

# EINHERJAR

Sealed in cybernetic bodies, the spirits of fallen [AESIR](#) live on. It is a great honor to be selected by the [VALKYRIE](#) for this continued service to Asgard. EINHERJAR bodies are hand-crafted from the finest materials, the Lore systems drawn from the very "eaves of [YGGDRASIL](#)." Thus, each one is a work of art.

## EINHERJAR Characters?

It is possible for a character to become an EINHERJAR during play. The following conditions apply:

1. The character *cannot* have died from a head wound. The brain must be intact for the VALKYRIE to even consider transferring the consciousness to so precious a thing as an EINHERJAR.
2. The character *must* have died in battle. Training accidents and poorly-timed ski trips do not count as honorable deaths.
3. The character *must* have spent at least 25 points of *earned* experience on combat skills. He must have been shown to be dedicated.

If these conditions are met, and VALKYRIE are nearby, the character will be treated with Nano-preservatives and returned to Valhalla. The preservative is deactivated and a [Destructive Upload](#) transfers the dead warrior's knowledge and personality to the EINHERJAR.

Apply the following changes to the character, who pays for them by not receiving experience points until the EINHERJAR body is "paid off."

From:

<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://www.curufea.com/doku.php?id=roleplaying:hero:resources:einherjar>

Last update: **2009/02/11 11:26**

