Dietrich von Bern

and other german heroic legends

Introduction

This is the age of great heroes and great men who fought in Europe, who gained and lost great riches, conquered and lost lands and who forged legends. Their names will be forever linked with notions of valiant heroism, great battles, betrayals and tragic deaths, the slaying of dragons and giants and the capturing of princesses. You will now enter a mythical version of Europe during the great migration period, which is heavily influenced by various Germanic peoples pouring into Europe and becoming its conquerors and rulers as were the Romans before them. Some of these great kings and rulers became myths during their life and actual heroes of various legends after their death such as Wolfdietrich of Constantinople, Etzel, king of the huns, Gernot king of Burgundy and Dietrich von Bern. While other great heroes have their roots most likely in even older pagan legends such as Siegfried the dragon slayer or Wieland the smith.
In any case you'll enter a continent filled with giants and dwarfs and dragons, where strength and strong men alone decide what is right. No matter at what time or place you'll enter you're bound to find yourself amidst great battles and adventures as war is a constant in this time and great treasures to find, fair maidens to capture, mighty heroes to best or foul beasts to slay are everywhere.

For more information regarding specific stories and storylines, see the notes section.

Take **1000 choice points (cp)** to help you survive this brutal age where strong men reign.

Age and Gender

Roll **2d10 +20** for your age. Keep the gender from your last jump or change for free.

Location

You may however freely choose to start at any point in Europe. Here are some suggestions:

Depending on what version of this story you chose, the locations where major events happen may change.

Bern: The old german name for Verona in italy. Seat of Dietrich and his father king Dietmar.

Xanten: in the Netherlands, home of king Sigurd, father of Siegfried.

Tyrol: A beautiful region in the alps. Full of castles, dragons and dwarfs. Dwarf king Laurin resides in the southern part.

Hungary/Hunland: Home of Etzel, Attila the scourge of god. Often times a place full with great heroes either because of them being guests, refugees or hostages at the court of king Etzel.

Bertangaland: In Brittany. Home of mighty king Isung and his 11 son who each is a mighty hero in his own regard. Young Sigurd resides here as a standard bearer is some versions.

Holmgard: In russia. In constant alternating wars with Hunaland and Holmgard.

Wilkinaland: Original the unified territory under the great king Wilkinus and his kin in roughly todays Sweden. In constant alternating wars with Hunaland and Holmgard.

Constantinople: The great city. Home of king Hugdietrich and his true heir Wolfdietrich.

Denmark: Home to Dietleib and his father Bitterwolf. In other versions their home is in styria instead.

Backgrounds

Drop in (free): You drop into this world just as you are, with no prior history in this setting. You aren't weighed down by your past or your foretold future and you aren't constricted by the treacherous politics of family and court.

The King (100): You are a king or queen of some renown, with the appropriate claim to land and tribute by your vassals. In future jumps you'll be always treated with the respect and honor due to a king

The Hero (100): You are a great man or woman, known in all the lands of Europe as a mighty hero. You may be a descendant of a powerful line of kings, heroes and demigods or just a great man with no heavy family history that tries to make a name for himself. Due to your fame, your history (whatever that may be) and the great deeds you have done in the past you will be welcome on any court in Europe as a hero of such great renown will prove a valuable friend to any who offer friendship.

The Magical Being (200): You are a dwarf, an elf, a giant, a wise woman, a fiend, a griffon, even a dragon or some similar magical being that is all too common in these stories. Most likely you'll act as a worthy opponent to our beloved hero, but you can also take other roles. In any case you can choose on your own how you interact with normal humanity. You may be a seclusive king of your own kind in a secret mountain base, you may be a dangerous monster in the woods, eating all trespassers, you may be a restless wanderer or you may be a king or queen of human lands.

Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Common tongue -free

Wherever you are in Europe or the world at large and wherever you travel you will have no problem speaking with the locals. This may be because all of you speak an unidentified lingua franca, a common language, or because you instinctively know all the different languages spoken around the continent by heart. In future worlds you may be able to understand and speak most common languages you may come in contact with.

Noble -free

Almost every important person in the tales of Siegfried/Sigurd is at least a noble of some kind and more often even royalty. In this and future jumps you can always believably claim a noble or royal title, even if you have no direct country or people to prove it (it helps if you do of course). To be even admitted or heard among the various courts in Europe at this time this perk is basically a must have.

Drop in

Bard -100

You are a great singer and poet. You can sing songs new and old with such sweet melodies that you can astound and delight many mighty kings and queens and their men. You're able to fully capture their attention for a very long time, maybe enough time to have your companions free themselves from the dungeon or plunder their treasury.

Bet against your better -100

People are surprisingly willing to enter completely insane bets with you and wager an even more insane amount compared to the bet itself. Your betting partners all seem to be plagued by crippling overconfidence as they willingly bet, in front of witnesses, their entire wealth and even their life just for a contest of strength and endurance or skill.

Honorbound -200

Everyone here, be they human or abhuman, seems to have some complex code of honor, that, while often ignored when convenient, is generally upheld and greatly limits men's freedom. You of course have no such limitations, but not only do you know how to best abuse this code of honor and use it to push people into various situations, such as getting great heroes to fight each other, but you will also find that even in future jumps everyone will be prone to follow some sort of code of honor to

be exploited. Even the great monster will give you a chance to prepare yourself for battle instead of just gutting you in your sleep.

Name drop -200

You somehow immediately recognise strangers, be they disguised or not, as exactly who they are. You'll know the names, entire genealogy and famous deeds of someone just by looking at them or hearing their voice or witnessing the way they act. The people you identify in this way, don't even necessarily need to know their own name or ancestry for this to work.

Seer -400

Like certain noble women or saints in the woods you gained the gift of sight. This gives you visions of the future in whatever form you most find appealing. Either the visions appear to you in your dream as fitting allegories to future events, or an angel directly whispers them in your ear or you just know what's going to happen. In any case these visions are rather accurate and often tend to focus on great personalities and events. The greater the personality and event the clearer you can see their future. As you most likely will be a great personality yourself, if you chose to engage with the setting, you'll see your own future bright as day.

Beauty -400

You are an incredible breathtaking beauty. Lords or Ladies all over the continent would be willing to fight and die for you just for the chance to meet you and prove their worth. Your beauty will never truly fade, only change with age. From your blossoming in your youth to almost ripe old age you will be considered the most beautiful there is and maybe ever was. Your mere presence will enthrall the minds of most who are weak of will. This beauty may be applied to any forms you have no matter how strange. Be careful however, since this beauty might stoke unbound desire, passion and envy in mighty kings and queens.

Manipulator -600

You are a master at disguising yourself and your true nature and character, even your age and gender. Additionally you are able to put a veil over even the most paranoid of kings and hold the great ability of making people trust you, similar to duke Rodolf or Hugdietrich. With your sweet talk you may even manipulate people into revealing their weak spots or those of their loved ones as well as entrusting you with their precious wards, be it treasures, magical weapons or even their own priceless daughters. Through your manipulation you may learn many valuable

secrets and if you have enough time to influence someone they may start trusting you more than their own eyes and betray their own kin.

Plunderer -600

You have extreme fortune when it comes to finding and amassing riches as well as locating rare and valuable items. While not every future world may be so full of magic items and wonders everywhere you will find crucial items nevertheless. You may not directly come into the possession of items that are crucial to the plot, the MCguffin, but you will always atleast cross its path and have a chance to get it.

The King

Courtly conduct -100

You are well versed in the ways of the court and how to act in front of lords and ladies of different social standings. This is a very valuable perk here as offending the wrong person can prove quite lethal. In future settings you will instinctively know how to properly act among the top crust of society.

Royal bearing -100

You are a king and you know it. And everyone else knows it as well. You will naturally assume a leader position or at least gravitate to a position of influence and power whenever you enter a new group. People just naturally defer to you.

Good relations -200

Not many kings and lords are as lucky as you, but you do tend to have rather peaceful neighboring kingdoms and as such don't have to constantly protect your borders. This also helps trade immensely. Be careful however as this may lead you and your knights becoming careless.

Leader -200

With just a few words you are able to inspire your men to go into dangerous missions with little chances of success where they have nothing to gain other than glory. Many noblemen will be willing to offer thousands of their knights on your adventure to foreign lands to capture a princess just because you told them you'll want to marry a beautiful queen.

Wealth -400

Your lands will always produce an abundance of everything. Your fields will grow the richest grain and vegetables. Your frees are full of the sweetest fruit. Your cattle is fat and strong and produces rivers of milk. Your populace is full of talented and skilled craftsmen and traders and your country will only continue to grow richer and greater.

Free from treason -400

While your way to the throne may have been bloody and full with betrayal and backstabbing, your rule will be free of that nasty habit of other nobles, heroes and knights and even your own kin. If someone wanted to overthrow your rule they'd have to come from the outside and most likely have to get past all your army and heroes to even get to you.

Warmaster -600

You are a great tactician both on the battlefield and outside of it. You have the strategic skill to beat an army that outnumbers you greatly, but you also have a knack for making alliances as well as leveraging oaths to your favor. You are charming and intimidating at the same time. You know how to climb the ranks quickly and how to outmaneuver your enemies even months before they realize you even made a move. By the time your enemies realize trickery is afoot it will be too late. Your diplomacy skills are impressive, but your true talent lies in the secret plans you forge. The blackmail, the extortion, the marrying off of princesses and binding of great heroes to you, the violence and the secret deals that make the country safe from its enemies and growing ever stronger and richer or alternatively methodically weaken and dismantle the country from within.

Band of brothers - 600

Dietrich of Bern was one of the greatest kings and warriors of his time, but he himself was bested several times, sometimes by some powerful giant and sometimes even by one of the men who eventually became his companion, such as Witting, son of Wieland. What made him the greatest king and hero of his age however was his ability to draw mighty, noble and capable men to his side and bind them into eternal friendship. People will tend to become easily impressed by your deeds, nobility, generosity and your general style. All over the continent your fame will precede you and cause mighty kings and other powerful people to send great gifts including horses, gold, knights and enchanted weapons as signs of goodwill. It will also cause the greatest of the great to flock to your side and swear oaths of loyalty. These people don't need to be warriors, but just talented and capable men and women that wish to bathe in your greatness. Even sworn enemies can be brought to your side after a noble fight. You don't even necessarily need to win the fight, but the closer and the more honorful it is, the more likely you are to gain a new friend.
These men and women who are now your friends and bloodbrothers will defend you

and your honor with their life and go out of their way to further your fame and glory. Additionally they also tend to stick together for each other, so that each of your new brothers will help the others out wherever they can.

The Hero

Scary aspect -100

There's something special about you that absolutely scares whoever look upon you. Be it bright piercing eyes, dark deep brows, your stature or something else. In any case people will, probably rightfully, instantly fear a confrontation with you and have a hard time keeping eye contact.

Fearless -100

You are not only brave but also truly fearless. In Fact you have never experienced fear or anxiety in any way. This won't hinder your ability to actually gauge danger and react to it accordingly. You may still retreat or scream for help if you see that you're in danger, you just don't panic about that fact.

Fire breath -200

This is not just a metaphor for your mighty words and manner of speech, but also very much a literal gust of flame that you can bellow from your mouth, capable of burning bindings, melting metal byrnies, even weakening invoulnerable skin so that it may be cut. The greater your rage the mightier the flame you'll be able to produce

Natural Warrior -200

You are an incredibly talented skilled fighter from the very start. So great is your heritage that you require no extensive training to dominate a fight. If you'd have never picked up a blade in your life you could still rely on your natural skill to beat several well seasoned knights and warriors simultaneously without taking any harm yourself, similar to Dietleib the dane. Only other heroes of comparable pedigree, or vicious giants and other monsters could hope to even touch you. Picking up any weapon would see you soon master it, be it sword or axe or spear or bow, but you also have the same talent for unarmed combat such as wrestling and pugilism.

For an extra undiscounted **-100 cp** there is a speciality, a weapon or way of combat, that you have already mastered, with which you truly exceed and outshine all others.

Like the master archer Egil, never missing his mark even after just aiming within the blink of an eye at a flying target at a single specific point. This additional purchase also includes the mastery of one singular exceptional technique that no one else has mastered such as Master Hildebrands secret sword strike, which with a single blow will make the opponent unable to lift his shield again.
Can be taken multiple times.

Might -400

You are of unnatural strength and constitution even for your noble origins. Maybe you've got giants blood or even that of the Aesir coursing through your veins. In any case you're faster, stronger and tougher than any man of mortal blood. You are generally as strong as giants, dwarfs enhanced by magical rings of strength and heroes of great renown such as Siegfried the dragon slayer. You can toss around tree trunks or throw stones weighing more than two shippounds and wield weapons that 12 men would have a hard time carrying. You could run and pounce like a panther and outrun a thrown javelin, even one thrown by yourself, and catch it in midair. You are incredibly tough to keep down and hard to stop once you get going. If besides your raw strength and hardy constitution you also have the necessary skill you could fight a duel with a legendary hero or monster uninterrupted for several days and with the right weapons even mighty Siegfried may bleed and yield. For an additional undiscounted **-200cp** you'll gain Wolfdietrichs great and ever growing vitality, so that with every year, you'll gain the strength of a man. This will retroactively be applied to your age roll.

Weak spotter - 400

You intuitively know where to find the weakest and or most vital spot in any being. You also know how to best overcome and beat foul magic or other tools dishonorable and weak men and other beings may use to beat you. You'll instantly recognize what's the best way to beat a dragon or how to hurt an elephant without ever having seen one before and you'll instantly know how to circumvent the magic of the self healing giant.

Too noble to die -600

It's extremely hard to kill you outside of any physical or magical enhancements you have, just because you seem favored by fate itself. Monsters and enemies are very unlikely to outright slay you even if they were to knock you unconscious and you'd be defenseless before them. Maybe because they swore an oath that if they don't manage to finish you off in one stroke, they're not going to bother further. Enemies will always rather go for the capture and ransom than the outright kill and this will give you and your companions time to prepare for your almost inevitable escape, as

you are also extremely lucky when it comes to escaping capture, breaking bonds and finding your way out of dire situations.

Baptized with Dragon blood - 600

You killed a mighty dragon and bathed in his blood, drank from it and ate his heart. Having bathed in the blood made your skin harden. Your skin can't be pierced now and will absorb a huge amount of force, except for a spot on your back, above your heart, where either a linden leaf fell as you were bathing in the blood or that spot was left as you couldn't reach there while rubbing it onto your skin. While your skin can't be pierced, a big amount of raw force will be enough to damage your insides. For an additional undiscounted **-100cp** you took great care covering your entire body while bathing in the dragons blood and as such you'll have no weakspot on your body. Alternatively you didn't bathe in that dragon's blood, but you drank from its blood and ate its heart. Having ingested some of the dragon's blood and his heart gave you the ability to understand the language of the birds just like Sigurd in the scandinavian tradition. Birds will travel far and wide and hear and see a lot of things, they will warn you of coming danger, betrayal and coming doom but also guide you to great prices and adventures to be had. The blood of the dragon also gave you the strength of 12 men, as was the case for Hagen of the Kudrun tale.
For an undiscounted **-200cp** you'll get the effects of both versions of this perk. This will also mean that having ingested some of the blood caused your insides to become tougher, as well

The Magical Being

Underestimated -100

Due to your size or just due to the way you look you will be constantly underestimated by others. Maybe you're a giant and therefore others might assume,falsely and quite fatally, that you're slow and dim witted. They will severely and tragically underestimate just how quick, strong, skilled and smart you are. If you wish you can suppress this perk, but it is often very useful to have your enemies arrogantly head into a battle that will prove far more difficult for them than they thought.

Father of a new kind -100

Your eyes have fallen on the beauty of human women. You have a knack for seducing them even in your offputting form. What is more is that the children you sire will generally be the best of both your kinds. You may sire humans with giant strength or ones with great affinities to certain magics. You will always just give the

most valuable traits of your kind to the next generation.

Minor magic -200

You know some minor, but incredibly useful magical tricks that are related to the senses and how you are percieved. For example you gain invisibility so that only those with magic abilities or special magical items of their own are able to see you or you could step on ground that others would sink into, such as a swamp and take others with you, or you could cast rather lifelike illusions on someone or put them into a deep sleep or a state of great confusion or transform into a common animal or change shape into other beings such as humans. All these incantations and magics are mostly short lived, so that you can get an upper hand on someone, but not being able to put them to sleep forever for example or stay invisible indevinetly. For an extra -100cp you will be able to make all your magics effects long lasting ones. You could rob one's sense of sanity completely and make them spend their life in the woods like an animal.

Master thief-200

You have rightfully earned the epithet of master thief as you are able to steal almost anything from the most secure of places. As a dwarf you can steal massive cumbersome swords directly from the home of some giants or you could easily pull off a ring or other valuables directly from the finger of a queen or even take the entire queen with you to your realm without anyone noticing. In general people will tend to notice any trickery or thievery only when it's too late and often at ironic and crucial times. Even a giant with this perk could sneak into castles and steal valuables or hide in bushes and ambush valiant knights, even if it should be impossible due to your size.

Greater Magic -400

You are one of the wise ones holding a measure of great magic abilities and knowledge. Though you have become powerful due to your magic, you aren’t capable of casting all great magic there is, but just a measure. You can choose from various ways how this magic may manifest. Examples include:
-A curious magic similar to the giantess Hilde, a great monster bested together with her husband Grimm by Dietrich. Your flesh rapidly heals and rejoins on its own. Deep, normally fatal wounds will heal up immediately. Hacking of limbs or other body parts would cause them to rejoin quickly and perfecty heal up. Even if you were to be completely bisected through the middle, you’re separated body halves would move towards another and rejoin so fast that it wouldn’t even hinder you much during a fight. If separated body parts were to be prevented long enough from reattaching this would cause the magic to fail and in the case of detached vital organs result in

death.
-Frau Saeldes ability to see the true nature of a person's character at first glance as well as read his thoughts, the ability to vanish and transport herself wherever she thinks of, faster than the wind and her ability to bless others with incredible luck in battle, making them basically invincible or atleast unkillable for a while.
-Ostacia's, wife of Hartnit, king of the wilkings, ability to transform herself into a winged dragon as well as control great hordes of animals and beasts, including other (less intelligent) dragons.
These are merely some canon examples, but you are free to choose different kinds of magic in the same vein.

May be purchased multiple times.

Rapture -400

You can work a wondrous magic that moves certain people, places or merely aspects of places to a realm outside of the normal world. You may take a great hero with you in a land only accessible through this magic or you may even curse your own rose garden, so that no man may see it again. While the garden is still there in the real world without flowers, the same garden will bloom with the sweetest flowers in your own magical realm. You can create passageways to this realm if you so wish or you can also apply conditions to your spell so that under certain circumstances the raptured parts return to the real world.

Greatest of them all -600

There are certain phrases and epithets that are used quite a lot for various singular characters all through these heroic tales: the strongest or tallest of giants or the mightiest of dragons or similar, so that each singular battle seems like the most spectacular one. For you this will be truly the case however as whatever race you've picked you are truly the shining paragon of. As a giant you'd tower over most of your kin and out wrestle them all. As a dwarf your magic related to crafting and trickery would be greatly enhanced. Whatever race you've picked, you'll see their most prominent features and standout abilities and skills extremely heightened. This will apply to other races you've picked through your chain as long as you are in that form.

Master Smith -600

You are a smith of supernatural skill, able to weave great magic into objects you craft. You are similar in skill and renown as Wieland the smith, of giants blood or Alberich or Mime of dwarven kin. You could create things like incredibly sharp and

strong swords that carve through stone and steel like butter, feather cloaks that give you the ability to fly, helmets that make the wearer invisible, belts and rings that make one as strong as a dozen men etc. You can enhance and reforge already existing weapons, so that you could melt down and reforge an already great sword into something even better. You may also imbue other magic you are able to wield into objects. The more time and effort you put into your work the more powerful the objects will become, but also the starting material, ranging from common ores to esoteric things like love itself, and your own character while crafting items will have a big influence on the power and exact nature of the object.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds.

You may freely import any items you already possess, as long as they mostly resemble the purchased items in form and/or function. You may also freely combine several items as long as they mostly share form and/or function.

General

Stone of many tongues -100

A small stone that, when placed under your tongue, allows you to speak and understand all languages everywhere, no matter how strange and foreign as if you were a native.

Ring of assistance -100

A small ring that you may give another person. If that person is in need of you you can immediately step beside them, no matter where you are in an instant.

Well of strength -200

A well with magic waters. If you drink the water from the well you'll temporarily gain the strength and stamina of 15 men.

Fountain of youth -300

A well that not only heals all ailments be they physical and mental, it will also turn everyone who drinks from it into an absolute beauty at the prime of their life. An abhorrent monster would turn into the fairest of maidens if it drank from it or merely touched the water.

Dragon eggs -300

You get 2 dragon eggs. Out of it one male and one female dragon will emerge within a short time. These dragons will become mighty worms and never truly stop growing. Within a year they will be so big that their mouths are as wide as a barn door and the female will lay eggs again. These dragons will be wingless per default, but you can choose for them to be winged and fire or poison breathing beasts.

Herb of invulnerability -300

You gain a herb like the one possessed by the wild man in the Sigenot tale. This herb will be bound to you and as long as this herb grows and stays intact and healthy your skin is impervious to harm similar to Siegfrieds dragon skin. You can't just hide the herb away in your warehouse. It has to be at least in theory accessible to others, though you may hide and protect it well.

Herb of vulnerability -300

You gain a herb used to defeat the wild man in the Sigenot tale. This herb, while held in your hand will allow you to counteract any form of invulnerability on your opponent's part. Their previous impervious skin may be cut and their armor that no steel may bite can be broken. You'll still have to fight to actually cut and defeat such opponents obviously, but they can't just depend on their unfair advantage anymore to survive.

Wonder stone -300

This stone from mysterious lands will protect you from many harm and give you incredible vitality. Should you have this stone in your possession you'll never lose your willpower, courage and honor. You'll never tire and your stamina will never lessen so that you could fight continuously day and night for a year without issue. You'll not want nor need for food nor drink and you'll be immune to all poison and venom. Snakes and other poisonous and venomous things will actively flee from the stone.

The hoard of the Nibelung -400

The Rheingold, the hoard of the dwarven kings Nibelung and Schilbung, the most coveted treasure. More than 100 carts full of precious gems and even more full of red gold. People will kill and get killed for this treasure and entire nations will fall because of it. Are you sure you don't just want to sink it into the Rhine? Your hoard will be safely hidden in a mountain, the exact location of which only you know, guarded by some extremely loyal dwarves. Any of the treasure spent will replenish by the next jump.

Drop in

Animal skin -100

The skin of a bear or other animal that will fit over you. If you wear it you'll look exactly like that animal. This can be used to trick others into thinking you're that animal, but it won't give you any of its senses or characteristics. You'll have to act convincingly.

Ring of love −200

A ring with a special magic stone inlaid in it. Whoever you put the ring on will fall in love with you and be willing to forsake father, mother and country just to be with you.

Baptism dress −400

This is the dress you wore at your baptism. As long as you keep it clean and take care of it outside of battle, this dress will fend off any weapon and save you from harm. Every part it covers will be immune to damage, be it by weapons, fire, water or anything else. This dress will change size and fit you perfectly, covering your entire torso, arms and neck

Rose garden of worms -600

A battleground for great heroes to measure their worth in a contest of strength and skill. You'll get to choose up to 12 of your champions, a number that might include yourself. These champions then have to battle up to 12 champions of a different faction, country, kingdom etc. which has willingly accepted the challenge. Whoever wins will gain an unbreakable pledge of loyalty from the defeated survivors as well as ownership over all their possessions. These possessions include any domains they hold power over and as such will be integrated into any domains of your own, which you then also might bring with you to other worlds.

The King

Food tasting knife -100

A knife that notices you whenever your food or drink has been tampered with in any way that would affect you negatively

Victory Stone -200

Victory stones were supposed magic stones held by mighty kings and conquerors of that age, that granted success in battle. As most kings and leaders had such a stone when facing off against each other, it's hard to tell whether they actually worked. Well, yours does. Having this stone on your person during a battle will drastically increase the morale and fighting spirits of your men and yourself as well as grant you slightly greater luck as well as better tactical decision making.

Kingdom -400

You are the king of a great city such as Bern and its vassal towns and lands.
For an additional undiscounted **-200cp** you are a great king ruling over large parts of the country, such as Ortnid king of Lombardy, king Etzel of hunland (hungary) or Hugdietrich of Constantinople, king of greece.

Etzels army -600

The Huns. The great power in the east threatened both the western and the eastern roman empire and caused a great migration for several germanic tribes. You now hold power over 20,000 men, mostly cavalry armed with composite bows and javelins, that will follow your command to the very end. This is a power that required the alliance of both roman and germanic forces to finally halt it's push into europe.
For an additional **-400cp** you can now also field the, definitely non historical, great army of Hugdietrich of Constantinople consisting of 400 banners with 700 veteran fighters with the finest gear under each.

The Hero

A Horse -100

A great horse like Falcon or Schimming, who are kin to Grani, both of great stock from horsemaster Studas. In any case It's a big warhorse. It's strong, smart, enduring. While a punch of a great hero would break the back of normal horses, this one won't even budge. It'll run as fast as a flying bird and it's already trained for war and capable of leaping great distances. It will come to your aid and help you should you be hard pressed in battle, similar to how Dietrichs horse has saved his life several times.

Sword and armor -200

You get one of the great sword of its time, like Nagelring or Eckesax, both wielded by brave Dietrich or the sword Rose weilded by Ortnid and Wolfdietrich. This sword will be able to cleave through helmet and byrnie of lesser quality if you are strong

enough to do so. You also gain a tough but light byrnie yourself as well as the famous helmet Hildegrimm, which has broken many swords and saved Dietrich quite a few times from deathly blows. Additionally you get the shield of king Ortnid, who blocks all common weapons and weakens the blow of all and doesn't let any heat of flame get past it.

Mimung -400

The sword Mimung. This sword was created by the great smith Wieland and was commonly wielded by his son Witting. This sword is exceedingly strong and sharp. Even among other great and famous swords of its age it has a great reputation. This blade will not break even under the hardest tests and it will carve through steel and stone like butter. Even dragonhide or the skin of a hero who bathed in dragons blood may be pierced with this magnificent weapon.

Amalung Warriors -600

You are now the leader of 500 of the best warriors and knights that the house of Amal of the ostrogoth had under their banner. These brave veterans were capable of winning the day for king Etzel, against the forces of king Waldemar of Holmgard or king Oserich of Wilkinland. Included in those number are the great heroes that fought by Dietrichs side such as Dietleib the dane, Ilsung the bard, Witting son of Wieland, Heime, Alphart, Wildeber, Jarl Hornbogi and his son Amlung, Sistram and of course Hildebrand.

The Dwarf

Steed -100

A steed fitting your size and nature. As a dwarf you might have a horse as small as a deer that is nevertheless strong and agile and able to leap incredible distances. As a giant you might ride a massive elephant. In any case the animal will be well trained and come equipped with armor and all the necessary riding equipment.

Flying cloak -200

A cloak of feathers that allows you to fly like a bird. Unlike other famous artificial wings of mythology, these ones won't dissolve in the sun or if exposed to heat. You seem to have great mobility with these and flying won't tax your stamina too much.

King Laurins gear -400

You gain a Tarnkappe. This cap, helmet or cloak makes you truly invisible even to those who are normally capable of seeing the unseen. Additionally you get a belt or a ring that grants you the strength of 12 men and a ring that lets you see that which is invisible, be it hidden entrances or hordes of invisible dwarves. Regardless of your stature you'll also gain beautifully crafted weapons and armor, all made by dwarvish smiths, hardened in dragonsblood and padded on the inside with dragonskin.

King Laurins rose garden -600

You gain dwarf king Laurins beautiful rose garden, his crystal palace and all of his subjects of your own. The rose garden is filled with thousands of roses on a beautiful alpine mountainside encircled by a silken thread of protective magic. Each single beautiful rose is decorated with artful gold threads and precious stones and emits the freshest and sweetest odor. In a well hidden, magically fortified and guarded location you are able to enter the mountain itself and come to a subterraneous, but sunlit crystal palace full with extensive beautiful gardens, ornaments, gold and precious stones everywhere as if they were mere pebbles. You're now also the lord of 3000 dwarf men, women and children as well as a dozen giant guards.

Companions

Canon companion (variable):

Normal humans cost 50cp, valkyries, legendary heroes like Siegfried or Dietrich of Bern cost 100cp, dwarfs and dragons cost 200cp, Aesir and beings similar to them 500 cp

OC companion (100 each):

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8):

You can import up to 8 companions. They get 800 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Drawbacks

Vassal +100

You are not a free man, no king of your own, but instead you are bound to another man in oath and servitude. No matter if you are indeed the greater man, you shall follow his word and judgment as is only right. For an additional +100 this man is obsessed with finding glory and take you to many dangerous adventures and raids. You in turn will be obsessed with protecting that man and his honor so much so, that you'll cry more if you see him sad than when your own sons are being slain in an avoidable war that was your masters fault. For an extra +100 you've become a mere Thrall, a slave with little possession in the servitude of a great lord.

Illiterate +100

Who needs to be able to read anyway. Swinging the sword is much more fun. It can be annoying to rely on monks and priests to read and write letters for you however.

Poor +100

For the duration of this jump you don't seem to be able to hold onto money or wealth. If you bought some treasure in this jump, then you won't be able to cherish it this jump as it will be immediately taken from you. Should you be a king then you will have massive debt, you'll struggle to keep your population fed and your knights and nobles from revolting.

Easily made promises +100

You have a tendency to freely hand out promises and even swear oaths of loyalty. As long as you're not stupid, you won't directly swear contradicting oaths, but to bind yourself in so many societally backed commitments can be quite stressful.

Wrath +100

You have little patience and an overall short temper. It requires very little provocation to set you off and make you rage. Be careful, as many things said and done in anger can't be undone.

Old +100

You're not just old, you're near ancient. Similar to the valiant old master Hildebrand or the loyal lord Berchtung of Meran, you won't be a total invalid because of your very advanced age for whatever race you picked. You'll still be a force to be

reckoned with, but your agility and speed will be decreased and you'll have to suffer some pains that come with age and insults by uppity young knights.

Sleep +200

You have an unfortunate tendency to overextend yourself and following that fall into an extremely deep sleep that not your men, your barking and biting dog or the sounds and vibration of trees being bent and broken by a massive beast could wake you from. If you're unlucky you'd find yourself swallowed by a lindworm before you wake.

Shamed +200

You have been publicly shamed and great sorrow and dishonor has been brought onto you. Until your honor has been restored and you have been avenged, there's little else you are able to think about.

Confusing honor system +200

Everyone around you seems to have an understanding of an honor code as well as a sense of what is societally expected, you simply don't understand. You will for example see that one will begrudgingly give away horse and armor after losing a draw of the lot, as respecting the result of the draw is the honorable thing to do, only to immediately pursue the one that has taken away the prize and demand it back, else they'll kill them, with everyone around you accepting this as within that mans right. You will never know when you may offend someone or when others around you, who you thought honorable men might attack or pursue you or steal from you as that is within their supposed right.

To love another +200

You love someone you can't have and never will. Maybe your true love has already passed. You might be currently trapped in a loveless relationship with you being unable to not constantly compare your current worthless partner to your true love.

Honorbound +200

You do have a very strong sense of honor that will cause you to face various complicated decisions. You will always do what is "right" as your honor demands it, but it probably won't feel good killing your friends and family, because you've sworn some oath of fealty to an opposing party for some reason.

Greed +200

The curse and doom of king Etzel and countless dwarf kings. You are greedy for gold and other valuables and often risk quite a lot to gain more. You're not necessarily stingy with your money, but nevertheless you always want more.

Vendetta +300

Everywhere you go, at least someone will have a vendetta against you, since you apparently have the tendency to travel around and kill people. Everywhere you go there will be a brother, or father or old companion of one you have killed. They will inevitably try to take bloody revenge on you. These people you encounter will range from lowly criminals, to lovely maidens, to ferocious giants and to mighty kings.

Treachery +300

Treachery is everywhere around you. It festers within your ranks, in the heart of your wives and concubines, in your most trusted advisers, friends and even companions. While this doesn't necessarily need to involve attempts on your life, it will always cause the affected individuals or groups to interfere with your plans and may still involve plans to end you.

Prey +300

The mightiest of beasts, such as worms and dragons of all kinds, griffons and lions, bears and elephants find you to be the most delectable of prey or greatest foe to be trampled or ripped apart. They seem to be drawn to you all the time and as soon as they sense you they'll try to attack you before all others.

War +600

You've made many enemies out of many mighty kings and as long as you stay here you'll have to fight war after war against kingdoms and empires of similar size and power to yours. As soon as you've crushed a foe the next kingdom will take the opportunity of attacking you as you're just recuperating. As your ten years here draw nearer to the end various kingdoms will ally themselves against you and the wars you fight will devastate many lands and the wailing of the women will reach the heavens.

Notes

This jump is based on several German heroic legends, mainly those surrounding the character Dietrich von Bern who is based on the historical Theodoric the great, of the Amal line, king of the Goths.
Other german heroic legends of note here being: The legends of Dietrich von Bern, The song of Kudrun, The song of the Nibelungs, Waltarius and the legends of Wolfdietrich and Ortnid.

You are free to treat this jump as a “fantastic medieval adventure general” or follow specific stories and tales which have influenced the jump (see reading list) or mix and match several of the stories together as many of these legends have heavy crossovers (such as Dietrich von Bern with the song of the nibelungs and Waltarius)

Reading list

The norse Thiedreksaga, based on german sources, poems such as the Hildebrandslied, Dietrichs Flucht, Rabenschlacht and Alpharts Tod, several tales and sagas about Dietrichs fantastic adventures, including King Laurin, Rosengarten zu Worms, Virginal, Der Wunderer, Sigenot as well as other legends with important side and background characters such as Wieland the smith, but also the song of Kudrun, The song of the Nibelungs, Waltarius and the legends of Wolfdietrich and Ortnid.

-HDManon