Magnus Chase Jumpchain

By Ze Bri-0n, with assistance from Sundarapandiyan1. Thanks are also due to JCF9526, who suggested changing from Joti One to Courier New.

You start in Boston, the nexus of the universe, about 3 hours before the story begins, and Magnus retrieves the Sword of Summer. You will stay here for ten years precisely.

Origins

You may take any one of these as a drop in. Your sex is the same as your last jump, though you may pay 100 CP to change it. Your age is either 15+1d6 or 33+2d6, your choice. Gods may add 1000+1d10 centuries, but aren't technically obligated to do so (though it'll be really odd if you don't). You may choose your age freely for 100 CP.

Mortal (+300)

You're an ordinary guy or gal, who happens to be caught up in the Norse pantheon's nonsense. Sorry. Note; you're not necessarily a human, as elves and dwarves are also mortal. Unhuman traits become an alt-form post-jump, and those of you who choose to be dwarves are immune to the sunlight issue, for convenience's sake.

Einherjar

You died with a weapon or similarly respectable object in hand, and a Valkyrie spirited you away to Valhalla, where you fight, die, and are reborn every day - all training for Ragnarok. I should also mention that the gods give Einherjar immense strength and stamina. Your age roll is for your physical age, which can be your actual age, or you may add 4d100 years worth of time in Valhalla.

God (300)

Whether Aesir or Vanir, you are one of the deities the Norse once worshiped, who inspired everything from the Eddas to Marvel comics. You are ancient, immortal, and utterly bound by fate and responsibility. You may be an original deity or take the identity of an existing god - your choice.

Giant (200)

The enemies of the world, and thus the gods, the giants are massive humanoids aligned with fire or ice, who seek to conquer and destroy the nine realms. You are 20 to 2,000 feet tall, depending on how many points you spent on giant perks and items. This becomes an altform post-jump.

Perks

ASL (Free) You are fluent in American and Alf Sign Language.

I Speak Sword (50) You can communicate with bladed weapons - especially those with magic, or specific identities.

An Infestation of Ancient Gods (100) At your discretion, every world you walk in has at least one active mythology, hidden behind the Mist. Yes, on top of whatever myths were already there. It may conform or scale to local conditions, but it'll be there, and you'll be able to see it. Unfortunately, you don't get to pick which pantheon appears, though it tends to fit the setting, even if it's original. Modern worlds are a toss up, however.

Blot (100) You can give sacrifices to various gods, to appease and feed them. In the days of old, they were given offerings of blood, but these days burnt food is more customary, if less effective.

Bonesmith (100) The dwarves would consider you an embarrassment, but by human standards you're a competent Viking-era blacksmith. You also know how to forge bone steel, which is deadly to monsters in general and one species in particular.

Manly (100) People do not discriminate against you for your sex, sexuality, race, religion, or gender identity. They might still be insensitive about it sometimes though.

Fortunetelling (100) You're no oracle, but you can predict the future and the will of absent gods using any of the widely known divinatory methods, even the modern ones. You already know one, and while magic helps, it isn't strictly necessary.

Resist (200) You can't transform or otherwise magically one-shot people without overpowering their mind and magic in this universe. Obviously, this doesn't apply to, like, electrocuting people, and there are exceptions, but the trait follows you and mostly judges the wielder.

Alf Seidr (200) It's mostly lost these days, but you have access to and knowledge of the magic of peace and growth, which will make you a skilled healer and let you disarm the deadliest enemies. If the elven art does not appeal, you may substitute it for an initiation into a style of magic from some other collection of stories and fables. It doesn't have to be a canon style, or strictly mythological, but you only get the bare basics.

Veteran Questor (200) You've been on a dozen quests, and received training for more. You know many useful skills, are reasonably competent with weapons, and generally know how to stay on your toes, to name a few benefits.

Rune Magic (200/400) For 200 CP, you have learned the basics of runic magic, and made the necessary sacrifices to use them. For 400 CP, you have undergone Odin's personal tutelage, and are actually quite skilled; worthy of a mage's staff. Normally you'd need to seriously hollow yourself out to get this good, but the CP is sacrifice enough.

Glamourous (300) The Mist of the Ginnungagap swirls around you, manipulating minds and hiding your heroics from mortals at your discretion. Naturally, you've been taught to control its workings, allowing you to spin alibis from nothing and slip into any group of mortals.

Clear Sight (100, Free Mortal) You're resistant to illusions and mind warping in general, but if some omnipresent force - like the Mist - prevents ordinary people in general from seeing the truth, you are flatly immune to it. You may toggle this if you like, and if ignorance is a defense, blinding yourself in this manner will be plenty.

Jumper Chase (200, Discount Mortal) Whenever you enter a new jump, even as a drop in, you may choose to be closely related to some existing character. Yes, even if you're a different species and they explicitly don't have relatives. They'll remember you, and you'll remember them, if only vaguely. This does not give you any genetic powers or familial traits on its own, but perhaps with other perks.

Dwarven Craftsmanship (400, Discount Mortal) The dwarves of Nidavellir have taught you to construct supernatural items, from shrinking bags and expanding ducks to unbreakable ropes and bullet proof ties. "Impossible" ingredients, like a politician's honesty and a printer that prints can enhance your craft. And yes, you know how to craft weapons from bone steel.

Of the Lion (600, Discount Mortal) You are, archetypically, a hero of myth and legend. Your heart is strong, your wit is sharp, and your sword-arm is swift, but you're simply better at playing the role, and more importantly you rise to the occasion. You're used to uphill fights, thrive in trials by fire, and are at your best - or potential far more - when the odds are against you and everything's on the

line. This isn't infinite, but it does mean that you can smite trolls or wrestle bears if need be, though it won't help you against ordinary threats. Additionally, you have a certain amount of heroic narrativium, which isn't quite plot armor and doesn't guarantee a happy ending, but it does mean you tend to find and thrive on quests, though that can be toggled post-jump.

To the Death (100, Free Einherjar) You may not *enjoy* getting painfully dismembered every day, but it doesn't traumatize you, and you certainly enjoy the honorable clash leading up to it. Additionally, you are immune to the psychological consequences of being a child soldier.

Actual Viking (200, Discount Einherjar) You are as skilled a fighter and tactician as any lifelong raider, with all the supplementary skills you'd expect as well.

No Olympians Please (400, Discount Einherjar) Gods treat you with whatever respect and fairness you are owned. They don't punish you unjustly or throw tantrums at you when things don't go their way, though they might vent some stress by smashing their own things, which will not include people.

Norse Demigod (600, Discount Einherjar) Whether you're the direct child of a Norse deity or a weirdly-powerful legacy, you're stronger than a mortal and can use some of your progenitor's godly magic. You're on par with Magnus, but feel free to shift things about. You don't have to fully define your inheritance, and not every godling obtains every gift, but feel free to make some outlines here and there.

Domain (100, Free to God) There is some skill or concept or whatever you excel at, in all contexts. If you have any of your own divinity, it holds power over that area as well. This may be purchased multiple times; the first three are free to Gods, while further purchases are only discounted. The narrower the better, of course.

Proud Papa (200, Discount God) You can influence what traits and powers your progeny inherit, but overall they're unusually strong, unusually righteous, and unusually likely to make you proud. Their honor and affection are not guaranteed, but they're quite likely, even if you didn't meet them until they were 16 and dead. If you couldn't have children for one reason or another, you can now, even with other people who apparently can't have children.

Son of a Giant (400, Discount God) Not necessarily true, but your physical and divine powers, whatever their source or nature, are extremely impressive. I'm not saying you're the strongest god or demigod to ever walk Midgard, but Odin's father and Thor's mother were both giants, so you're in good company.

Syncretism (600, Discount God) The Aesir and Vanir aren't the only pantheons out there - and some of them have some interesting traits the old Norse gods don't have. Whether you were worshiped by multiple cultures or actually share blood with another godly tribe, you have the traits and powers of another pantheon in addition to your own, with the weaknesses of neither. For context, the Olympians have more general magic, including immortality and shapeshifting, while the Egyptians are mostly spiritual, which lets them bilocate and possess people. Anyone who takes this perk without being a god achieves divine status amongst the Norse, as some giants have.

Freaking Big (100, Free Giant) You can effortlessly adjust your size outside of combat, going from your true bulk to human-sized in a heartbeat. You can't be larger than your true form, but you can be much smaller if need be.

Monstrous Beast (200, Discount Giant) You are an animal of some sort, writ supernaturally large. This gives you power over ordinary and monstrous versions of your species, enhances your power as a giant, and gives you a talent for psychological warfare. This becomes an altform post-jump.

Shapeshifter (400, Discount Giant) You are a shapeshifter and illusionist on par with Utgard-Loki. You could bamboozle the gods themselves, or transform yourself into any number of forms. You can also project yourself into other realms, to act upon them without exposing your actual body to danger. Do note that such avatars have certain restrictions, and cannot wield magical weapons.

Trickster (600, Discount Giant) You are a Loki-tier manipulator, capable of easily wrapping gods and heroes and monsters around your finger. Your voice is supernaturally persuasive, and can influence people across vast distances. Additionally, your children can be magical or monstrous at your discretion.

Items

Items are restored or replenished after 24 hours. Locations may be imported into later jumps or accessed through the warehouse, while

realms become their own extradimensional space, though they can also be made part of the jump's cosmology.

Bone Steel Weapon (Free) A weapon of your choice forged from the Norse pantheon's enchanted metal, allowing it to affect or damage the supernatural, but preventing it from harming "unimportant" mortals. It's especially good at killing monsters - and one particular species of your choice. This weapon can change sizes with you, and may be disguised as something innocent, such as a pen or necklace. This can be a rune mage's staff if you like, and you may purchase additional weapons for 50 CP each.

Falafel (50) Enough high-quality falafel to feed a dozen people, which can be summoned to hand as necessary. Unlike other items, this one respawns three times a day, rather than once every 24 hours. Respawns may be saved for later if you eat something else, and you may take this multiple times.

Rune Stones (100, free with Rune Magic) Two full sets of rune stones - one made from actual stone, and one made from Rowan wood. Each bears an Elder Futhark symbol, and makes it easier to use the associated magic. Even a novice could craft their own, but these are fiat-backed and masterfully made. Those of you who wield otherworldly magic with these same symbols will find them quite potent as well.

Apple of Idunn (200) An apple which restores the youth of anyone who eats it. Replenishes every two weeks.

House and Home (100, Free Mortal) A modest and modern home under your name, which you legally own tax-free. It imports into later settings, of course. For an extra 200 CP, discounted to mortals, this is a small mansion with some modest magical defenses, which do not target your close relatives. For 200 on top of that, also discounted to mortals, this is an extravagant mansion with a legion of magical servants and guards.

Fafnir's Blood (200, Discount Mortal) A vial of dragon blood, which can be drunk to learn the language of animals. This one was taken from Fafnir, but a similar dragon will arise soon…

Rainbow Bridge (400, Discount Mortal) The Bifrost is the easiest magical phenomenon for mortals to perceive. Yours doesn't lead anywhere - unless you control wherever you want it to go - but one look clears the glamor from a mortal's eyes, allowing them to see the world as it truly is. This bridge, which cannot be seen by mortals

without your permission, allows for similar acts of sight-clearing in later worlds. This is effective on video, and does not cause madness in mortals of any age.

Swan Cloak and Mist Horse (600, Discount Mortal) A horse that can fly between realms and a cloak that can turn it and up to two riders invisible. Together, they grant psychopomp status, allowing you to ferry souls to their proper afterlife. Even supposedly soulless people can be taken beyond, whether or not they died in front of you.

Frey Boat (100, Free Einherjar) A boat patterned after the legendary Skidbladnir, a Viking longship which could be folded up like a handkerchief and carried around weightlessly.

Prophecy (200, Discount Einherjar) A mystic poem, provided by an oracle or deity with the sense for such things, which predicts the future of any one thing you select, whether that is your quest, your child, or your civilization. It *will* come true, but the advanced warning may be helpful. You get a new prophecy every year, and if used for quests, it is unusually clear.

Skofnung and Stone (400, Discount Einherjar) An ancient and incredibly deadly magical sword, which can cut almost anything and leaves wounds that never heal. Your version will not break if drawn in the presence of a woman or in direct sunlight, nor does it need you to be Swedish royalty. That said, it cannot be sheathed without tasting blood, and its power grows greater still if you abide its normal rules, though it naturally does not consider you a woman, even if you are one. This blade comes with a magical whetstone, which can safely sharpen even the most dangerous magical weapon, and do so without damaging the blade's integrity. It can also heal wounds made by Skofnung - or other such blades you own.

Valhalla (600, Discount Einherjar) Any god of death or whatever can snatch souls from natural oblivion, Einherjar can't, and constructing a full afterlife would be a massive undertaking anyway, so here's the finished product. This realm has the greatest luxuries, the greatest training ground, and (some of) the greatest warriors in the world. Those who die here are reborn within a few hours, and none can be traumatized herein. You'll have to share its ownership with Odin here, but post-jump every world will have its own Valhalla you rule absolutely, complete with Valkyries and local Einherjar. Gods and giants may also draw strength from the belief of the occupants, but any Einherjar who dies outside Valhalla passes onto whatever afterlife they would have reached without it.

Flying Chariot (100, Free God) A chariot drawn by a pair of loyal monsters, such as massive cats or talking goats. Any animal which pulls this chariot can fly at enhanced speeds and with enhanced stamina. The magic scales to the rider, and probably has some cool effects in sci fi settings.

Fatal Foe (200, Discount God) Just about every god and giant has a particular prophesied doom - an enemy promised to slay them. You get to pick yours, by writing their name on this piece of 13th century parchment. It doesn't make you vulnerable to said person and is not as binding as Thor's or Odin's, but as long as you're not fighting them, the Norns will try and keep you alive and intact enough to fight. You get to pick a new enemy every jump, and they must exist within it. If they die permanently, you'll have to pick someone new.

Jumperheim (400, Discount God) Just as Odin rules Asgard and Frey rules Alfheim, you rule some realm full of loyal supernatural beings. You may design it. You are afforded the greatest of courtesy and fealty here, meaning you have massive economic and military assets. Also, if you have any divinity of your own, it holds power over this realm.

Sword of Jumper (600, Discount God or Norse Demigod) A weapon of godly magnitude, like Mjolnir or Sumarbrandar. Its unique magic is yours to shape, though it probably enhances your powers considerably. If your weapon is of lesser but still godly potency, like Gríðarvölr, this may be taken at a discount, which stacks with the discount for God or Norse Demigod. Free weapon import.

Bowling Ball Bag (100, Discount Giant) A bag, with a bowling ball included, which can change size with you. The weight therein scales to current size rather than contents.

Naglfar (200, Discount Giant) A Viking longship the size of an aircraft carrier, crafted from human fingernails. Its special properties ensure that it can sail between realms and that it may fit any number of giants or dead souls. Giants and dead souls not included.

Gigantic Kingdom (400, Discount Giant) You have a kingdom on par with Utgard-Loki's, located in either Jotunheim or Muspellheim. This kingdom is filled with local - and obedient - giant minions, and of course contains all the necessities and luxuries of giant life.

Helheim (600, discount Giant) You own a realm of cold and darkness, filled with the souls of the dishonorably dead. Post-jump, you hold domain over the dead by default; any departed soul without a claim is yours, and appears in this realm to do with as you please. Yes, even the ones from before you arrived. Your realm can continue collecting masterless souls from any world you've visited, and never grows cramped. The luxuries are few, but perhaps you can change that, as you can draw a certain amount of power from the souls within your keeping, and Helheim prevents ghosts from fading or getting numb to existence within it.

Companions

Canon Character (100) Designate one canon character. If you can convince them to come along, they become your companion at the end of the jump. This can be taken multiple times.

Import (50) You may import one companion. They gain 800 CP to spend on this jump. This may be taken as many times as you like, but if you spend 300 you can import all of your companions.

Norse Mythology (200) Yes, the entire mythology, gods and monsters alike. The whole lot of them can be imported into later jumps for free, and scaled to local conditions. Why not, right?

An Innocent Background Character (+100) Either a Greek demigoddess of Aphrodite or an ordinary human teenager who was mistaken for such. Also, she might have just been yanked into this world from some other dimension, mundane or otherwise. Whatever her origins, she's hilarious, hates gym class, is somewhat boy crazy, and wields a celestial bronze weapon with reasonable competence. On the upside, she fits into other worlds weirdly well, and will probably run into a few look-alikes. [1]

Drawback

Monotheism (+0) Other pantheons aren't a concern for you. They either don't exist here or won't be an issue. This will not cause Magnus to fail to prevent Ragnarok if you do not intervene.

What the Mist Brings (+0) There's no telling what hides in a world shrouded in Mist. Little would change here or there, were Shadowhunters or Jujutsu Kaisen or the Boys happening within Midgard, to name just three examples. You may use this jump as a supplement for any other modern jump, or use it to visit a story where Norse

[1] (75) Percy Jackson but you're a background character #percyjackson #pjo - YouTube

myths take center stage. Keep the CP pools separate and puzzle things out for yourself.

Cameo (+0) Your previous adventures in Norse mythology or the Riodranverse now carry over.

10% Worth Going to Valhalla For (+0) Riodran doesn't get as much fan fiction as Rowling or Kishimoto, but if you want, you can go to a fan fic. It doesn't need to be a Magnus Chase fic, just a Riordanverse one. In fact, you can visit up to three sequentially, and determine which purchases conform to each. Even if they aren't supposed to exist there. You'll have to figure out what that means on a case by case basis, but I'm sure it'll be worth it. Yes, you can companion multiple versions of the same person via Canon Companion, even if they're an OC - you just have to buy each individually.

Open with the Eddas (Variable) Rather than the story's beginning, you enter this world at some point in the Norse mythic age, assuming that actually happened and wasn't just retconned into reality by consensus. Where precisely? Well, for 100 CP, you start during the lifetime of Sigurd, shortly before he kills Fafnir, assuming that was him and not Siegfried in this universe. For 200 CP, you start a day before the death of Baldur, for 300 CP, you start moments after Ymir is slain, when the world was young. In any case, you may leave after a decade or remain until your original exit point.

Mythologically Ignorant (+100) Your memory of Norse mythology outside of Marvel has been erased.

The Musical (+100) People sometimes burst into songs. Occasionally. It can't really be predicted. It doesn't usually affect the outcome, but sometimes you're going to be put to flight because the other side's got a better chorus. Other people may or may not find this weird.

Sequel to a Spinoff (+100) Your stay is extended by 10 years. This may be taken up to three times. If taken with 10% Worth Going to Valhalla For, this extends your time in each world.

Years on the Streets (+100) You spend multiple years of your life homeless, and perhaps alone. That time is behind you - but the emotional scars remain.

Hammer in the Point (+100) Occasionally, you or those around you will start ranting about some moral lesson, which will take a while to get through.

Charmstuck (+100) You cannot influence the minds of gods, demigods, magicians, monsters, spirits, or clear sighted mortals using any paranormal means, including high technology. Additionally, enhanced charisma is disabled.

Wolf Issues (+100) You fear and hate wolves more than is strictly appropriate. This does not make you wary of dogs.

Argr (+100) You are the subject of some prejudice, and even people who support you will be insensitive about it sometimes.

Fandom Fixation (+100) When you make a bad first impression, it takes longer than normal for people to let it go or look past it. And at least some of your first impressions were or will be bad.

Not Quite the Andvaranaut (+200) You have a golden ring, which seeks to leave your possession by fate or some will of its own. If it ever succeeds, you'll never find it again, which is bad, because it is holding back a curse of total financial ruination. Be careful not to let its designs complete themselves before the drawback wears off.

Magic Item Mania (+200) Like most gods - and sea gods in particular - you're really possessive of your magical weapons, and somewhat vain about them. You strongly dislike the thought of losing or damaging them, even briefly. Also, your items only respawn once a year now, consumables excepted.

Elli (+200) You are the equivalent of a sexagenarian, with all the weakness that comes with that. Yes, even if you had eternal youth.

All Deaths Final (+200) Other mythologies get respawning monsters. The Norse do not. In keeping, you cannot benefit from 1UPs or resurrection during this jump, with the specific exception of Valhalla's magic.

An Atheist and a Muslim Walk into a Pagan Afterlife (+200) You are a devout practitioner of a major, organized religion. Which precludes the ones you're actually encountering. No matter how long you search, you will not come into clear contact with your own faith's figures or principles. You're not obligated to be hostile towards other faiths or their deities, but it will cause you a great deal of existential

angst and confusion. Oh, and you're pious enough to abide by a number of inconvenient restrictions, even when it's not strictly necessary.

My Work Here is Done! (+200) Like many heroes, you're not dumb, but you're not really strategic. You can prepare and improvise and be tactical, but actual battle strategy just isn't your field. Also, things tend to go *heroically* wrong for you, so I hope you're a spontaneous person.

This is Worse (+200) Your parents are… terrible. Actively so; it's like they're competing. Like, Alex's mortal family look infinitely preferable by comparison. Alderman "makes-you-pay-a-wergild-on-your-own-dead-brother" levels of bad. And yes, you care about their opinions, in your own abused child way.

One-Handed (+200) You're missing a hand, which cannot be regenerated. You can use a magical or high-tech prosthetic, but it'll never be perfect, and they'll break more quickly than logic dictates.

One Eye (+200) You only have one eye - or only one eye that works. This cannot be repaired or replaced by any means.

Clear Day (+200) Something about you repels the Mist in the area around you, meaning even the dullest mortal will see you for what you are. If you fight a giant wolf in public, be prepared to explain why you were fighting a giant wolf in public, and also where the giant wolf came from. On the upside, seeing this will not drive ordinary humans insane, and might sometimes make them clear sighted.

Foggy Eyes (+200) You are particularly susceptible to illusions, and will almost never see through them.

Inside the Cup (+200) The Riordanverse has some kind of tale-crafting thing going on, like Calernia or the 500 Kingdoms. The old stories repeat themselves, in part or in full. You won't have to worry about this post-jump, and wouldn't need to here, but now you're trapped by the same narratives as everyone else. Try not to tempt fate, because drama and trouble are going to find you - especially when you stick out your neck. Try not to get caught in a tragedy.

Healer Archetype (+200) You are not a natural fighter. This doesn't mean you don't know how to fight, or that you're necessarily bad at it but it's not within your nature, and you improve slowly.

Heard All the Jokes (+200) Half your face is scarred and hideous, which cannot be healed or hidden by illusions. You may be able to make yourself look differently disfigured, but not less so.

Lost the Andvaranaut (+300) You are cursed with the most terrible luck in the world. Just look at all those lottery winners who got the aforementioned magic ring and lost it all. Unfortunately, you have also lost the ring already, so there's not really much to be done but bear it.

Sunlight Allergy (+300) Like a dwarf, you are petrified by direct sunlight. Running water can turn you back, and it doesn't count as death, but it's a potential issue.

Defender of Mortals (+300) Monsters which hunted demigods exclusively are now interested in killing mortals as well - or maybe that's always been the case, if you're squeamish. They're not exactly going at them like a buffet or ignoring a child of the Big Three to gorge on humans, but every free and hostile monster in Midgard will probably kill at least one mortal every month they can. Often more, especially for new arrivals. I recognize that's a lot of qualifiers, but you now feel obligated to fight said monsters and oppose that kind of thing, as will most demigods and heroes. Unfortunately, living mortals cannot wield the supernatural weapons necessary to kill monsters. Don't ask me how Annabeth's dad did the bullet thing, that's not going to work again, nor will other such bullets in general. The unnatural feelings of obligation fade with the drawback, but the changes to the world are permanent.

How Wyrd (+300) Ragnarok can only be delayed - never stopped. Despite your otherworldly nature, this is true for you as for anyone. Additionally, the prophecies include some doom for you as well, though your fated foe may not exist yet. Step carefully, and do not try to cut the threads of fate.

Captive Kinfolk (+400) One or more of your close relatives have been taken hostage by your enemies. Probably Loki, unless you're a giant, in which case it's Odin. You care deeply for them, but not necessarily deeply enough to betray your allies and principles.

Thanks, Dad (+800) You cannot physically or mentally refuse a personal challenge, unless you find the challenge objectionable in and of itself. If that means putting yourself in a terrible battlefield position, that's what it means. No one can make you break your word or betray your friends, much less break your chain or kill

yourself, but this can put you in any number of terrible positions. Also, you can’t use the first example to get around this.

End

After spending a decade in this world, you have the option to Go Home, Stay Here, or Move On to another jump. Whichever you choose, your drawbacks are removed, and those of you who became gods or monsters do not need to worry about fading or being influenced by belief.

Notes

When in doubt, fanwank it.

I don’t think the canon really supports it, but let's say that different divination methods have different specialities, even if altered. It’s more interesting that way.