+100 per God): Don't you ever feel so special as a Jumper? It seems you did something to even earn the Gods Ire. For every time you pick this a God of considerable power (think 7 lucky Gods level at least) will have a grudge against you. They may not fight you in the Tournament but can attack you before it's your turn… make care not to fall before your fight or get injured before your match. You can chose this multiple times… if you are this suicidal…

Humanities Naraka (+200): In the beginning of Ragnarok, Brunhilde chastised a Buddhist for praying, reasoning that the Gods he prayed to are their enemies. That Buddhist must have felt quite smug when the Buddha himself chose to turn against his fellow Gods, earning Humanity a precious Victory. Unfortunately… it seems this won't come to pass this time. For some reason Buddha is nowhere to be seen, and no other Gods will turn on their brethren...

Average Human (+200): Remember before I took you on this adventure? You didn't had all these skills… and now you are returned to this. Gauntlet this may be 'Greatest Quality' grants you a sliver of your precious powers, even of your Special Items capabilities if you Imported them. This drawbacks robs that of you, leaving you only with in Jump purchases.

I Wanna Go Again (+300): …Excuse you? Are… are you serious? Well… much like Zeus you seem to be interested in participating twice… and will have too if you take this. Please… PLEASE reconsider…

Outnumbered (+300): I am actually questioning your sanity right now. You wont fight one God… but two… AT THE SAME TIME! You do know what should get Poseidon killed in his fight right?

Zeus of … (+300): Poseidon was 'affectionately' named the Zeus of the Seas due to his power. Even among the Gods there are differences in strength… though with this this wont be the case quiet as much. The God you fight will be as powerful as the mighty God Father of Cosmos himself. And if your opponent is Zeus… well better not replace Adam.

No Safety Net (+400): Usually since this is a Gauntlet, losing would spare you from the fate of the other Einherjar. However in case you don't feel like being the one absolved of such a fate you may take these CP and truly fight for your life. If you die here… only nothingness awaits.

Gauntlet Reward

Well I be damned! Humanity actually lives on to fight another day. Nice work Jumper! I'd say that deserves a reward.

First of you keep all the things you bought obviously but I have two more surprised in store.

Firstly: The Greatest Quality you picked to either give your Partner or take with you in Battle… yeah you kept it as your defining trait in a Battle against Gods. That dedication should be rewarded. So the skill you picked becomes part of your Bodymod. You may keep it in future Gauntlets. After how much you struggled here I say that is earned. Show the Omniverse what a human can do!

Secondly: You get a copy of Valhalla Arena. It may be attached to your Warehouse and be used to host Tournaments whenever you like. However unlike the Arena present here dying wont cause anyone to cease to exist and merely 'respawn' half an hour later. You can also load simulations of opponents you previously battled or encountered to fight and train with.

Now Jumper… lets depart this place for a new Realm… humanity could use a hand in other Worlds too.

Scenario

Records of Jumpchain (+1000/+1500): Jumper there is a… pressing matter I must inform you off. It has come to my attention that one of the opponents of the Gods… well they share something with you. They travelled the Multiverse as well and have chosen to embrace Godhood… and fight for humanities extinction.

Now given this unique circumstance I am willing to do what I can to bend the Metarules a little. You can choose to keep your Perks, Items and capabilities… though the safety net of the Gauntlet no longer applies and you MUST abide by the rules of Ragnarok so no cheating with a war on the side.

It is guaranteed to be that your clash will be the one to decide the outcome of this Tournament.

You may still Import your companions and take other drawbacks… but beware that they will decide to share their gifts with their fellow Gods. If Zeus is powerful already, how strong do you think he'll be when given a Mantra Reactor, Perpetual Healing factor and a Stand?

Humanity WILL lose if you don't help them…

The opponents will be far more powerful… perhaps even taken from your own past as instead of Poseidon a God of Evil and Ruler of Apokalpyse may fight or the God of Law YHVH, if you had faced such opponents.

And the Jumper you are guaranteed to face could match you blow for blow. Though there is a way to make this even more arduous. Buddha, in spite of his divinity, fought for humanity after all. You may as well if you have achieved Godhood. However if you decide to, just this once, reexperience what it is to be mortal, you gain +500 CP. Any Perks you possess when it concerns Godhood (like being a Warp God, Super Saiyan God, etc… thinks that are not NECESSARILY requiring Godhood like Ultra Instinct are allowed however) will be deactivated this way. Of course such an option would only be available for those that have gained some measure of Godhood. For those who haven't, they can only take the +1500 CP version.

Though… perhaps not all is lost. You came so far from so little after all.

Maybe you CAN defeat this seemingly insurmountable foe… that is what humanity experiences time and time again in this World.

Should you manage to do so… well such a feat would certainly be deserving of an appropriate Reward.

On top of all you gained from the Jump and the Gauntlet Rewards, for winning against a God of Jumpers, you shall gain the title of True Einherjar, and every God from now on shall feel the weight of your achievement and be made vulnerable to your every attack and treat you with the respect (and perhaps fear) you deserve, be it the Polytheistic Gods, the Eldritch Monsters or anything that holds such a title. And if you faced such a God without your own divine might… well that would truly be an achievement as such you will receive your Spark at long last. Go forth Jumper… and let all the Worlds beyond know what a mere Human has achieved.

Notes

-This Jump will probably get updated more times eventually once we saw more of the human fighters. I still wanted to give this setting a Jump before we have to wait years for the final round (which I am calling now will be Leonidas vs Odin).

-The Valkyrie Origin has intentionally fewer Perks (currently half) than the humans. I am well aware you could simply replace a Volund of a human fighter who you know wins his fight like Kojiro and essentially cheat the Gauntlet. Besides a Valkyries freebies include superhuman strength, agelessness, flight, becoming a God injuring weapon and entering afterlives. That alone should account for having less Perks.

-'The Spark of Genius' perk essentially gives you super intelligence based on Nikola Tesla but as of now he hasn't participated in Ragnarok. So until he has participated try not to go TOO crazy with it okay? If I had to put a limit on it I'd say its not Rick Sanchez, Lex Luthor level but… well capacity to always learn and be able to invent things far beyond your current time (Think Worm Tinkers or MCU Iron Man). This perk is likely going to get changed but till than its this. Just assume it allows you to do what Tesla can do should he be revealed before I update the Jump.

-As a Valkyrie any perk that affects your Volund form will post Jump apply to your body instead

-Yes taking 'No Safety Net' disables the Valkyries 'Safety Net' Perk. You're either going down with your Partner or survive.

-Even if you run a chain were you cant Jump twice, I'd allow it for this Gauntlet… as long as one of these two would include you taking the Scenario, since it is turning the Tournament into a different enough event to stand on its own.

-If you take the 'I Wanna go again' and 'Outnumbered' Drawbacks you will fight 3 Gods in total. One in a 1 vs 1 and the two others in your other match at the same time. 'Zeus of…' will apply to every God you fight.