

VOYAGE TO VALHALLA

Fate Legends: Norse, Germanic and European Myths

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Introduction

Many mythologies call this world their own, from the tales of Yokai and Gods in the East, to the bloodthirsty Aztecs of the West. But all mythologies have eventually deteriorated, forgotten as mere legends. Endings are a part of any tale. And there is no mythology that has as grand an end interwoven into its mythos than that of the Norse Gods.

Welcome to the Land of the Asgardians, one of the greatest and most well-known Pantheons in all of history, with the greatest of warriors you can find. Of the All Father ruling the Realms with his great wisdom. Of Thor battling Giants with his incredible power. Of Loki and his mischief ensuring there is never a moment of peace.

The Gods make their mark on history, inspiring civilization to worship their greatness. Until the day it all comes to an end. The day all prepare for in their own way. The greatest of all Battles to end the Age of Gods in these lands, Ragnarök.

But even on the ashes of Ragnarök there were new Legends worth immortalizing. From Dragon Slayers, warrior Kings and ruthless Vikings, to Poets and artisans. From star crossed lovers to bloodthirsty maidens. No matter the day or age, there is always amazing things to be found in the Northern Lands.

You will stay here for 10 years or more and have 1000 Choice Points (CP) to prepare for the challenges to come.

Locations/Timeframe

Where will you start your own Epic? Though not as vast as other lands, the reach of the Norse Gods was still far indeed. You may start within any of these countries and realms in Northern and Eastern Europe. Perhaps Scandinavia where the Gods themselves ruled? Hungary where a sadistic woman bathed in the blood of innocents? Or Germany, once filled with the tales of Siegfried the Dragon Slayer. As long as it can be considered part of this region you may start there, but when you start is another question worth answering.

You will stay for at least a decade though if you like can extend your time here by a few centuries. Your starting point can be anything between 1200 BCE up to the beginning of the 21st century.

If you would like some pointers as to what you can expect in certain periods, you may take a look at the following section.

An Age of Gods- 1200BCE/1000BCE

The most eventful time of all, where Mystery still has a strong influence. The Gods yet remain in their great Halls. Sefar's invasion has been long ago, the Gambit with the King of Uruk failed but decline has not completely come to pass. The Asgardians battle for the fate of the Nine Realms and Ragnarök is still far away. The likes of Sigurd must have been active in these times too, his and Brynhildr's daughter eventually sleeping past Ragnarök.

That being said I do not recommend starting in 1000 BCE if you want to avoid battle, as that is when Mt. Katla will erupt, in truth Surtr rising to burn the Texture of mystery.

Rallying of the Magi- 300CE

Many Magus have made a name for themselves. But few are as accomplished as the man you may meet or follow in this Age. Challenging the King of the Vampires, Zelretch would gather the Magi of his time, becoming the feared Wizard Marshall.

Das Nibelungenlied- 436CE/456CE

Some stories are so great they can not help but repeat themselves it seems. Or at least this tale possesses a lot of similarities to that of Sigurd's own. Siegfried, the revered Dragon Slayer, would embark on his quest. A quest that would end in him asking his friend Hagen to kill him to ensure peace. A plan that was ruined with Siegfried failing to realize the pain his death would cause as his wife Kriemhild embarks on a revenge quest. Twenty years later, after marrying Attila the Hun for the sake of her goals, she would slaughter both her brother and Hagen only to realize the truth of Siegfried's death and dying with rage in her heart.

Epic of Beowulf- 510CE/560CE

The sixth century was a time for many battles. Few are perhaps as memorable as those of Beowulf, the protagonist of one of England's oldest Poems. The Swedish warrior would traverse the world, reluctantly become a King for there was no one else for the job and of course battling his most fierce opponent Grendel. Fifty years after that deed, he would finally be slain in battle with a fierce dragon.

Viking Age- 800CE/932CE

The ruthless warriors of the Norse call this time their home. Raiding, trading and settling all across the waters and Lands. In the early 9th century, Ragnar Lodbrok, the last Einherjar will begin his story, claiming to serve the disappeared Gods. Erik Bloodaxe will begin his short rule over Norway in 932, the blood of his brothers still fresh. Just two of the many Viking's making a name for themselves.

A Hunters Defiance- 1307CE

In Switzerland a tyrant is ruling with an iron fist. Independence and freedom seem like impossibilities. However it is now that William Tell would make his mark on the world. Starting with a legendary shot to save his son, he would work to ensure his family is safe, eventually giving way to the founding of the Swiss Confederacy and his nations freedom.

Killings of the Blood Countess- 1590CE/1610CE

One fateful day, a famous noblewoman had her hair done by a maidservant. When the comb got caught in her beloved hair however, she stabbed the servant with a hairpin. And when that blood fell on the back of her hand, Elizabeth Bathory noticed how smooth it felt. This would begin a series of deaths all so Bathory may preserve her beauty. Between 1590 and 1610 600 woman would die to her sadistic whims before the murderer herself finally was sentenced and locked up in the catacombs of her own castle, screaming that she did nothing wrong. Until four years went by and the soldiers would notice the food she was brought turned rotten, the Countess reign having ended for good.

Seafarers Curse- 1641CE

Some man life for the sea. Others are forced to life for it. When it comes to myths related to sailing few are as infamous as that of the Flying Dutchman. The moment where that tale was born is in the Netherlands of 1641, with Captain Hendrik van der Decken being cursed by a Devil of the Sea.

Creative Times- 1500CE/1541CE/1761CE/1837CE/1887CE/1917CE

Mystery has come and gone but mankind yet endures. They endure and create and if there is any time period for the arts, magical or otherwise, it is this.

The story of Faust will play out around the turn of the 15th century, though you'll find Goethe took some liberties. Paracelsus would find himself face to face with the Magic Associations enforcers in 1541, killed for wanting the world at large to be aware of magic.

Wolfgang Amadeus Mozart would begin his career in 1761 barely 5 years old. Hans Christian Andersen will publish his Little Mermaid in 1837. Van Gogh begins with his Sunflower art series in 1887, three years before his untimely madness related death. The beautiful dancer and spy Mata Hari would be executed in 1917.

Holy Grail Wars- 2004CE/2014CE

The world of Magus is regularly impacted by the ambitions of their kind reaching its peak. For many, participating in a Holy Grail war promises to be the opportunity of a lifetime. Two distinct Grail Wars may happen here, one being the Greater Grail War in 2004 and the other the Doubles Subcategory Holy Grail War in 2014.

Alternate Timelines

Human history gives way to numerous stories but also numerous potential differences. If you like you can use any of the bellow options to enter a different version of this world. Multiple options may be taken if desired and possible.

Broken Ragnarök

Ragnarök was a fated occurrence, stripping away the mystical texture of the Norse Lands. But Surtr was not content with just this. He wanted to burn the whole world, devouring Fenrir and using his combined power over fire and ice to slaughter the Gods. After great sacrifice, Surtr was sealed inside the hole that used to be the Sun, but destruction remains.

There is only one Goddess remaining, Skadi, fused with a certain Queen of Shadows. She is a true Goddess, no mere Divine Spirit and wielding all the power that implies, as well as the Primordial Runes to great effect. The Mother Goddess and her Valkyries are desperately trying to keep the world running, enforcing systems in small villages where anyone who hasn't given birth to a child is send to be eaten by the roaming, barely controlled Jötunn at 15, and 25 if they do raise offspring.

It is a broken World, but perhaps it can yet be fixed.

Revenge Postponed

Unlike a great Heroe's fate in Proper Human History, Siegfried never failed to inform Kriemhild of what he planned and his beloved Wife refused to let him be his selfless self this time. As such the woman who was to be the Vengeance seeking Maiden never departed on her rampage, but the political situation is still dire and may need a lot of finesse to resolve, or a war will break out all the same.

Idol Countess

Elizabeth Bathory is a noble woman with more than her fair share of sadistic tendencies. However now the legend of the Blood Countess never would be so horrific and full of victims. Instead Miss Bathory desires to be loved and adored by the public and actively tries to prevent becoming a worse person. She constantly reinvents herself, right now a particular focus on the musical arts. When she sings for someone else she isn't even bad at it.

If taken with Delayed Twilight she may even sport a certain set of draconic characteristics.

Faust: A Tragedy

In truth, Faust was a genius but the devil Mephisto? But a mere Homonculus the Alchemist treated nicely, only to be betrayed by. This timeline is different however, with events transpiring much closer to how Goethe would describe them in his play. Mephistopheles is a true demon, perhaps related to a certain set of pillars and made a pact for Faust's soul to bring him fulfillment. Whether or not Faust ends up condemned or saved? That remains the question indeed.

Beloved by Demons

Mozart was a man unlike any, with a genius unparalleled in the musical arts. His sheer obsession even protected him against as hostile influence. Or at least it was supposed to. Through some means, the

Demon Pillar Amdusias, managed to claim him after all. Now possessed by a part of the Demon God, Mozart is no longer a harmless musician. Who knows what the Demon will do if he is not stopped...

Delayed Twilight

For one reason or another, the Volcano never erupted, Surtr remains in waiting and the degeneration of mystery never was as absolute as it should have been. Mystery and Magic still fills these Lands, with the phantasmal being just one voyage into the wilderness away. Perhaps Ragnarök will come to strip away the texture making this possible... but it will not come today, not tomorrow and not for the duration of your Jump.

Origins

Any origin may be taken without background memories or any pre-existing history in this World.

WARRIOR

There are no greater fighters than the mighty warriors of the Norse. Even Dragons fall to the might of living examples of power like Sigurd and Siegfried. No matter what you are, a traveler, a King, a parent, the one thing no one can deny is that when you enter the battlefield, everything changes.

DESTROYER

Destruction and War is deeply ingrained into the ancient stories. One only must look at the ever looming Ragnarök. But with destruction comes change, evolution and even rebirth. For good or ill, you are a destroyer. The likes of Surtr and Fenrir who embody the twilight of the Gods themselves could be those you associate. But even beyond the Gods, destruction is prevalent, warriors like the King of The Huns more than capable of representing this idea in the realm of man.

BELoved

One may remember the fabled warriors and slayers, but the people by their side are no less worth remembering. The allies, the star-crossed lovers, the widows. Or maybe just the beauties who never found their perfect match. Your place in a story is by the side of ones Epic or as a figure that seeks love. Let us hope your story does not end in tragedy.

POET

Only an illiterate fool would think these lands are without poets. A true warrior is one who can use his mind and his voice in the same way he would an axe. There is benefit to committing oneself to such practices. Though there is a certain Poetry also in the arcane and other arts.

DiViNE- 600

With the decline of mystery and the perishing of Gods, much glory and valor was lost. Yet what remains is still a terrible force of nature. Through this purchase, worth 600 CP, you can become a divine spirit yourself, the remains of a God in the modern world. You can freely decide your appearance and remain unchanged by worship unless you choose to strip yourself of that protection.

Though you fall short of the likes of Odin, your raw power and magical reserves are still terrible indeed, matching that of the likes of the Heroic Spirit Sitonai. Castles and Towns would fall before your might.

As a divine spirit you have one single Authority as well, the divine right of a God to enforce their will on the world. An Authority allows you to use your magical energy to enact almost any effect, though it is far more efficient to create magical effects that relate to your Authority. A Goddess of Ice and Snow will find herself much more effective at freezing an enemy than they would at healing. Other things, like gifting them for others to use, use them as a source of power or developing it into a system of magecraft is possible with an Authority as well.

Your Gender can be freely chosen no matter the Origin. Your Age for every Origin besides Divinity is 20+3d8. As a divinity you are possibly much older and you may choose any age between 100 and 2000.

Perks

Valhalla Candidate- Free

Man used to be so much greater in these times, in ways so many can't really begin to understand. As mystery faded with the fog of ages, so too did this potential but an average warrior is bound to at least have this. Physically you are relatively fit and well trained with the kind of hardiness to brave the cold Norse wilds. You also capable of dealing with the cold much better, walking unimpeded through snowstorms with nothing but your pants on you. But there is so much greater potential within you.

You possess a set of 40 Magical Circuits, the kind to make you a capable Magus in more advanced times. In addition you have a, for now small, affinity for the unique magics of the Norse. Runes. You can understand their language and though you are a far cry from masters like Odin or Heroes like Sigurd, you have a basic enough understanding to replicate basic effects. Apply yourself and perhaps one day a Valkyrie will come for you.

Epic Saga- 100

Many are the legends of Heroes on their Journeys, warriors seeking glorious battle and wandering vagabonds. The life of one such fighter is a colorful and eventful one. If you wish to experience it for yourself, you may do so. Opportunities for adventure fall into your lap all the time, be it by people coming to you for aid or fate just conspiring to lead you into a village under attack. Occasionally you may even get some life lessons out of it. Make sure your adventures are worth telling.

Mysterious Creature- 100/200/400

The Norse lands are, or used to be, home to many fantastical beings. Some dangerous, others benign, but each in their own way unique and sporting all kinds of powers.

For 100 CP you may inherit the body and powers of a lesser but still noticeable being. The hardiness of a dwarf or a goblin perhaps, still a threat to the common man.

For 200 CP you're far more potent an entity. Abilities more versatile or simply more mighty. The greater Giants would apply, as would Succubi or Incubi.

The final option, 400 CP, costs plenty but gives much. Your Monstrous form is now a titan in its own right, comparable to the likes of dreadful Dragons or the shapeshifting Grendel in power and versatility.

Magus- 200

There are many families in the world of the Arcane, possessing their own specialties and histories. And with this you would be a worthy Heir of any Magus family. Your experienced at using your Magical Circuits to create phenomena, with said circuits being of high quality. But that is just the beginning, as you have a specialty, a unique blend of magecraft to call your own. Maybe you possess the Anti-Beast Magecraft of the Zemlupus, allowing you to fend off wild animals and giving you an advantage over any magus whose specialty relates to animals. Or you are keen in Jewel Magecraft like Edelfeldt or Tohsaka. Whatever it may be you already start with a decent amount of experience in using your speciality.

Dwarven Blacksmith- 300

Warriors need tools. Some may be happy to simply punch and kick all in front of them but there is no reason to deny the usefulness of armor, weapons and other aids. Fortunately you are just the one for the job, your mastery of smithing and forging equaling that of the dwarves themselves. Additionally you are skilled at the process of restoration and renewal, knowing how to improve and fix a weapon. Even the legendary weapon Gram, shattered by Odin, may once again strike down all after you had a chance to inspect it.

Hunter of Uri- 300

The wilderness of Switzerland is an untamed place of opportunity for a Hunter. The kind a skilled Hunter like yourself would find great enjoyment in. Your competence in all fields relating to hunting is vast, treating a crossbow, visual acuity, eyesight, creating traps, easily finding your way and suiting locations for your needs in mountains and any wilderness, all that is more than within your skill range.

But your best trait is no doubt you're shooting. With any ranged weapon of your choice, you can even give William Tell a run for his money. Flawlessly shooting an apple off the head of the person you love and the sheer patience to lie in waiting for your target to arrive and controlling your body so that your breathing and heartbeat are perfectly still, perfectly adapted to the world around you and not even noticeable. These are all the marks of a great Hunter.

As a final benefit, perhaps because of the trust someone put in your abilities, you can fire with such magnificent skill that it messes with the principle of causality, being fundamentally impossible to dodge. Of course such a shoot does require a fair bit of concentration, focus and energy. But when you need to make a shoot count this is more than worth the requirement.

Mystic Eye- 300/800

What a pretty eye you have Jumper. Yes, singular, for there is one of the pair that truly stands out and allows for great power. Be it by robbery, experimentation or gifted birth, within your skull is a potent Mystic Eye.

A Mystic Eye is a supernatural power, located within the eye and allowing one to affect the world through sight alone. Your singular eye is of potent enough power the Mages Association would give it a Jewel Rank. The Mystic Eye of Prolongation, wielded by Ophelia Phamrsolone and capable of perceiving and culling possibilities of a target, is a fitting benchmark for you to design your own. Though a Mystic Eye surpassing this level of potency, like those of Balor or Death Perception, remain unattainable with this Perk.

If you however desire something far surpassing your station there is an option. Pay 800 CP but that is only one half of the payment. The other is sacrificing your other eye, the same way the All Father did to receive his knowledge. This eye can never be recovered, if done so in any way you will lose the benefit of this Perk. In return its power shall be incredible, on par with Odin's own. A multidimensional eye that synchronizes with other world variants of yourself and allows you to even see thousands of years into the future. That is the new limit in regards to what this eye can provide.

Civilization Erosion- 400

The civilizations of this Planet have developed many interesting tools in an effort to grow beyond themselves and conquer this world or each other. Why bother with inferior tools if you yourself know exactly what is best suited however? With this, anything in your grasp automatically is transformed into its best form, currently most suited for yourself. Even a simple blade, rusted and dented, could become a sword of the Gods if you believe that to be most fitting. The range of what can be affected is vast, even something like Horses being applicable.

This Perk is based on your own perspective and not someone else's. What you consider best may also not be the best version of the object you're holding, not the object at its greatest or the best in existence. Additionally the objects are, although improved, easily affected by whatever current obsession you may have. One obsessed with Christmas may have their Horse subordinates turn into something resembling sheep and their sword become a Cane.

Forbidden Bloom- 600

Although the Gods and Champions of Asgard are mighty, there are beings out there, beyond the Horizon, who one does not wish to ever know the existence of. One such entity would have caused the madness of a genius painter and eventual suicide. Now one such entity has linked to you, perhaps intrigued by your tenacity.

Fear not for unlike Van Gogh you have not suffered any of the downsides. Instead you just inherited a small fraction of this ancient abominations authority. An evil God of Flowers connecting to you may have resulted in using petals like sawblades or summoning strange jellyfish like creatures. Willingly letting yourself dive further into insanity however, denying the inherent protection of this Perk, may increase the potency of these abilities but beware of the potential risks.

The pinnacle of these arts is the incomprehensible itself. A Reality Marble, containing something beyond human wisdom and eroding reality, summonable at your behest. Mental structures of others are altered and even Saint Graphs are not safe.

Warrior

Viking Valour- 100

Go forth warrior. Valhalla awaits. And the halls of the All Father have use for one such as you. You may not be the most skilled or powerful but you do have the marks of a warrior. You know the basics of armed combat, have years of experience to draw upon and possess the kind of mentality needed in a battle. With just this you already are able to pull your weight in any Viking Crew.

A Father is a Hero- 100

There are many reasons and paths to being a Hero. But the ones who rise to the challenge may not be doing it for the good of a country but for the good of their family. You're a great father, the kind who could imbue important life lessons into your son and be worthy of said son's unquestioning trust and love. If you were ordered to shoot an apple off your child's head, they will not even for a second doubt you could. When it is for your family, you have a feeling what to do to ensure they are safe and happy, even if it means taking down a Tyrant.

Additionally you have one belief. One virtue. One simple thing so integral to your being you can not break it even if your mind and body were controlled by a Deity. William Tell for one does not hurt children. Never has and never will no matter what. What will you choose?

Berserker- 200

The flow of battle is a drug unlike any other. Stories are aplenty of man lost in furor and rampaging across whole armies. But it is important to still possess a keen mind. Like Beowulf you may be the origin of a Berserker, ferocious in battle and leaving an impression on your enemies as one they should not engage, but you never lose yourself. Even in the pits of Madness and rage you can think clearly, your skill undiluted.

Which is all the more useful for you can at will tap into this state, giving you the abilities of a Berserker. You become a beast whose instincts decide the flow of battle with the raw striking strength to match and any negative mental interferences like fear or confusion cease to be. As a final benefit you are enduring, not giving up in a fight until you are dead and even in old age losing none of your combat prowess.

Fulfilling Wishes- 200

So many cry out for a Hero to save them. Who will answer to their pleas? Turns out you will. You who is as selfless as they come and find yourself arrive where you are needed most. If you desire to be the Hero who fulfills someone's wishes take this Perk. The needy and desperate will know to come to you and your paths cross as if by fate ordained. It just so happens that you usually will have the skill and capability to make them come true.

Your resolve is unshaken if you chase such goals. Even if it is your own death that was needed to fulfill someone's wish, you could do it without blinking as long as it's a wish you support. Let us hope this selflessness won't make you feel empty at the end of it all.

King of Warriors- 400

In this day and age, to be a leader you must be a fighter, able to protect your people and kingdom with your hands and blade. That being said a true leader is not just a presence on the battlefield.

They must be one in their Home and State as well. You have an uncanny charisma, carrying yourself with the presence of a King and getting people to support you and your cause. You could easily slip into being the protector or leader of a suffering village and can take into account necessity and fairness of the situation at hand to avoid terrible outcomes and benefit everyone. Leading your man into battle will show you be a great Captain and needing to guide them through crisis in the Land will proof you as a great King. The societies you shape are righteous and just, eventually remaining this way even without your Kingly presence to ensure so.

Grendel Buster- 400

You may have lost your weapons and armor, maybe are facing off against some Beast all alone. But that does not mean you are out of options. For as long as you have your arms and legs, you are still a prime example of primal strength. Your raw physical power is such that you could beat the fearsome Grendel to death with your bare hands. Why the act itself is conceptually a part of a special attack you can perform, when you lose or discard your weapons to fight solely with your fury, increasing your great strength and restoring what power you may have had but lost due to circumstances. A mere Servant could once again wield the power they had in life.

In addition, since this attack happens with your own limbs, the most primitive form of weaponry, anything with the characteristics of 'grasping and perceiving attacks after seeing them once' are useless against this attack.

Dragon Slayer- 600

The evil dragon shall fall and the world will reach its sunset. For you are here to ensure that. Some may reach legendary status after many trials but you? You already reached this pillar.

Siegfried, one of the greatest Heroes in mythology. He is your peer and perfect equal. Your skill in battle is as such that even a twice over more powerful opponent, enhanced by the Holy Grail, could be matched by your sheer prowess with a sword. The kind of skill no doubt helped you as you slew a dragon. Whether or not you truly have already done the deed matters little for you receive such rewards now. Your every strike is vastly more effective against draconic enemies. As long as they can be counted as being a dragon, even if they only have the core or blood of one, they will suffer far more damage from your attacks, as if you are their weakness. As such attacks from them are also less powerful against you. And that is without counting what kind of durability you have now.

Your body itself is a titan, unmoving against the greatest of attacks for you bathed in the blood of Fafnir. Your skin is like dragon scales, invulnerable to anything short of something on the level of a Hero of Charities Spear. Especially in a defensive battle, you are like a moving fortress as your protection increases even further.

There is one downside to this blessing however. One part of your body was not receiving the dragons blood, causing a weak spot the size of a linden leaf. This weak spot can not be covered and must remain exposed at all times. Any attack you suffer there will not be weakened, impacting you with its full force and damage to your weak spot is considerably more difficult to heal.

Also due to the nature of your protection, if you yourself are struck with something possessing an Anti-Dragon attribute, the protection will be slightly weakened.

Völsunga King- 600

Sigurd is without doubt an accomplished hero, the greatest in Northern Europe. Even without his infamous Cursed Sword he was capable of much and a one of a kind fighter. And now he has found a perfect match, a fellow distant descendant of Odin.

Your talents and skills are spread and wide but no less potent. Your strength and speed is already now great enough to battle dragons. Already you swallowed the heart of one, giving you an enormous supply of mana and the regeneration of such to match. This shall serve you nicely alongside your fantastic skill as a swordsman, rider of mounts and vehicles. You have been given lessons by the Valkyries themselves in the arts of Runes and took to them with ease. In general you are a well rounded hero and when it comes to learning what you don't yet know but may need you are equally as capable.

But your greatest attributes are your willpower and your capacity for love. Your will is so mighty even the Great Giant Surtr would have to struggle to suppress you. Should something like him break out of your body, you could even will yourself to simply keep going. And your love? Strong feelings of love for another can bring you to ever greater heights, fighting alongside them making you a noticeable threat to the greatest of Norse calamities. In particular you are good at making love work and being there for your love. Should they be cursed to kill you, you would simply prove your love by enduring all their attacks and staying alive for them.

Destroyer

Revel in Evil- 100

It is a twisted mind that relishes in destruction. That enjoys the burning of nations and ending of life. For a true destroyer, morality is a hinderance and the mindset of a terrorist more appropriate. Any morality you may have can be turned off at will, traded in favor of enjoying the suffering you cause. Do note this doesn't stop you from feeling other emotions or other sources of happiness like love.

Bad Civilization- 100

Some things are meant to be destroyed. Destruction is necessary so new creation can occur. Whether that is a person or something as great as a civilization. At a glance you know the value of someone or something in accordance with your standards. While this does not give you any additional power in destroying what offended you, at least there should not be any doubts for you remaining. Even something like a holiday can be judged this way.

Scourge of God- 200

A punishment by the Heavens. A dreaded thing that leaves ruins in its wake. These are all the ways with which people may refer to you, especially if you have the power to back it up. If you yourself are strong, those weaker than you can be made aware of it simply by your terrifying presence. Conversations about you will be about your horrifying strength, eclipsing anything else and even years past your death you may be remembered as a horror on the battlefield.

Twisted Monster- 200

If you were to ask Beowulf what the most dangerous foe he ever faced was, he would tell you it was Grendel. Not just for its power, but because of its mind. Yours is an intellect of considerable strength. Even as a mere beast you could learn speech simply via memories. However were you truly shine is causing dread, knowing just what to do to trap people in their dwellings and generally greater at intimidation and scare tactics.

Chainbreaking- 400

People seek to control what they fear. What is capable of bringing about their end. Fenrir, Odins bane and killer to be, was on the receiving end of such fear, being bound with three chains in hopes it would control him. Alas it only delayed the inevitable and Fenrir eventually brought down the Sun. Much like with said Wolf, restraining you is only temporary. Any prison, trap or restriction meant to contain you, will eventually give away. The more time passes, the less effective your bindings will be, till eventually you will always break out. Just be patient. Your time will come.

Twilight of the Gods- 400

The time of ending has come. The fading of mystery and the Age of Gods is at hand and it is civilizations time to rise up. But no ordinary Beast or Giant could hope to tear the Gods of their throne. For that there is you. You are imbued with potent anti-divine properties, making you all the more effective, lethal and dangerous for any opponent with divinity coursing through them. By itself this is not enough to bring down Asgard... but any God challenging you, deep down, will know of the danger you bring.

Devourer- 600

It is your fate to destroy. To feed all there is to the flames, instigating the Twilight of the Gods. The realms and their rulers merely serve as timber to burn for your goals. And as such you shall feast. Much like Fenrir and Surt, you have the capability to eat the greatest of things. Doing so makes yourself greater, akin to gaining authorities. Fenrir with such an ability feasted on half of Nifheim, commanding mighty ice and frost as a result. Even a deities corpse, when consumed, will give you such benefits, the Surtr of a parallel World robbing Fenrir's own ice from his corpse.

The greatest gains through this ability comes from eating ever greater prey. A single normal human would grant you next to nothing. But a Servant? One of those could boost your power proportionally. By consuming enough you could even break bindings upon your very being, as a Servant even a Master first struggling and eventually failing to control you.

Evil Dragon Phenomenon- 600

Greed is an insidious force. A corruptive power that can turn man into monsters. And one of the greatest Monsters was the infamous Dragon Fafnir. Though given the mystery regarding his appearance in the stories of both Siegfried and Sigurd, perhaps its best to refer to Fafnir as a series of Evil Dragons and not just one mighty one. A kind of Evil Dragon you yourself now embody.

Whether or not you shared this greed matters little now for you wield the same power as a Fafnir does. Your might surpasses even a Tarasque of old, with strength to do battle with legendary Heroes of this time. Your scales are impenetrable to all but the greatest of punishment and your mana reserves are vast, equally as fast replenishing thanks to your reactor core. All that combined with your mighty fire breath makes you a powerful foe indeed.

But this Perk's power is beyond simply the might of a Dragon. In your presence, Greed can turn others into one such as you. You can use the Greed of an individual to slowly morph them into a Fafnir like you, amplifying their power as described in this Perk. What kind of Greed, if it's the sort that desires more and more wealth or a destructive desire to burn the world, matters not. Just that greed exists, the stronger the desire the stronger you or those you curse will be. A Dragon desires and desires shall be fulfilled.

You may also use Fafnir's curse to target a person's soul and mind, hypnotizing them and melding their soul with yours so they may share your desires. Like say one for destruction. Who says you must burn the world alone?

Beloved

Noble Maiden- 100

There is hardly a better reward for any Hero, than the love of a good woman. To receive such affections, Kingdoms were made and raised. And it is exactly that which you are very skilled at granting. Declarations of love spoken by you will always expose the truth of your feelings. Affectionate acts feel better, more right for you and your partner. Love itself just feels better. And if your angry with your loved one? They will understand why, seeing through even your own delusions your true feelings. Words of warning are no less effective, such that you could even make someone tempted to change their name lest they suffer their namesakes fate.

Furthermore if you can connect something to your love, boundless motivation will fill you, the likes to embolden your actions for many years even after the last time you two met. May you live happily ever after.

Perfect Body- 100

What a fair maiden to rest inside a flame surrounded pavilion. What a gorgeous beauty to come across. Indeed it is an undeniably fact that you are beautiful. Describing you as having a perfect body is the only way to do your appearance justice, anything else falling flat. Your guaranteed to make many heads turn and even a great Hero may just fall for you on first sight, even though he resolved himself not too.

Accursed Witch- 200

It is important to lay claim on what is yours isn't it? And wouldn't it be particularly insulting if someone makes a move or uses your love? The Bloodaxe certainly had a possessive wife and you may imitate her. Your particularly skilled at keeping undesired company away from another, be it through trickery or threats, all while operating behind the scenes. If communication really is necessary with others, you can even speak for them, magically your words coming out of their mouth. Particularly useful if your beloved can only roar and grunt. These are rooted in curse arts, of which you have a decent grasp of, also knowing how to increase or lessen ones Berserker like fury.

Reciprocated Slaughter- 200

There are few things as dangerous, as cataclysmic, as a lady desiring revenge. And may the Gods have mercy on the target of your revenge and all connected to it. Your anger and madness is like an infectious plague. In your presence, conflict intensifies, murder devolves into bloody massacres, wars into wholesale slaughter. Fear and dread of these acts will be contributed to you and your rampage and if you want someone involved in your schemes, they have no way of escaping the sight of blood.

Queen of Revenge- 400

Hell has no fury like a woman scorned. And your fury is unlike any other, only matched by the vengeful Kriemhild in potency and destruction.

You're a cunning Mistress when it comes to Revenge and Plots. It is as if a step-by-step instruction comes to your mind when you desire to bring someone to an end, instinctively knowing what you must do. Burn down a house? Marry that warlord? The instructions don't always care about morality but there is no doubt they will be the most effective way for you to tear your despised enemies apart.

These goals for revenge ignore things like warrior's creed, making anything you do all the more effective when used as a sneak attack. Rigging a building to burn as a hidden surprise is child's play, even summoning dark energy and flames to do the deed, though if one prepares beforehand survival of such traps is more likely.

But even if you excel at surprises your no slouch in combat thanks to your anger, these same dark energies and fires covering your weapon. Wielding a cursed sword might not make you as skilled as its original wielder, maybe even lacking the fundamentals, but your anger lets you face them as something just short of an equal all the same.

Sunny Eyes- 400

Not all lovely women ever reach their happy ending. Yet it may seem unbelievable considering the sheer loveliness of your every action. Your body gives off pheromones, putting man and woman alike at ease and dissolving any wariness. With some well-placed words, which you are more than capable of doing, you can then extract all kinds of information of the people around you.

Your very presence is not concealed, but believed to be harmless and familiar, hostility being imperceptible coming from you. Though that effect stops when you actually move to attack.

Though there is more beyond simply appearing harmless. You are skilled at using your body, both as a dancer and as a lover. Moving in certain ways may make it impossible for man to harm you, requiring them to blindfold themselves to be able to shoot your naked self. And if you are allowed to dance? You know of a special performance, bewitching them and numbing thoughts until the next sunrise, till then those who watched you being essentially your lovestruck puppet.

Romantia- 600

Thin are the lines between unending love and unending hatred. Emotion and passion can come to extremes for both and there may be a time where you need to kill what you love. And fighting you? Those you love cannot escape what you share. The more you love someone, the more attracted to them you are, the more severe your attacks are against them. And if the love ever was reciprocated? Nothing but the greatest of warriors could hope to survive you.

This destructive love can be imbued into your weapons or even be made manifest in the form of a fitting weapon, be it a mithril spear, a set of claws or other. A fitting tool to bring an end to your cherished other. When fully grown in accordance with your love, even the Goddess Hel may be slain.

Valkyrie- 400/600

When the White Titan fell, its body was not left abandoned. In his infinite wisdom, Odin sought to use the dreadful being's remains. The result is your existence and that of the sisters you now can call your kin. You're a Valkyrie, an automaton as a terminal crafted by the All Father. You in particular are a match for the eldest of your sisters Brynhildr. You possess a Divine Core, closer to that of a true Goddess with all the power that implies. As a result of tens of thousands of battles you've become a master of combat as well, as you dance in the skies among the battlefields. Animals treat you like a part of nature and the language of birds is easy to understand. The Runes, the magic your father Odin has mastered, are also at your beck and call, with enough skill and power to blow up all of Tokyo at once when fully powered.

Finally it is on your nature to grant victory to your allies and Heroes. By synchronizing your magical energy with another, you may allow them to succeed in endeavors where they otherwise would have failed. Even the whims of fate can be altered ever so slightly by tearing up a piece of cloth imbued with your energy, potentially making the difference between victory and defeat. Any warriors worthy of your aid will also become visible to you at a glance, manifesting in various levels of attraction, or another way if you don't want to risk falling for any random combatant.

If you wish to not be as powerful as your big Sister, you may instead only pay 400 CP to be an average Valkyrie.

Poet

Never Forgotten- 100

Among the billions of humans, who is remembered? How many of them will even years from now be on the minds of others? You may not be a great Hero or Tyrant, but in a way you shall be immortalized. Your works and deeds will be guaranteed to be remembered, particularly in the region you acted them out and equivalent to the magnificence of your deeds. A great musician will have their compositions be as renown in hundred years as they were today. Even your name and history can be made immortal, as authors and artists will feel compelled to write your story. Perhaps Goethe could give you a happy ending in his story, even if your life did not have it.

Artist- 100

Culture is the lifeblood of civilization. And with you the blood shall flow more than any Viking could cause in all battles. You are a skilled practitioner of one kind of artform, be it Music, the written word, paintings, theater or any comparable field. Your competence is noticeable and will ensure your renowned as a capable practitioner of your craft. With time and effort, you may just reach the best of the best.

Open Door- 200

Suffering builds character and don't genius artist suffer so? There is something about misery that seeks them out. Or is it the other way? Much like a certain devil, you find the door to 'Hellscape' is always open for you. Horrible environments, horrific circumstances, you need to but seek them out and find a way to get there. In particular rare and outrageous cases, you may even end up in a different time all together without the use of advanced magic, science or the byproduct of both. What will you do when in hell?

Human Observation- 200

If you want to write about man, you must understand them first. Your observation skill and understanding of human beings is more than up to the task fortunately, matching the likes of Hans Christian Andersen. By observing those you perceive, you can hypothesize the livelihoods, likes and lifestyle of people with frightening accuracy, as if they were an open book. Something resembling eidetic memory comes with this benefit as well, allowing you to sincerely and truthfully write what you see.

Innocent Monster- 400

The human mind is a powerful thing, perception a gateway to change and critic can be ever so scathing. Your work, how you are remembered and perceived, now causes a noticeable influence upon your very being. The more people see you in a certain way, the more your abilities will morph to reflect it. One who is blamed for killing a beloved child of god might find themselves being good at murder. A writer of fairy tales may have marks and features of his characters on his body. If your reputation is that of a particular demon and vast enough, you may even find yourself being as capable as a well and true vampire of Wallachia. Or perhaps you gain the lungs of a dragon to sing destructive sonic blasts into existence.

As an additional bonus, unlike many who have this Skill, you can freely choose what perception you let impact yourself.

Faustian- 400

Magus are selfish and troubled lot. Many are the crimes some would commit to further their power and genius. But you yourself already are possessing plenty. Much like Georg Faust you are ahead of your time in the fields of both alchemy and engineering. Your techniques could revolutionize the field, generations ahead of what is to be found here. It is easy to commit yourself to seeking further knowledge, your mind absorbing information like a sponge, though with this Perk alone homunculus and alchemy always will remain your greatest forte. In fact you are particularly skilled at making Homonculus lifelike, giving them ego and human traits. Though if you desire you can switch that specialty for something else, your genius in that specialty being similar.

Mistake- 600

What a horrific Masterpiece you have made. The fruits of a one of a kind genius in the world of Magus. You possess the body of an Homonculus like only the great Faust could have made, with all the benefits that entails. Your body is in essence a powerful magical circuit in human form, giving you a great amount of mana and control over your magic bordering on a Noble Phantasm in and of itself. However that alone wouldn't make you a mistake. Your affinity for curses does.

The western curse arts are as natural to you as breathing, having mastered them long ago. Returning twofold the wounds someone inflicted on you, sowing discords in relationships, giving nightmares are but some of the things you can now do. The average magus will find it difficult to resist your attention.

As a final curse, particularly against Magi, you can create Bombs of sorts, maintaining up to 30 at a time. Appearing like a combination of a pocket watch and a bomb, they can insert themselves into the bodies of a target, introducing bugs into their Magic Circuits and even spiritual bodies and explode on your command. Up to five bombs can be held by any such person, ensuring a flashy demise. Though if you like to be particularly tricky and cruel you could also use these bombs as explosive leashes for another to follow your orders.

Beloved By God- 600

That is what people may think when they witness your craft, that you are a special, divine beloved master of your trade. Your skill at your chosen art is one of legend, akin to the likes of Mozart. You need barely try to be one of the most famous in your field.

The realm of the supernatural is where your capabilities lie, allowing you to use your chosen art as a medium for magic, casting spells with a conductor's wand or the sound of your instruments. Cast in such a way noticeably boosts the effectiveness of such spells as well. Understanding and appreciation lets you decipher the true name of Noble Phantasms if they relate to your art, identify all sorts of sound for a musician to name one example, as if protected by the Muses.

For your greatest of performances, even special effects can be imbued. The pinnacle of this skill is equivalent to a special musical number, meant to sympathize with death and posing the chance to instantly kill one who listens to it. Your devotion to your art equally borders on the magical, even protecting you from hostile possession. A Demon God would find you sold your soul to music, untouchable by anything he could muster.

Divine

Mother of Scandinavia- 100

Humanity is like children. They need a mother, especially when there is no one else left. And that is what the Gods are for. Your presence is that of a parent, setting at ease humans and making them know you have good intentions for them if that is the truth. But at times a mother may need to be strict or do things she will regret and in these cases, if it is for a good reason, you will be able to go through with even the most brutal of solutions. Though that part of this Perk can be toggled on and off.

Thunder- 200

Thor is the greatest of the Gods in Norse mythology, surpassing even Odin in terms of how worshipped he is. His strength is unlike any, in part because of a particular skill his son Magni also possesses. And now you as well. You know how, by using your own energy, briefly double the power of your weapons. In essence a Mana Burst for your weapons. This boost is not permanent but sometimes being able to do just that bit more damage can make all the difference.

When your enemies hear the Thunder, they will know you have come for them.

Corpse Scavenger- 400

Let no crisis go to waste and no remains unused. Why not utilize the greatest of fallen entities, Ymir or the White Titan alike, for your own ends? You are very capable when it comes to repurposing the remains of anything or anyone. With the right material you could even create entire realms or just mighty sets of warriors. Of course it's always a question of where you will get these parts.

Master of Runes- 600

A particularly impressive magecraft the Norse Runes are. Though needing more preparation in general, the power they can bring to bear is reason enough to commit oneself to this art. And commit yourself you did. Your Mastery over runes is enough to impress even the likes of the Gods. And much like them you have knowledge over the greatest of them on the same level as the All Father.

Primordial Runes. Odin himself has used these to great effect, rewriting Saint Graphs, making animals sapient or do great harm to divine Spirits, just to name a few uses. Of course you'd need the sheer supply of power Odin had to make use of these in full, but even now your versatility is nothing to scoff at.

Items

Tarnkappe- 200

A useful coat you got your hands on here. On top of fitting on your body nicely, it has a special magical property it imbues upon the wielder. Any who wear it become invisible, as well as get the strength of 10 adult man.

Philosophers Stone- 200

One of the perhaps greatest achievements of Paracelsus, a one-of-a-kind crystal that fits right in the palm of your hand. It is the Holy Grail all Alchemists wish to reach and yours is of exceptional purity. It is capable of granting counterfeit immortality or revive a corpse as a Ghoul like familiar.

Added next to it are notes on how to use magical energy to create more of these Stones. Perhaps someone had wished to mass produce it?

Azoth Blade- 200/300

What an intriguing blade you have, a valuable tool for any pursuing magecraft. While considered a dagger, this weapons best usage is not in slashing or stabbing but in amplifying the users magical energy to assist with or strengthen spells.

If you instead desire the origin of the Azoth Blade, 300 CP will be required. In return you receive the Sword of Paracelsus itself, the man who created this tool in the first place. A Mystic Code that is composed of a ultra-high density Elixir. While still usable to enhance spells in an even greater way, it can also allow one to tap into the Five Elements, simulating Ether and Magical Energy from the Age of Gods, though such a process is particularly challenging and draining. The elixir that imbued this blade is in essence a quantum computer, analyzing and responding to the magical properties of a target. When struck it can even make the magical properties of an opponent its own.

As a final note, instead of being a sword you can use either version as a cane and it has a small secret compartment, just big enough to hide a special kind of stone.

Vampiric Castle- 200/300

What a beautiful castle this is, a shining example of nobility for the owner. With vast rooms and luxuries abound, a young lady would want for little. Any enhancements or additions to the Castle are integrated naturally and fluidly, even something as inane as a Pyramid landing on top of it. It comes staffed by young maidens who wouldn't think much of the owners eccentrics, be it singing or something more bloody.

Indeed it seems this Castle could be used for much more violent means. Once inside it can become a labyrinth, making escaping a challenge even for quick witted individuals, though chance of escape rises the more of their fellow captives they outlive. In particular they may want to escape the dungeons, staffed with torture instruments, rooms to keep 'pets' until new meat arrives and a bath filled with fresh blood. A last final room in its deepest depths is a walled of chamber, only a small slit for food at the bottom for those who deserve death for the acts this castle enabled.

For an additional 100 CP in payment it also comes guarded by two strange statue like automatons, rising up against any threat to the castle.

Iron Maiden- 300

A dreadful tool of torture and murder, this Iron Maiden was the last thing many a young woman ever saw. Or at least it is rumored to be. This mighty and durable steel coffin, is filled with sharp spikes on the inside. It can be used as a potent weapon by you, telekinetically following your commands, ready to smash into your victims or open to imprison them inside. Any killed this way will have their blood drained and stored for you to use, either to fill a bath or perhaps to be used as projectiles of crimson lifeblood. Its owner becomes adept at torture fitting for one who possesses this dreadful device, a peer to Camilla herself. Maidens in particular seem especially vulnerable to this Coffin, taking more damage and suffering more pain.

Can surprisingly enough also take the form of a car of your choice to run someone over.

Three Fetters- 300

Leyding, Dromi and Gleipnir. The three chains with which the Gods hoped to bind Fenrir. For a period of time it worked, though far from absolute as the Sun would eventually be brought down by his fangs and Odin fall. Still if you need to restrain someone there is hardly a better way.

You have one replica of the three chains. When binding a person or creature in them, they will not be able to escape or use any of their phenomenal power, for all intents and purposes being rendered harmless. However there is a small downside. While these bindings are mighty and perfectly restrain ones body and power, they only do so to the level of power the one bound in them had while they were applied. If they grow in power even slightly, the guarantee these Fetters give is reduced till eventually they may break.

Flying Dutchman- 300

A great ship has risen from the depths of the Sea. At your command is a mighty Galleon, ripped straight out of the Age of discovery. Its three dark masts host crimson sails and its quarterdeck seems more like a pitch-black fortress than a ships hull. It is staffed by a wisp like crew, mercilessly using their cutlasses to cut down invaders of the ship and aiding their captain in whatever way they should.

But the greatest benefit of this Ship is the concept of wandering imbued in it. There is no dock in the whole world that cannot be reached with this ship, even powerful protective barriers bypassed in the effort to go back on land.

Apfel Schiessen- 300

Any Hunter needs a reliable weapon. That is where this Crossbow comes in. Enhanceable with your own reserves of magical energy in power, it automatically updates into the best 'mundane' firearm of the setting. A real Hunter always needs to upgrade his gear after all.

But there are some shots you cannot allow yourself to miss, under any circumstances. Even if you already are a marvelous shot. Included in this weapon is a projectile, hidden from anyone's side until it is too late. Its sole purpose? Hit with guarantee something that needs to be shot if you missed the first time.

Anytime you shoot you may designate a target for this projectile. It overlaps with your current projectile and exists multiple times, but never activates if the first one properly hits. You also can not miss on purpose to activate its effects. But what it does in return? It will hit whatever you designated

to it. If you failed to save your child and needed the tyrant who forced your hand death, this arrow will do that instantly the moment you failed the first time. Its capability to warp causality is unlike anything else. Even a mighty Godking, untouchable to the greatest of weapons and Heroes, will be hit.

Yggdmillenia- 300

The world of Magecraft can be a treacherous one to navigate alone. Companions and supporters can make the difference between failure or success, or even life and death. You are now the proud leader of an entire Magus Clan, declaring themselves independent of any other Associations like them. Several hundred members strong, each one of them is a staunch follower of your ideas. Their homebase is a vast Fortress with a throne room, flower garden and a set of cells.

What makes this clan in particular special however is just who is composed of them. They are not from single bloodline, instead consisting of many different branches. The outcasts with weak magical circuits, those with little history or a price on their head. They may not be the most exceptional, but between all of them they have incredible diversity and an exchange of ideas and methods could never have been easier. The skillsets you can find here range from alchemy, the dark arts, witchcraft and astrology to Kabbalah, runology and even the Onmyoudou of Japan as well as many more. Despite their numbers, the world at large considers them an alliance of the new, weak and dying and your group will be considered trivial and not worth the effort to stop or investigate unless you do something to change that.

Jeweled Sword- 400/200

Few magus are as revered and feared as Zelretch, the wielder of the Second Magic and the Father of Jewel Magecraft. And one of his greatest creations is just one step away. The Jeweled Sword is one of his own Mystic Codes, a ritual dagger holding general knowledge from the far future and undecipherable even by one who committed their entire world to swords.

Its capable of the Multi-Dimensional Refraction Phenomenon, allowing its master to draw in potentially infinite amounts of magical energy creating a small opening to another parallel world to siphon energy from.

If you instead only desire the blueprints for this blade, you may instead gain that by only paying 200 CP. Consider it a long-term homework but even a prodigy of Jewel Magecraft may face the challenge of a lifetime in succeeding.

Sword of Supremacy- 400

Few weapons can be considered worthy of a King. The King of Heroes has his Ea. The King of Knights has their sword of promised Victory. But there is a blade for the Heroic King of these lands. Gram the greatest Cursed Sword in human history.

Pulled from the trunk of a mighty tree by Sigurd's father and later given to the very same, Gram is a weapon of both Glory and Ruin. Its power is equaled only by the strongest holy sword Excalibur, cutting with ease through boundary fields right out of the age of Gods or divine iron alike and possesses the affinity of a dragon slayer, making it a weakness for these mighty beasts. You receive it in its reformed state, after being shattered by Odin, double-bladed and no less impressive for it.

The sword can be used to channel magic and release it in powerful blasts of energy, but you will find it even more effective when thrown, drawing out the power of this mighty blade. Additionally while wielding Gram you may summon up to four dagger as well, levitating around the weapon and just waiting to be punched at the enemy before the blade itself. The weapon itself too can be used telekinetically, floating in place and returning to your hand at will.

Warrior

A Weapon- 100

A Warrior needs a weapon. How else can you be expected to go forth and join your brothers in Valhalla? Within your hand is any one kind of weapon of this time, coming with a sturdy set of armor. Be it an axe, a sword, a club or even a crossbow, it is of high quality and will aid you well.

Rheingold- 200

What you possess now are riches so vast they could be mistaken for unending. Though another who earned it may consider it exaggerated, there would be enough left even by the time your great-grandson was an old man. Simply put you are wealthy, a dragons hoard being your own. There is little in this world you cannot buy with this mountain of gold, replenishing each Jump. But as incredible as the treasure is there is an insidious side to it. It is capable of bringing great misfortune to those who possess it. If allowed to flow freely, the treasure would make humans become prisoners of it, filling a country quickly with betrayal, distrust and destruction. Fortunately for you this effect is toggleable and selective.

As a lost note this Gold is particularly useful in certain rituals, like the coining of a vessel for a Holy Grail. Do with that information as you like.

Crystalized Wisdom- 400

Being able to throw a punch is one thing, but a true Legend knows more than just that. Fortunately that is what you have this draconic looking Mask for, though if you prefer they can also shapeshift into a set of stylish glasses. Appearance is secondary however, compared to what they grant. Wisdom. These glasses allow you to take in and process all kinds of vast information, to the point lesser man would get a headache if they tried. The enormous flow of data also allows you to quickly find the most effective course of action or way to use something. You may find that punching a certain sword is more effective than using a beam for example.

Balmung- 600

A two-handed golden greatsword, with a jewel embedded into its hilt. This sword boasts of magnificence and is any dragons worst nightmare. Balmung is a fine weapon for any hero, credited for Siegfrieds victory over Fafnir, being considerably more effective against any draconic enemies. A similar specialty of this weapon is combat against entire armies, allowing one to fire semi-circular slashes to tear them asunder. The jewel stores and preserves true ether from the Age of Gods, releasing it in a powerful twilight aura and destructive waves, such power activated incredibly quickly.

It should be noted that Balmungs nature as a blade is inherently twisted, capable of both being Sacred and Cursed. Which side it takes after is entirely dependent on who is wielding it. A noble Hero might wield it as a Sacred Sword but a rampaging widow would use it as a Cursed Blade. In its cursed state it becomes a weapon solely focused on killing the target, even passing through defenses they may have, but does not protect its wielder from the destruction. Since you are paying for it, you may decide if Balmung is sacred or cursed in your hands.

Destroyer

Sacrifice- 100

You need sustenance do you not? Even a mighty Jötunn will wither and die without feasting. Fortunately you need no longer worry about food. This Item takes the shape of a supply of whatever is your favorite meal, to be replenished daily and enough to sustain you. While this can come in the shape of fruits, meat and other products, if you need it so, a human body can be summoned as well. Aged 25 years, it is without mind or soul, just meat.

Bloody Axe- 200

Destruction comes in many forms, globally and personal, like the slaying of one's own brothers. But also in repurposing a killed beast. A useful if demanding weapon, this Axe is made out of the remains of a demonic beast and still craves blood. It can smash through people with ease, strengthening itself by bathing in their blood. However if it ever drinks too little it will wither and die, only replaced within a weeks time. Of course you could simply make another weapon like it instead from another demonic beast you kill, instructions on doing such included in this Item.

Crest of the Star- 400

A strange pattern, imprinted upon your body. A design that does not belong to the Huns but instead an advanced ritual. Originating from a being far greater than the Gods, you are a far cry from even hoping to be like it. However this does give you a potent benefit. By expanding your Magical Energy through this Crest pattern, you can temporarily enhance the performance of any desired part of your body. While not as explosive as Mana Burst, it is still a great improvement and vastly more efficient. By wearing this Crest on your body you also gain a certain battle instinct. It would have just been missing otherwise.

Photon Ray- 600

A longsword with a strange futuristic design, painted in three colors and capable of launching three colored blasts. It is a mighty blade indeed and projects mana with a rainbowsque light. But it is so much more than just that. This is the blade of Ares, conceptualized War itself and the Prototype of Divine Constructs. And that connection gives way to its true power.

This weapons true benefit comes from the connection it has to one deity of your choice however. This deity despises the call of this weapon and will instinctively be forced to launch an energy attack at it. This energy can then be harmlessly redirected by you into a powerful blast, strong enough to tear away armies and fortresses. By default this Deity will be Ares and in Jumps where Gods are lacking default to the divine spirit Ares of this world. In future Jumps with Gods you may chose one, though beware that ones whose power surpasses the Greek War God may be more challenging to redirect.

Alternatively you can opt to not have the connection to any sort of deity. Instead you can unleash the same blasts yourself with the same properties, only needing enough energy to power a Noble Phantasm as a result.

Beloved

Maidens Garments- 100

It's important to dress for the occasion, be it a ball, wedding, dance or battlefield. These garments are more than deserving of a beauty like yourself. Coming in many variations, self-cleaning and repairing, they enhance your natural looks very well and are of the highest grade of clothing you could wish for. Even armor is included, both to look like a graceful Valkyrie and crusading widow. While not they most durable their still of good quality for these times.

Mount- 200

Why walk through life alone, when an ever loyal companion can be right here at your side. This Item takes the form of a beast, tamed and adoring you as its master. It is under complete control and following your every order. The nature of the beast is a decently powerful one as well, perhaps a strong wolf who could break the neck of a grown Norse Man or a Horse with strong legs that carries you across the land. It is easy for you to ride this beautiful beast, combat on its back being instinctual and the two of you cooperating together very well.

Swan Mystic Code- 400

To dance among the skies of the battlefield, wings may not always be needed. You are in possession of a special kind of Mystic Code, crafted by Odin for his Valkyries. In a beautiful pure white, these garments allow one to fly at high speeds and have remarkable mobility and agility. However the true benefit goes much deeper than mere flight. Enchanted by the Greatest of the Norse Gods, it protects the wearers mind and soul. Any hostile magecraft fails to influence the wearers mind are repelled, in addition to less powerful physical attacks being repelled. As a last benefit your body does not change or grow fat no matter the calories you consume while wearing it. Do be careful not to misplace it while bathing or the like.

Realm of Revenge- 600

It is the greatest of Kingdoms that can lead to the most severe wars. For if a Queen goes to war she brings her people with her. And your people are with you indeed. You are the ruler of a vast realm, with over 12000 Soldiers at your beck and call. Supporting them and providing the necessary food and logistics is childsplay and they are as fierce and mighty as any Hun warrior.

Of course man power alone does not win a war. Information does. When it concerns the target of your rage, you will never be uninformed within this Realm, everything related to it immediately being known to you as it is spoken. Even thoughts concerning your Target by those inside will be revealed to you.

Poet

Tool of Art- 100

Who could be an artist without a means of expressing their genius? This item takes the form of a medium with which you can properly pursue your passion, being a high-quality example of its kind. A feather that will never lack ink and is easy in your hand, a piano that is always perfectly tuned. Even something esoteric like a gigantic sunflower for painting can be yours. Put it to good use.

To My Dear- 200

Emotions are always such a challenging topic, causing much heartache and regret for the greatest of creators. How do you properly put into words or notes what you feel? Or if you have the nerve to even do so? This letter, lingering with regret, promises to be the answer. Simply by focusing on it you will find your emotions immortalized on the pages, in a way you yourself know as true. Then all that is left to do is send it away to its recipient, who will not be able to misunderstand your feelings. Please don't clutch it on your death bed.

Workshop- 400

Any creator needs a place to work, to truly let their creativity flow. Fortunately for you there is this workshop. This place's only purpose is to support you in your craft, whatever shape it may take. An alchemist may find potent replenishing supplies of resources he needs, while a musician receives the greatest of instruments. Notes by peers in your chosen craft, be it other artists or alchemists perhaps, can also be found here.

This workshop furthermore boosts one's own creativity and motivation, allowing them to truly hone in and do in one afternoon what they could otherwise need weeks for.

As a last benefit this workshop is foolproof against infiltration and assassination attempts. Anyone planting a bomb here will simply be unable to activate it and that is if they find it. You need time to work after all.

Märchen Meines Lebens- 600

A simple manuscript, unpolished, raw and uncomplete. It is the records of your entire way of life, though letting you reminisce on your achievements is the weakest use possible for these stacks of paper. It takes its magic power from all the people who adore your work and love you as a writer, artist, creator. By writing on it, using it in your craft, you can make single human grow into a 'lead character', in the same way an author creates a story.

To use this technique, you must start again with an empty set of these papers and then write. The more you write and the more engaging the tale, the greater is the extent of growth. A few pages will only cause a few small coincidences occurring around your main character. But completing all the pages will allow for your character to become as they imagined themselves to be, growing into their highest possible form. With enough time, countless pages and superb writing and mastery, a mere therapist could grow into something entirely else.

Do keep in mind as powerful as this seems it is not as omnipotent as a writer itself is. This ideal self is not reached so easily. It requires the story itself to be of high quality, feature a truly motivated creator and of course be a satisfying path to the end.

Divine

Divine Container- 100

It must be frustrating to be so great, yet so limited. Sometimes you just need a container for your being, suitable to walk in the mortal world. Luckily for you there is one already prepared for you. This empty human body, without mind or soul, is perfectly suited to host yourself or any other Gods. By itself it has no powers and grants no further benefit to one inhabiting it. It simply is a fleshly body that can survive anything you try to channel through it.

Its design is up to you but by default will be shaped like a certain Homunculus of the Einzbern family. Though if you design something different it can also look like a certain Irish Godslayer, although that will not grant you any of her power.

Familiar of the Gods- 200

If the Magus can use special assistants, what says the Gods can't? What accompanies you now is a duo of a certain kind of animal as phantasms. Perhaps two staunch Ravens or a set of fierce Wolves. They are strong, fit and a capable assistant for anything you may need one for. Something special about these familiars is that they can be directed by your will alone, allowing you to subtly work and influence the world through them. They instinctively seem to know your intentions, never misunderstanding them and can be trusted to be sent out into the world to guide any you wish supported.

Fjord Drakkar- 400

What greater Vessel could a Viking wish for, than one belonging to the All Father himself? This naval Vessel is an underworld ship, once used by Odin to ferry the corpse of his blood descendant through the fjords. It is capable of traversing between the realms of the living and the dead, being capable of acting self-destructive to take the prey on top of the ship along with oneself to death. But even beyond that it is a fine ship, with sails of light, rows of shields on its flanks that can serve as magical energy thrusters and the mast itself as a pike when the ship itself does not need to be used. It is fast, mobile, powerful and stealthy all in one.

Weapons of the Divine- 600

The Gods of Asgard are known for their power and warrior nature. Each one of them seems to be a savant of war and wielding weapons to match their reputation. Mighty weapons indeed that with this purchase you may claim for yourself. One tool of the Asgardians can be yours and there are options aplenty. Mjolnir, the mighty Hammer of Thor, summoning lightning, sporting incredible striking power and when destroyed reenacting the conditions of Ragnarök. Gungir, the Spear of Odin, a prototype to the Gáe Bolg and striking with enough power it can shatter even Gram. These are but two examples of what you can gain.

If you desire, you may design your own Divine Weapon, as long as it conforms to similar benchmarks.

Companions

Import- 50

Everyone could use a Battle Brothers in these untamed Norse Lands. When the end is coming why not face it side by side with someone you can trust? For every time you purchase this option you can insert one companion into this Jump. They get 600 CP to spend and they can pick any free Origin, though they can also chose to buy the Divine Origin with their CP. They gain all associated freebies and discounts as well.

Canon- 50

On the other hand maybe you'd like to take one of these brave warriors with you on your chain. Every purchase of this allows you to have one character from this world accompany you. They do need to accept joining you first but as long as they do they will be a companion at the end of your time here.

Guardian Valkyrie- 200

The Valkyries were meant to be automatons, serving Odin's will. Yet there was one case of a Valkyrie seeking something else. And now this one is too. This beautiful maiden is as capable as any of her sisters, save maybe Brynhildr. And seeing your fights and trials, she has become very interested in you, devoting herself to be your personal guardian. Oh make no mistake she won't fight your battles for you. But she is more than happy to support such a promising candidate for Valhalla, having quite the affections for her champion. If you are a Valkyrie yourself, perhaps she is more of an adoring little sister wishing to learn from you.

Drawbacks

You may take up to 1800 CP worth of drawbacks from the following section.

A Dragon's Gold- +100

It never is enough. All the Gold in the world, all its riches. You want more. Much like the Dragon Fafnir a Greed has consumed your being, desiring more and more or instead of wealth an unattainable goal. Unlike figures of these Lands who find power in this Greed, you will be no more draconic for it. Instead what you may do when filled with this desire may just draw Heroes on your doorstep, wanting to stop you if you can't keep yourself in check.

Discontentment- +100

All the knowledge, wealth and power you could accumulate. And yet it just isn't enough. You are dissatisfied Jumper, finding no fulfilment despite everything you have or do. For most of the duration of this Jump, you will be left moping and dissatisfied. Perhaps a deal with a certain figure could give you the satisfaction you seek? What would you risk for it?

I'm Sorry- +100

Your self-esteem has taken quite a few blows hasn't it? You have come to be convinced of your own foolishness, thinking you bring nothing but tragedy. This also couples with an urge to apologize for anything you can think of being responsible for.

Calling out for a Hero +100

How can you say no when they asked so nicely? You have a compulsion that makes it hard, nigh impossible, to turn down any request. You may find yourself acting as a Hero for anyone who asks, neglecting your own desires and thoughts at times. You wont do anything like give away your greatest treasures or do something blatantly suicidal but you do have the urge to help and who knows where that may lead you.

Lost at Sea- +100

A seafarers live is a unique on, nothing but the vast waters and their ship. And it is a life you must learn to endure for much like the Captain of the Dutchman himself you must keep travelling on the waters of these Lands. Only once in seven years can you, for but one day, go to Land, only to depart just as quickly the next. Remaining long anywhere will simply not be possible, forcing you to keep moving at sea.

Love Hurts- +100

Who does not want to be loved? Or feel love in all its beauty? You might. Over the course of your stay you will fall in love with someone. However as powerful and happy as these emotions are, they ultimately will end in tragedy, perhaps even tied to a compulsion to kill what you love. If you are unable to keep up this balancing act of emotions, you may do something you can not forgive yourself for. On the bright side if the target of your affection survives than they may be taken with you as a companion for free.

Countess's Puppy- +200

Eternal beauty is not something you possess perhaps but it is something another seeks. Eternal beauty coming from bathing in the blood of maidens. For your case it matters little if you are a man or a woman for your captor desires your blood above all else all the same.

A woman as wicked as Elizabeth Bathory, Carmilla at her most vile and evil, has taken an interest in you. Imprisoned in her castle, you have been kept as a pet until a new batch of victims is invited, tortured and drained for your blood but for now kept alive. Your powers in this state are vastly reduced, only enough to roughly match the sinister noble but lacking as much blood as you do and restrained a fight with her may not end well for you. You will remain in this weakened state until you can make it out of the Castle, upon which you regain your full might. There will be an opportunity to get there, though it may require outliving some other victims.

Liar- +200

How could you be so cruel Jumper. Completely forgetting about the people who love you? There is something you are responsible for, hurting a certain someone. The Brynhildr to your Sigurd. The Kriemhild to your Siegfried. They used to love you with all their heart, most likely returned, but now can only seek revenge. They want to destroy you and their love mixed with hatred for you has made it very likely they succeed, in essence having the Romantia Perk at its most powerful potential. Perhaps there is still a way to rectify this and make this right. If you manage that, you may take them with you as a proper companion.

Mistaken for a Spy- +200

Were you an information broker whose cover was blown? A traitor to a Kingdom? A silent cog in a war? Whether you were any of those or a country simply wanted to blame its own militaries incompetence on you, you have been publicly deemed as a traitor and hostile spy. Your execution is desired by an entire Kingdom, maybe more, and you will surely end up shot if you remain there or fail to stay ahead of them.

Curses of the Readers- +200

Sometimes one's own deeds, what they are recognized to be and what you are considered as, can be a curse. Literal in your case, as a group of individuals has become convinced of certain unfortunate realities surrounding your body. Like Hans Christian Andersen as he would be as a Servant, you've become riddled with several deformities that makes living unpleasant. What shape exactly these take, if they are from past misadventures, deeds or sins, may depend on you but they are no less severe, painful or hindering than Andersens. Your legs may be covered in merman scales, arms covered in burn scars and throat sliced in constant intense pain, to name a few examples.

Madness- +200

Fury in a battle can be a useful tool, but it seems you have gotten lost in it. Your mind and body have been completely overtaken by a Berserker rage. Thinking anything coherent beyond 'enemies are there' is incredibly difficult, let alone speaking, the only thing you can muster being wild roars. You have just enough reason to tell friend from foe but anything else is nigh impossible and any aggression could result in a bloody battle. You may however designate one individual to be your translator, so some sort of communication can be possible.

Völkermord Feuerdrache- +200

Few monsters are as dreadful as a Dragon, requiring the greatest of Champions to put down. Unfortunately for you, a particular kind of dragon seems to have taken an interest in you. From the mountain, the water, the fire, come black draconic beings seeking your head. One of these beings will attack you regularly, always replaced by another in a few weeks time. Eventually you might find yourself dealing with something rivaling Fafnir or greater. Unfortunately none of these dragons will leave behind anything you can use, blood, body and heart alike fading away into shadowy mist. Sometimes these dragons even will learn from their predecessors defeat and try different tactics. Is some sort of witch directing them towards you?

Stripped of Divinity- +300

What have you done to receive this punishment? Much like a certain Valkyrie was impacted by one of the All Fathers runes, you too have been cursed. Your Perks, Items and abilities from other Jumps are completely stripped from you, leaving you only with what you have gotten here.

Strings of Fate- +300

The Norns, or someone who has powers like them, have a special fate for you in mind Jumper. Mainly one of misery and tragedy. Over the course of your stay here, anything up to chance is all but guaranteed to go the worst possible outcome for you. Misfortune follows your every step and by the end of your stay, you will end up dead. The only way to save yourself and your chain is to somehow find out who placed this curse on you and either appease them, make a costly deal with someone who can help you or trick fate itself into considering your tale of misery concluded. Simply killing them won't change the fate already set in stone.

Tick Tock- +300

Can you hear the ticking Jumper? The ticking of your potential death? A sinister and malicious figure has cursed you, implanting a set of Bombs directly into your being. It would take no effort at all on their part to trigger them, guaranteeing your violent and explosive death.

Fortunately they are more interested in entertainment or some other twisted goal and think you are just the perfect pawn or toy for them. They will use you as they see fit and if you resist? Tick Tock Jumper.

Odin's Champion- +300

The Lord of the Asgardian Gods, thanks to his wisdom and All Seeing Eye, has perceived a lot of threats to the world. And diligently he works to try and safeguard humanity. A certain group of Stargazers could never have succeeded if it weren't for him and a certain Irish Warrior working under his direction.

Now he has seen more dangers and his Wisdom tells him you are the best candidate to prevent these catastrophes. Over the next 10 years you will find yourself regularly pulled into danger, facing calamities that if not stopped may very well spell doom for all mankind. Unfortunately, you can not even rely on the All Father giving you some of his authority like he would Cú Chulainn. Something about your nature just doesn't allow it.

Jumpchain is Bad Civilization- +300

You were found out Jumper. A Powerful King of Destruction, akin to Altera if not the very same, has learned of what you are. And they judged that you needed to be destroyed. There is no deterring them from this goal and they are already powerful figure by the standards of this Jump. However somehow they have managed to make a connection to your Chain itself, empowering them to be your equal in every regard. And those destructive beams they can call down? They are more lethal to you than anything else you could find here.

Twilight of the Jumper (Incompatible with Broken Ragnarök)- +300

The end times are approaching. The texture will soon be torn away for a new age of civilization. And you? You will be right in the middle of it.

A three year long harsh winter will ravage your region, filling you with chilling dread of what's to come. Beasts will swarm you, man will fight each other for whatever scraps they can recover and you will be in the thick of it.

And at last the Mt. Katla will erupt, Surtr will rise and Ragnarök will begin. Escape is not possible. You must participate in this battle that wiped out all the Gods and survive. Survive even as the mightiest entities of the Norse Mythology give it their all in one glorious battle. Survive even as a monster comes, fated to slay you like Fenrir was the destined Slayer of Odin.

Challenges

Challenges consist of additional tasks you can take on for the duration of your stay. Any number of Minor challenges can be taken together as they do not alter the setting of the Jump too much. However you may only take one Major Challenge as each one will change many aspects of the Jump and may require certain alterations and time periods to be possible. Major and Minor Challenges may be taken together unless stated otherwise.

Minor

Halloween at Castle Csejte

Halloween is a particularly special holiday with much meaning. A day where people would wear costumes and light bonfires to ward off hostile Ghosts. It slowly transformed into a day of horrors and celebrating all that is scary. And now you are bound to end up with someone to celebrate that holiday with.

The first time Halloween happens over the course of your Jump you will make the company of a strange girl with draconic features and a peculiar singing voice. She immediately becomes fond of you, referring to you as her puppy or deerlet. But she isn't just any kind of noble.

This girl is the lady of her own Castle. A castle that seems to attract all kinds of attention around this holiday and is located in its own realm separate from the rest of your Jump. In any case the young lady will eventually ask you to aid her, each Halloween, with the strange things happening at her home.

There is no escape. Just accept that you have to do this.

Just what you need to deal with can vary vastly each year. Maybe she just needs help in organizing a Halloween themed concert. Maybe a Queen of some sort took over the castle. Maybe a witch suddenly forces various fairytales to happen and the two of you are part of the show. Its impossible to predict just what is going to happen each time but it is sure to be two things. One: scarily entertaining for the holiday. Two: beyond your favorite Idols ability to handle on her own. Even if every time this happens she seems to get a new Outfit or even receives some sort of clone as an ally.

If by the end of this Jump your final Halloween ends in a success this Challenge will be considered complete. As a reward some of the Holiday itself has rubbed off on you, imbuing you with its magic. Halloween related spells like creating explosive Pumpkins with your Mana come very naturally to you and your abilities can be given a Halloween like aesthetic at will. Why it would be no exaggeration to say you are Halloween itself!... probably.

Additionally your new Countess friends of course can come with you on your chain, bringing their castle with them. Yes friends, plural. If your Halloween adventures caused new versions of her to come up than of course they can join as well, all combined only being one companion slot.

Major

Götterdämmerung

(Requires Broken Ragnarök)

Some worlds are not meant to be. Too catastrophic, too unsustainable. They get Pruned when they cease to provide value or reach a point where they can no longer advance. And Ragnarök could give way for one such possibility.

Surtr devoured Fenrir and with this power fought the Norse Gods, intend on burning the whole World and not just the Norse Realm. After much sacrifice, Surtr was sealed in the world's new 'Sun', leaving the survivors to pick up the pieces.

The only Goddess remaining is Skadi, fused with the body of Scathach by Odin. With the few surviving Valkyries she tries as best as she can to keep life going in her world. What is not burned with strange blue flames is covered in snow, fueled with the Goddesses magic. Considering herself the mother of all remaining life, even the Giants and Jötunn are but her children. And she has done atrocious things to keep all her children alive.

The Giants are only barely under her control, most of her power needed to keep Surtr sealed away, who looks for any way to break out. To placate them she rounded up what remains of humanity in small villages. If a person fails to produce a child at age 15, they are sent to be eaten by the Giants. If they do, that fate is delayed for them until they turn 25.

Skadi is distraught about the state of the world, but simply lacks the power to fix it. But with you in the game there is a chance to change everything. Two paths are open for you.

One path is to try and fix the conditions of this world and help Skadi. Do consider that unless you are a God yourself she may see you as one of her children. In any case you must ensure this Lost Timeline can still progress. That means making the current system humanity is forced to live by obsolete as well as dealing with the Giants and more pressingly Surtr. He is a conceptual calamity, embodying Muspelheim in all its destructive fiery glory and will break out eventually by taking this. Skadi will be too weakened to fight him by herself and unless the two of you and your allies can stop him this world, and your chain, will end.

The other possibility is to instead realize Surtr's dream and bring this world to an end, burning all that remains. Though Surtr could by himself win usually, choosing this route guarantees two things. For one Skadi will show you no mercy, bringing even her instant Death Runes to bear against you for siding with one of the few things she truly hates. For another she will manage to use the Leylines of this world to summon two great Heroic Spirits in their prime. Sigurd and his beloved Brynhildr. Empowered by Skadi and supported by her group of Valkyries, Surtr is guaranteed to fall if you cannot change that outcome.

Your Reward depends on the path you chose. If you vanquished Surtr for good and allowed this World to advance you will gain two things. For one the eternal gratitude of Skadi herself. She will never forget what you have done for her and will happily follow you on your chain. She may either see you as a favorite beloved child or a potential lover too. Coming with her is of course this land, the entirety of Scandinavia. Its people will adore you as their Hero and your control over the Land, thanks to your new companion, rivals that of Skadi herself as every bit of ice and snow bows to you.

If you feed all the word to the flames this will conclude the Jump early and reward you with the kind of destructive power this required. You receive your own version of the dreaded Laevatein. Consisting of several malicious and destructive authorities, the flames it produces are incredibly effective against all life, not even Gods save from their heat. The textures of the world itself burn like cinders when enough energy is used.

Additionally, Surtr himself may also follow you. Finding such a staunch ally who shared his ambitions has made him see you either as a trusted friend or perhaps even made him fall for you. Either way he will happily show you how much he cares for you by burning all there is.

Major

Das Tausendjährige Reich

Mankind has over the course of its history made many mistakes. But few have been as catastrophic and tragic as the creation of the Third Reich and the entirety of World War 2. A chaotic time in humanities history, that could have become much worse. How exactly you will find out here.

It is no secret that the Third Reich dabbled with the arcane. Originally they attempted to steal the Greater Grail, fighting with the Imperial Japanese Army or trying to cooperate with one Darnic Prestone Yggdmillennia. In either timeline they never did succeed in their ambitions, either both them and the Imperial Army unsuccessful in securing the Grail or betrayed by Darnic. Until now.

You find yourself in a timeline where the Third Reich successfully secured the Grail. Using it, they steamrolled Europe in its entirety with their Blitzkrieg. The continent is a Fortress, armed with advanced magical and technological weaponry and defenses. Its Magi have used the Grail to great effect, advancing their war machine and the poor souls that are deemed 'undesirable' continue to suffer. As it stands, there is no force capable of mustering up enough resources or power to defeat them. If nothing is done, the best case scenario for this entire Timeline will be being Pruned by Alaya rather than have the Fuhrer achieve total World Domination.

Your task is to bring an end to the Thousand-Year Reich. Your opposition is dangerous, cruelty and experiments having served their aims well and bringing a multitude of tools against you. Rallying the still standing countries and small pockets of resistance would be promising, but by no means a guarantee of success, even for anyone who is a genius in the arts of war. Killing the Fuhrer and his body double isn't enough. All opposition must be defeated, the victims of their ideology saved and the world freed from their grip. If it becomes too obvious what threat you pose, your enemies may even try to summon Heroic Spirits, using Command Spells to make even unruly or outraged Servants bend to their will.

Should you be successful, you can rest easy knowing you have saved an entire timeline from a miserable fate. Who else would be more qualified in safeguarding the very Item that caused all of this? The Greater Grail itself may be claimed by you. Simply owning the Cup allows you to access its incredible reserve of magical power. A connection to the Third Magic and the ability to make wishes come true is also possible.

Ending

The end has come and with it the possibility for something new. Now what will your next decision be?

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

Notes

Once again special thanks and credits to one of my favorite Jumpmakers Valeria. The whole Fate Legends series of Jumps wouldn't exist without them and I hope this Jump can be seen as a faithful addition to the Fate/Legends series.

Fate is weird on the timeline and situation of Sigurd and Siegfried. Siegfried thanks to Kriemhild's own revenge quest and allying with Altera can be solidly placed around the 5th century but Sigurd had to be present even before Ragnarök happened. I tried to look for a solid date but couldn't find anything. Feel free to take whatever date suits you best.

The Divine Origin is intentionally having less Perks than the others. Being a divine spirit is already as useful as any other Capstone of the other Origins so Perks were limited for balancing reasons.

The idea behind the Poet Perks and Items is that they are all connected to one kind of artform. They give the same benefits no matter what artform is chosen but may require different ways to be used depending on what you pick. Someone having a specialty for painting and picking Beloved By God would get similar powers to Mozart but need to paint to use them for example.