

Fire Emblem Tellius Jump

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(Do skip past this if you're not interested in the origin story)

Long ago, Ashunera created the world, and the animals and plants that lived on it. The animals evolved over time into an animal-like people known as the Zunanma, and then split into two

people, the Beorc, who lost these animal features, and the Laguz, who still retained them. They soon started to fight with each other over differences. Ashunera became upset and accidentally flooded the world with her emotions, save for the continent of Tellius.

She decided that her emotions were nothing but a burden, and split herself into two halves--Ashera, the order half of herself, and Yune, the chaotic half of herself. Ashera had three heroes--Altina, a beroc swordswoman, Soan, a lion laguz warrior, and Dheginsea, a dragon laguz warrior--seal Yune away inside a medallion.

Originally, Ashera wanted Yune's death, but Lehran, a heron laguz, not wishing the destruction of a goddess, made a deal with her. If they sealed Yune away instead of killing her, and the people did not war for a thousand years, Ashera would reunite herself Yune and form Ashunera once more. Ashera fell asleep, only to wake when the continent became disturbed with the din of war once more if the thousand years were not over. Or when she was awoken by Galdre.

(Now relevant information starts here)

It would appear, however, that the deal is being close to broken 645 years later. Most people believe a heavily distorted version of this tale, or aren't even aware of it at all. Twenty four years before the present, a crowd of Beorc burned the Serenes forest, slaughtering most of the heron Laguz that lived in it. All in response to a rumor that they organized the assassin of the the Apostle of Begnion. There is much diplomatic tension in the world between the countries with Laguz and Beorc, even before this, but those actions have pushed it to the brink. No thanks to the Beorc have treated the Laguz harshly through slavery and just recently emancipated them from slavery.

In the present of the year 645, Daein invades Crimea, forcing the princess Elincia, unknown to all but her royal guard and a few nobles close to the family, to flee to the safety of the Greil Mercenaries. Events will lead to Greil, the leader of the mercenaries, dying and his son Ike taking his place.

If events continue as they are fated to happen, within three years the continent will collapse into complete war, and Ashera will awaken and turn everyone, except her chosen few, to stone. Yune will protect Ike and his allies as they go charge the Tower of Guidance to fight Ashera.

If you will play a role in this conflict or if you choose to stay out of it, is your choice entirely. Being turned to stone will not end your journey, as Ike is fated to triumph over the goddess. The stone curse will be lifted, and you will resume your journey.

Locations

Roll 1d8 to determine where you get dropped off in, or you may choose. Those who take "Ike's Guide" or "In Ike's Place" drawbacks will be deposited in Crimea and will be part of the Greil Mercenaries.

1. The Grann Desert

To the far off east in the Beginon Empire is a seemingly isolated desert. Here is where a colony of half-laguz and beorc, known as the Branded, hide away in secret. Although Laguz slavery has been outlawed all across the continent and technically it is a part of Begnion, the Grann Desert is so far out on it's reaches that no one really enforces these laws. Thus, slavery is common here. However, there is currently a laguz slave uprising here, ironically led by a Beorc child fire mage who was raised by Laguz. Even deeper in the desert, it is rumored, are where the Wolf Laguz hide.

2. Goldoa

A country that keeps itself isolated from the world for unknown reasons, Goldoa is a mountainous, coastal land carved by wind and water. It is the land of the great Dragon Laguz, and as mysterious as them. It is ruled by the ancient Dragon Laguz King Dheginsea, who was one of the three warriors who sealed away Yune. If you aren't a dragon, you should find a way to quickly flee the country before you are found. Dheginsea rarely makes exceptions when it comes to trespassers, and you are not an exception.

3. Gallia

Gallia is a forested country populated by Laguz, and the most common Laguz that live there are the big cats, such as Lion or Wildcat Laguz. They are commonly ruled by lions, as the strongest rule the culture of the Laguz. The people here are powerfully strong, but they are kind to those who are kind to them. However it will be mildly difficult to earn the trust of the Laguz here if one is a Beorc. No one will kill you here, however, if you don't give them a reason to.

4. Crimea

Crimea is a small port country, not really something of note. However, it enjoys good diplomatic relations with Gallia, as their king sought to rid hostility between laguz and beorc. Overall there is nothing much of note here, besides the bolstering seafood industry. The people here are probably the friendliest you'll meet on Tellius.

5. Daein

A harshly frigid country populated by wyverns and Beorc, Daein suffered a great plague that wiped out a large chunk of the population, taking nearly everyone with a claim to the throne with it. Except for the one man with a small claim to the throne, who currently rules Daein, named Ashnard. Unfortunately, Ashnard is far from benevolent, and his country is the harshest to any Laguz that happen to wander in it. For one thing, the word "laguz" isn't even taught to children in Daein, but rather the slur "sub-human." Ashnard is fated to be overthrown by Ike and Crimea's army within a year or two, but Beginon will absorb it and treat it's citizens poorly.

6. Phoenicis

An island nation of Hawk Laguz. The people here are free and quite fun-loving when they lighten up. They also are very willful. The hawks of Phoenicis, however, are known as the "shipless pirates" thanks to their habit of raiding any Begnion ships that end up close to the island. They only raid Begnion ships, however, and that is because the

people of Begnion burned down the Serenes Forest. The herons are considered kin to the hawks, and the hawks didn't like this. The people here should not be hostile as long as you don't give them a reason to be hostile, or make them think you come from Begnion.

7. **Kilvas**

Kilvas is the country of the trickster raven laguz, and the raven laguz don't carry a positive reputation among the people of Tellius. Even among the laguz, they aren't trusted. Unlike the hawk laguz, the raven laguz steal from ships no matter who is at the helm. You will also find that Kilvas is curiously underpopulated, the people of the island citing that there was a plague that happened on their island many years ago. Huh.

8. **Begnion**

Begnion is a theocracy sunken in tradition, and it is the largest on Tellius. At one point in its history, it ruled over almost all of the continent except for Goldoa. Altina and the heron Lehran started the kingdom, and officially the beginning point in the calendar starts when Begnion was founded. It is run by the Apostle Saneki, who despite being only ten years old when the jump starts, is wise beyond her years. Her senators, however, range from corrupt to paragons of virtue. But most of them are corrupt. Her prime minister, Sephrian, seems to be very kind and gracious. Despite how Laguz slavery was outlawed 24 years before, many politicians do secret backdoor auctions of laguz slaves.

Origins

Drop-In

Mercenary

Bestial Laguz

Bird Laguz

Begnion Senator

Drop-In (Free)

You dropped in out of nowhere. You have a nice bedroll and enough food to live until you get some work somewhere. Surely, though, you've got no attachment anywhere, and no one really predicts or accounts for you in their plans yet.

Base Conversation (100 CP, Drop-In Free)

- You are somewhat privy to the talks that go on throughout your home base, or just any place you're hanging out at while you await a ship or on an off period. You'll be likely to learn some interesting facts by just eavesdropping on conversations or outright speaking to people in your base of operations, wherever they may be. These talks can range from humorous, to serious, to eye-opening information about your allies. They might also carry information that could be useful in the immediate future.

Subtle Flavors and Spices (100 CP, Drop-In Free)

- You have a remarkable talent for cooking. In general, you and the kitchen could be considered kindred spirits, as you know just what to make to cheer people up and how to appeal to nonhuman palates and picky eaters. Those who have a taste for the finer things in life will easily recognize your skill and will be impressed, and you can certainly make do with whatever ingredients you have. You also are better at teaching other people how to get better at cooking, and with time you can even help the worst cook make decent meals.

Provoke (200 CP, Discount Drop-In)

- Somehow, your presence just annoys people into attacking you first above their intended target. Maybe you know just what to say to piss people off. Or now you just register as a threat that just cannot be ignored. They have to get rid of you. Now. If someone sees you in sight or you call for their attention, whatever their objective was, they don't care now. They have to fight you. And they'll come up to you and attack you. This does not take away their competence, and you'll certainly have to survive the ensuing fight. You become an excellent distraction with this odd talent you now have, and you could distract your foes from more important targets. Can be toggled on and off.
- This works proportionate to the skill or power gap in single combat between you two. The stronger the person is in relation to you, the more likely they'll go after you. Foes you could easily destroy are less likely to be affected by this talent. However, those inclined to be easily provoked will go after you.

Deep Down, You're A Big Softie (200 CP, Discount Drop-In)

- Some people are pretty grumbly, but some grouches do have soft spots to them. Not every mean person has a hidden heart of gold, as some are honestly terrible through and through. But you can discern who and what has a nice side to them, and how to use this to befriend them if so. Or help bring this out in them so maybe people won't hate them anymore. In general, you won't be really deterred by how rude people treat you when befriend them, either.
- You won't irritate anyone by appealing to their nicer side, but any condescending behavior from your part will end any goodwill between you two.

Bearer of Hope (400 CP, Discount Drop-In)

- This is your castle, and you'll hold out. If you're besieged on all sides, you'll find that you have a strange hope within you that if you hold out long enough, you can win the day. This hope becomes a powerful will inside you, and your competence and skill at defense becomes amazing. Even if everything seems hopeless, somehow you can hold. You can see holes in your own defense and anticipate when and where your foe will attack you. Of course, you may still lose, but not through lack of trying or skill.

Maybe I'm Just A Prodigy (400 CP, Discount Drop-In)

- You're good at teaching yourself without needing a mentor. As long as you have a book on the subject or a weapon to practice with, you can teach yourself many things you could not without a mentor. Complex fighting styles will need some knowledge of said fighting style, perhaps a book on the subject, but you can at least pick up a bow and learn very quickly how to use it. Or develop a personal fighting style with a sword in only a few weeks. Your skill, regardless, will eventually develop enough to where others will respect it enough to follow you on the battlefield.

Reconcile Peace (600 CP, Discount Drop-In)

- You can reconcile the differences between two hostile, fighting forces, and get them to cooperate against a mutual foe. Heck, you find that if you really must, you know how to *make* a threat to get two forces to stop fighting and to mutually cooperate. If you must act as bigger, scarier force to get them to stop fighting, then so be it. Or maybe you figured out that the whole grudge was based on a fabricated lie, and you can spread the truth around and get people to believe your story.
- Or maybe you know for a fact that if this pointless war continues to rage on, that this story will not have a happy ending. Either way, you can get people to stop fighting each other and cooperate. It may require great effort on your part, but a way can open for you to get them to stop fighting.

Mercenary (Free)

You've led a pretty decent life for a mercenary. You can be part of the Greil Mercenaries or your own Mercenary troop. You lived with the mercenary group for most of your life, doing odd jobs and helping save the people from bandits and other hostile foes. You are a hero not bound by anyone's desires but your own, and maybe whoever has your paycheck.

As Long As I've Got My Cape (100 CP, Free Mercenary)

- You're a hardy one, and good at surviving in the wilderness with only the bare essentials. You could march for miles and sleep on the ground without needing a sleeping bag and you'd wake on the ground feeling as refreshed as ever. Packing stuff and pitching a tent is second nature to you. You'd be able to forage for a good meal, as well, since stuff just turns up for you.

Ninety-eight... Ninety-nine... One hundred! (100 CP, Free Mercenary)

- Why do you need discipline to stick to your training, when you enjoy it with all your heart already? Training and exercise will never bore you, ever. Neither will you feel fatigued or pained during it or after. And you will always make some progress, as long as you have a weapon or magic you to practice with. Even when it's just swinging an axe one hundred times without a sparring partner, you will at least enjoy it and get something out of it.

To Know My Men (200 CP, Discount Mercenary)

- A leader knows that his men are not mere disposable tools, but human beings with dreams of their own. You're good at determining what drives your allies and how or why they're acting a certain way, based on what you know about them. You know what to ask to understand them a little bit better, and generally you can do it in such a way that your questions won't be seen as intrusive or rude. You may build on this to help grow closer with them and reach an understanding between you two that you otherwise would not have.

His Father's Son (200 CP, Discount Mercenary)

- Sometimes, the duty falls on your shoulders to take the place of a fallen leader. If you find yourself in any sort of leadership position or role that you aren't suited for just yet, most people will have faith in your ability to carry it out even if you aren't able to fulfill it at this time. Actively asserting yourself in this role instead of rejecting it outright will also help people like you more. Consequences from your mistakes will be less severe until you are at a position where you can handle them as well, and most people won't get upset at you for making them. People will also point out your mistakes and give you advice on how to fix them instead of yelling at you about them. After all, you're new at this.

By Character Alone (400 CP, Discount Mercenary)

- Your mind, is clear of any prejudices you could have towards anyone, based on scary stories or otherwise. You judge people on their own merits, and how they have treated you and everyone else. And other people will do the same for you. Your actions will be judged on your character alone, and not because you happen to be a scary looking sort who appeared in a village. Can be toggled on and off.

Dramatic Rescue (400 CP, Discount Mercenary)

- You have a strange luck with arriving in the nick of time to save someone, no matter what. You have an improved skill organizing dramatic rescues--predicting where someone was taken, knowing how far you'll take to get there, and of course, coordinating the rescue in the first place. Fate itself will be on your side as you charge forth to rescue whoever's been captured, and you and your allies will work together marvelously when it comes to saving people.

Aether (600 CP, Discount Mercenary)

- You possess a legendarily powerful skill. One that could fell gods and shatter the strongest defense. Perhaps it was a blessing you were born with. Or maybe you are that good.
- Occasionally, your hand will be guided to strike your foe in such a way that your foe's defenses are essentially halved, and not only that, you can strike with three times the force of your blows. You will be healed from the ensuring massive amounts of damage you inflicted on the person, as their life force flows into you.

Bestial Laguz (Free or 100 CP if Dragon)

You are long of life and perhaps you remember back to the days where you were a slave. While your shifting is something that can only be maintained for a short time for Laguz, after you leave this world, you can spend a limitless amount of time in this form. Your strength is great enough that you could shatter boulders in a single strike, and if you're a dragon, a group of you can lift entire ships from the ocean. Choose between a dragon or a bestial laguz with this origin. You may choose between a mammal or a dragon to base your alternate form off of. Bestial laguz are weak to fire magic and dragons are weak to thunder magic, but this weakness goes away post-jump.

Dragon laguz can sense the presence of allies, and if they care for the person very much, they can communicate telepathically. They also do not breath fire, but rather a gout of magical blasts that could potentially knock over entire towers. Unlike the Laguz, who live for 200 to 300 years, you live for 1,000 years. You also can shift into a mighty dragon form.

Also you have acquired a taste for spicy food. You can keep this when you leave this world or end it if you must.

Pride of the Pride (100 CP, Free Bestial Laguz)

- The Laguz are a proud race. While some believe this is a flaw, it nevertheless persists in them. Your pride commands respect and dignity from those who would otherwise seek to take it from you. Never will you find your confidence challenged in yourself through harsh words or statements again, although if someone gives you a well-reasoned argument about how terrible your actions have been, that will get through to you. But mockery, jeering, and cries of "monster!" will rarely shake you. For you have weathered their lies about you for so long, their words are meaningless to your ears.

With Others Of My Tribe, I Need No Words (100 CP, Free Bestial Laguz)

- You can easily communicate with your allies through gestures and growls, no matter what form you possess. Your abilities with communication are much better as well. Never again will someone misinterpret a hand signal or a mumble by you, and your body language is much more obvious if you wish it. While complex explanations and instructions are beyond the scope of your ability, you will at least be able to hold a good conversation with someone or bring their attention to something. Your enemies won't understand your body language if you don't wish it, either.

Leader of the Pride (200 CP, Discount Bestial Laguz)

- You have a gracious dignity that is hard for the people around you to fully get rid of. People instinctively feel you are a wise protector, and will flock to you if they are downtrodden or vulnerable, and are inclined to lend an ear to your words. And you can protect them in kind, and help them grow stronger if you must. You could also teach anyone you raise to run faster or become stronger past the limits of what their species

could accomplish. You could never teach a beorc how to shift into a form they do not possess, but you may help them become as swift as a laguz.

Rule Of The Mighty (200 CP, Discount Bestial Laguz)

- While the Beorc rely on confusing, complex laws, and play these little games of who likes who better, you rely on a much simpler method. The rulers in your culture are simply the strongest there is, as it takes strength to protect and to uphold the rules that keep your tribe organized. It also takes much discipline to maintain and gain strength, so anyone with great strength carries much mental fortitude as well. Making a show of effective force against a leader or defeating them in single combat will win favor with their weaker-willed subjects, and at least command respect from those of stronger will. Resorting to dirty tricks or becoming an unlikable jerk will make you lose favor with those whos' respect and adoration you have won, however.

Puzzling Truth (400 Cp, Discount Bestial Laguz)

- Surely, such a brazen action the King took was a terrible idea. It could very easily spiral into a massive, continent wide war. The worst part is...you know that's exactly what he wants. You can piece together someone's plans and predict the consequences of their actions. The more you know the person and have interacted with them, peacefully or otherwise, the more accurate your insight and predictions will be about what they'll do in the future or what they're planning. Working under them will help you piece together a more accurate picture of the plan.
- Furthermore, you may lay these plans out and explain to people these plots in a comprehensible way, and you are able to explain it in such a way that it sounds believable to those who hear it. You will need to think about how to throw a wrench in these schemes, but when you have the plan all figured out, that should be easy to go from there.

Feral Wildheart (400 CP, Discount Bestial Laguz)

- A beast's will to survive is great. The Laguz are a long-lived people who have struggled against all odds to live once more. There are some Feral Laguz who always spend their time in their beast form, and their form becomes truly mighty when in this form.
- When you are the verge of death and exhaustion, you find that your drive to survive becomes great, and a new feeling of strength takes you over. Your form becomes much more powerful, as you unlock the true strength of a Feral Laguz. While typically this would come at a loss of your sentience, you have the rare talent of keeping your mind when you use this form. Your willpower becomes a powerful thing, as you fight just to survive. You could tear apart entire groups of men with your strength alone. You shall not die as a simpering beorc, but as a proud laguz.

Rip Off Your Chains (600 CP, Discount Bestial Laguz)

- A rebellion is the voice of the discontent and the upset, and you know just what it means to lead a downtrodden people to victory. You can cause a rebellion if you wish among a

powerless people who have been kicked around for too long by an elite class. To stoke the flames of an unhappy people into action and organize them so they may fight for their freedom and a better future beyond the one they have. Your voice when encouraging the people to uprising against a foe that had exploited and abused them carries much force and sway, and even the most cowardly could gain the courage to attempt to stand against soldiers or law enforcement. Your skill in moving the people and training them to fight against a powerful force are like that of Macaiah, the Silver Haired Maiden.

- And much like her, committing any great deeds or what could seem like a miracle in the world (such as magically healing people without using a staff in this world) will do wonders to help sway people in your favor. You will also attract many powerful sorts of people to your cause, such as a lost heir of a dukedom or mysterious mages with shady pasts

Bird Laguz (Free)

All Bird Laguz come with a pair of wings, of which they may use to fly with. You hail from the island kingdoms of Phoenicis and Kilvas, or a heron survivor from the flames of the Serenes Forest. Kilvas is the island of crows, while Phoenicis is the island of hawks. The crows of Kilvas are feared for being known as pirates and raiders, while the hawks of Phoenicis are a hardy bunch. They're at least more trustworthy than the crows. Hawks of Phoenicis hate the crows, and they will also raid Begnion ships in revenge for the burning of Serenes Forest. Speaking of which, you could be a surviving Heron who fled from the flames that overtook the Serenes Forest twenty years ago. You are weak to wind magic, in any case, but this weakness goes away when you depart this world.

You have a pair of glorious wings that sprout from your back, and you may shift into a great, mighty bird. Just as big as the big cat Laguz.

Oh yeah, you can also fly too.

Gentle Beauty (100 CP, Free Bird Laguz)

- You have a delicate air around you that exudes calmness. Your features are almost angelic. People become relaxed and inclined to trust you when you're in their presence. Some would think you're so pretty, those who treasure beauty will defect to defend yours. Your presence also has a minor dampening effect on any sort of aggression.

Charming Rogue (100 CP, Free Bird Laguz)

- You have a certain roguish charm to yourself that just gets people to like you. A coy smile, a simple wily air around you. You've got a clever gig and could easily win people's hearts with your dashing ways. Clever comments come easily to you, and charming words slide from your mouth like water from a fountain. Your body also carries the right shape to it that could attract those interested in...you know. Things.

Cold-Hearted Betrayal (200 CP, Discount Bird Laguz)

- You know what to do to get others to trust you. You could easily convince a hostile force that you really are on their side, and then able to arrange schemes behind their back right in their base and sell them out when they least expect it. As long as you give them a good reason why you'd want to team up with them, like how you have a mutual enemy that has harmed both of you, they'll be convinced that you're on their side and let you join them. Heck, somehow, if you betray people multiple times they will somehow still continue to trust you.

Flock of Magpies (200 CP, Discount Bird Laguz)

- The crows of Kilvas are a crafty folk when it comes to thievery and trickery, and you are no different. The Hawks of Phonecis are also known to be very good, organized raiders of Beginon's ships. They aren't called the "shipless pirates" without reason.. You have a knack for devising ways to nab what you want or need. And what is a raider, but without friends? When coordinating during your heists, your leadership is unparalleled. Indeed, when leading a force of fellow thieves, you find that you can just arrange things so marvelously to ensure that your plans go smoothly.

Peer Into The Heart (400 CP, Discount Bird Laguz)

- You may read surface thoughts (such as sensing when someone is thinking of a precious one to them) and ascertain feelings such as determining if someone is traumatized, hurting, or upset. You will not know specific details, but you will know the general idea of someone's mental state and any problems affecting them. Tension-filled scenes and combat will disable this ability, and if you are upset and find yourself filled with rage, you will be unable to use this power. While you cannot discern if someone is planning on betraying you or not or is up to something sinister, you will at the very least discern the mood around you and what you could do to influence it, for better or for worse. At least, you shall be able to comfort the troubled minds of those struggling with the heavy burdens life gives them. And you can know if someone is truly evil or not.
- People can also willingly close up their feelings to prevent you from looking into them, if they catch on that you're looking into them, and you will sense this. They will not be able to sense that you're looking into them unless you indicate you are looking into them.

The Balance of Peace (400 CP, Discount Bird Laguz)

- Beorc and Laguz are comprised of two forces--balance and chaos. Balance is the standards one holds to themselves, it is the restraint they possess when they desire to lash out, and chaos is the deviation from those restraints. When chaos runs free in someone's heart without balance, they become a raging monster. Herons are exemplaries of balance, however. They (rarely) get involved in a fight, and are inclined to pacifism. You may remind others of the balance in their heart and quell the chaos that threatens to overtake them if you must.

- You are able to effectively encourage people to stop fighting and talk aggressors down from a fight. You will also be unaffected by any attempts to bring you to rage, such as supernatural attempts to turn you into a raging monster or to corrupt you into hurting others. You may also do the same for others, attempting to calm the rage in others if you must and shake them from their rage, possessed or otherwise.

Galdrar (600 CP, Discount Bird Laguz)

- Your voice now shines with the arcane power of seid magic. The healing power of Galdrar is a wondrous force that can accomplish many great things. This is an art typically only the herons of Serenes Forest can sing, but you, regardless of your race, can sing it now. This song has many applications based on the lyrics and the target. You can sing a duet with someone and revive a dead land with the song, the flowers blooming and grass growing from the charred ashes a dead forest. You can unseal sleeping forces with this power, weaken someone considerably, renew their strength, or heal them completely free of all wounds. You do not need to be taught this power.
- So potent is this power that mangled bodies and traumatized souls will be healed from your voice, as well. For example, trauma from horrific scientific experiments, as well as their negative effects, can be cured with the power of your voice. Galdrar is indeed, quite powerful.

Beginon Senator (Free)

You have spent a life living in politics. You may or may not have noticed the massive corruption taking place and prefer to do things your own way with minimal interaction with the other senators, or took advantage of it. You are the eighth member of the Beginon's Senate, an odd exception in a culture mired in unchanged tradition for a thousand years, for typically there are seven senators for the seven dukedoms. But a new dukedom has popped up, and now you are the eight senator.

Incorruptible (100 CP, Free Senator)

- You sneer at any attempts to bribe you or any other attempts to change your morals will be difficult for anyone to do. Peer pressure won't get to you. You'll stick to what you believe is right. You refuse to find your morals compromised, and no one will exploit this to humiliate you, and neither will you be forced to break your morals to survive in typical day to day situations.

A Talent For Disguise (100 CP, Free Senator)

- You always know how to disguise yourself so that you may seem like an unassuming wanderer. Or at least, throwing on a cape and hood will get people to ignore you. Heck, you could pass yourself off as a mere worshipper on a pilgrimage, as long as you keep your interactions brief with the ones you are hiding from. Your allies will recognize you if you wish.

Posh Eye For Beauty (200 CP, Discount Senator)

- You are a cultured sort, able to appreciate art and other forms of art enjoyed by the elite in all its forms and carry out a conversation with the most dignified of nobles. You may discern if what you're looking at is a finely crafted piece of art, discern the subtle flavors of wine in your glass, and be able to speak about the finer points of philosophy to your peers. Or if not, you can point out flaws in whatever work you're consuming to prove your knowledge.

Managing Affairs (200 CP, Discount Senator)

- Managing the bureaucracy and pulling strings is like breathing, to you. You just have to do all that boring work, and you can get bogged down easily in it. Not anymore. Paperwork isn't boring for you, and in fact, you enjoy it. You could manage up to a dukedom with the abilities you have alone.

Throw Down The Sword (400 CP, Discount Senator)

- Sometimes you have to step out of a conflict and not involve yourself against a foe far more powerful than what you could handle. You must preserve yourself, above all else. Furthermore, as long as you make an explicit declaration that you will not fight in a conflict, but that you will prevent any and all fighting happening in a certain territory like your property or country, that territory and you will at least be left alone for the time being. No one will hold it against you even if obligations should have pulled you into the conflict. As long as you commit to protecting your territory, your words shall be heeded. Even those who ignore this and rush to attack you, your allies will step in to defend your neutrality.

Got Away With It (400 CP, Discount Senator)

- Pah. You've been committing so many illegal acts for many years, and no one has suspected a thing. Oh, there are rumors and the occasional stories by people who likely wish to smear your reputation, but no substantive evidence has turned up. And it's all thanks to your efforts and just a little bit of luck. You know how to expertly hide your tracks and any evidence of your actions if given enough time and resources to hide them. Fate will also make a small attempt to steer people away from investigating into your crimes or telling others about what you've been doing. You won't be protected from exceptional people who investigate your actions, however.

The Voice Of The Senate (600 CP, Discount Senator)

- Your words carry an authority comparable to the Grand Apostle of Beginon herself, Empress Saneki. When you speak, people listen. When you rule, your leadership will become legend. The people obey you not because of force, but of genuine love for your rule. For your leadership and ability to rule leads the way prosperity. You may not be a powerful conqueror, and certainly you will have to deal with problems that pop up, but you know what your kingdom needs to keep flourishing, how to make your people happy

and how you may accomplish that. Ruling through fear and terror will make you lose the favor this ability grants you.

- You are gracious and grand, like a ruler, and wise in your decisions. You know when to reconcile with those who despise you, and discovering ways of rooting out corruption in such a way that does not compromise your political position. It will also be easy for you to defend your ideals against someone who questions them, and take down those who seek to test your ideals.

Undiscounted Perks

You'll Get No Sympathy From Me (100 CP)

- Some bad guys are truly heinous, and deserve punishment. But sometimes, the softer hearted cannot help but feel bad about giving evil what's coming to it, and can even hesitate when going through with the act. It's not a bad thing but...it makes justice hard. It can be hard fighting against your family so you can do the right thing. Now, you won't feel an ounce of regret when you kill or fairly punish someone who has committed an evil act, or acting to stop an evil act. You also won't hesitate to give out a fair punishment, no matter who is receiving it, but you may choose not to punish them.
- A warning will sound in your mind if you're beginning to cross the line between justice and sadism with your actions. Once you've crossed it, you will know, and you will feel terrible over it if you would ordinarily feel terrible over it. Remember: He who fights monsters must be careful not to become a monster himself.
- Parts or all of this ability can be toggled on and off if you wish at any time.

White Dragon Blood (100 CP)

- Within your veins runs the power of the white dragons. Your magical growth and potential is must faster and higher than what is typical for an average member of your race. You also do not suffer the consequences of being a branded if you happen to be a human, unless you take the drawback.

Blossoming (100 CP)

- You might not learn faster, but that's okay. Every flower needs time to bloom. You've got greater potential than most in anything you set your heart on. Your star rises higher than the rest, and you give good results if you put the work in.

Paragon (100 CP)

- You have a natural talent when it comes to learning, well, anything. Your growth in anything becomes rapid as well. You'd be a star pupil when it comes to being taught, because your memory and body seems to retain things very easily. The very paragon of a student, both in fighting and studies.

What If I Had Been Raised To Believe A Lie? (100 CP)

- Some beliefs, no matter how the person came to adopt them, are harmful to them and others. Whether a toxic one that harshly judges the self based on a minor perceived flaw, or condemns an entire race based on exaggerated stories. But even when one knows it is wrong, they will still need time and effort to truly rid themselves of this belief. No longer shall you need to wait. If you must, you may instantly rid yourself of any belief or harsh judgement, even if one has gone through rigorous indoctrination to have it.

Do You Know What Happens To A Country That Loses A War? (200 CP)

- This world can be devastatingly harsh to the idealist. You know just want to say to let someone know of the true realities of this world without truly shattering their hope or desire to make the world a better place. In fact, you could forge their will and resolve into something stronger than they were before with these talks. Just because this world has flaws doesn't mean it can't be fixed, and you can give them the courage to make the steps towards fixing it.
- You also can foresee any negative consequences or intentions behind seemingly benevolent actions, or at least know when it would be a bad idea to accept help from a much more powerful country in a war.

Shaman Training (200 CP)

- All magic in this world comes from making pacts with spirits, outside of staff magic. You now may make a pact with and exchange various things with elemental spirits in exchange for their power by exchanging an insignificant portion of your life force with them. As a basic starting pact, you have the ability to walk through the desert sands tirelessly and without impediment, as the spirit of the ground parts the earth for ease of walking. This is a subtle effect, and only fellow magic users will recognize this. You may also cast magic from books as well. You have a mark on your body recognizing this pact. You do not get more brands from pacts.
- Or...very rarely, a spirit sought to make a deal with you when you were a child and made a pact with you instead of you seeking them out. It is your choice, and it has no influence on your total power, merely how you acquired it.

Dodge Tanker (200 CP)

- You're an agile one. Trying to land a hit on you is like trying to swat a tiny fly with bare hands. Anticipating attacks and where they land becomes intuitive and easy for you, and your grace and speed becomes almost mythic. You could easily rely on your ability to dodge attacks for a good while. You could probably block off a corridor and dodge attacks from all sides. Do note that this isn't a supernatural ability in any way, you just happen to be very, very skilled at dodging. The very peak of dodging ability for your race.

The Cleverest Tactician (200 CP)

- It can be...difficult when dealing with people who are more inclined to charge straight at an army or attack the most suspicious person instead of putting thought into their

actions. Now, it'll be easier for you to reason with those sorts and have them listen to you. Perhaps you could even get people to consider other options they normally wouldn't, like convince an honor-bound warrior to step down from a duel if you give a good enough reason for him to do it, or convince a hotheaded laguz general to pull back his forces from fighting.

No Hard Feelings (200 CP)

- Sometimes situations force you against your friends in a conflict. As long as you were honestly forced to fight against them or you feel it is the right thing to do, such as through coercion or upholding a vow to protect someone close to you, no one will hold it against you when you fight them. You will also find that it will be easier to incapacitate them, rather than kill them during the fight and fake their deaths. These things just happen, and your friends and allies understand.

Go On, Take It (200 CP)

- The bond between a mentor and student is strong, and a weapon forged by the mentor given to the student can be a physical representation of that bond. Somehow, you find that when you're making weapons for a student of yours to use, something about the weapon just makes them better than what it would normally be. Maybe it's stronger than intended, or maybe it uses less energy but has the same power output, or maybe your student just happens to be protected from back luck when holding it.

Card Creator (400 CP, Discount if you have purchased Shaman Training)

- You now have the ability to smith energies from entities like spectres or locations like the netherworld into arcane cards. You could also harness the energies from the personification of concepts as well, but death energies will not instantly fell a healthy, powerful person and there are more potent sources elsewhere, like from the netherworld itself. Anyone, even those with little to no magical potential, can make some use of these cards. These cards subconsciously draw on the magic power of the user to use as the spark to set the energy in the cards alight, allowing the user to throw them and create a great magical explosion made of that energy.
- Think of the energy in the card as firewood and the energy as the blaze that sets it aflame. However, the stronger the magical strength of someone who uses these cards, the stronger the explosion is. But there is a limit to what these feebly thin cards can blow up.

Companions

Mercenary Group (100 CP per companion, 300 CP for eight)

- You may important up to eight companions per purchase with this. Each companion gets 600 CP to spend on items or perks. You may give one person each extra CP by supplementing them with your own on a one to one scale. They do not get the item stipend. They get all origins and free items/perks for free, except dragons.

With Us! (200 CP per purchase)

- If you find any allies here, you may take them along with you. You must ensure their survival to the end of your stay here if you wish to take them along with you, and you must be on good terms when you leave. With the exception of Yune or Ashera, as they will

Yune or Ashera (300 CP each)

- Yune is Ashunera's chaotic half, and is sealed in a medallion until she is released by fate. Despite being hyped up as a dark, scary god, is actually quite personable if someone petulant and self-absorbed, though not without reason. After all, she is divine in some way. But she doesn't really care for formalities--just don't call her a "dark god". She hates it. You wouldn't be want to called a 'dark bag of organs' right? It's the same logic. Just be respectful. She usually refers to mortals in ways that reference their flawed being, like "bone cages", "air-breathers" and so forth. Yune really does love people even if her interactions with them are somewhat clumsy--after all, they never stop changing! And they never take straight roads...
- Although once she gets worked up, she can affect the environment such as causing sandstorms, but this rarely happens and she quickly stops them once they happen. She's learned her lesson from when she flooded the world. She also can grant people a portion of her power if she favors them, however she may do this only once. This will not make one on par with that of a demigod, and she cannot grant entire armies this power without making herself very tired, so only do it in emergencies.
- Ashera, on the other hand, is the orderly half of Ashunera. While she does not lack emotion, she is very pragmatic and will find it difficult to change her decisions when she makes them, as in her eyes they have the best outcome. Emotions do not sway her. While she does love humanity as well, her love is very pragmatic.
- She honestly feels that turning all beorc and laguz to stone forever to prevent fighting is the best solution to stopping a war. If it seems like a poor decision, do realize that she is, indeed, stopping all fighting so they don't kill each other. In her own efficient (somewhat skewed) logic, that makes sense. However, she really does try to help humanity, and could be a good advisor. She could also potentially have an irrational emotional attachment to someone in this world...but who that is, remains a mystery.
- Both goddesses, however, will find their great power decreased when they leave this world. Their blessings will remain the same in strength, however their powers of creation will be nonexistent, and all of their great defenses and strength will also be gone. They will be about as fragile as a human being in this state, and their power only that of the greatest mage this world has to offer.

Items

You get an extra 300 CP to buy things with. You may import any items in these as you see fit.

Undiscounted

Magic Weapon (100 CP)

- This weapon may call upon the magic power that runs through your veins to draw power into an elemental strike chosen between wind, fire, or lightening.

Provisions (200 CP)

- These are some provisions one can distribute, appropriate for any setting you find yourself in, to help survivors from a natural disaster get back on their feet. These provisions are basic necessities like food, clean water, clothing, and medical supplies. You may customize these provisions with your own supplies however you like with your own resources, but these provisions are less geared towards helping in combat and more for helping people survive the aftereffects of a natural disaster or a war. They are enough to help a small city survive.

Jar of BEXP (200 CP)

- What...is in this jar? Best not to ask questions, really. There is a curious glittering powder in this jar that steadily appears to fill up over the course of your time in a world, but empties when you leave it. The powder, when scattered on someone, appears to accelerate someone's skills in combat or with magic in general, permanently. It fills up rapidly whenever the owner accomplishes important fights quickly or accomplishes a set series of goals that's written in a book that comes with the jar. These goals typically are geared towards pacifistic goals, oddly enough. Such as preventing casualties in fights, and stopping a fire from overtaking a town.
- Because of how the jar fills up, one cannot really fill it up with mere training.

Jorge And Daniel's Shop (200 CP)

- You have acquired a shop run by two men in your warehouse. They seem to look the exact same, except one is blonde and the other is a brunette. Their clothing color is different, as well. Jorge (The blonde one) can buy things from you and will always give you money for what a generic merchant of the setting will pay for it, and Daniel (The brunette) has a rare talent in that he can slightly improve anything you give him, for the right amount of coin. He can also change the aesthetics of any handheld item you give him, as well.
- Jorge is outspoken and prone to anger, but he's got enough sense to know when to suppress his anger in business dealings. Daniel is his calmer brother.

Drop-In

Arcane Cards (100 CP, Free Drop-In)

- When these sets of ten cards are thrown, a great red, magical blast explodes and the target is enveloped by flames. No matter if the user is skilled in magic or not, it will

enable anyone to harness their latent magical power to blow things up, but the power that can come from these cards are somewhat restricted. Even someone who has never touched a spellbook in their life can make some use out of these cards. Truly handy for emergency situations where one finds themselves without a weapon or are unskilled in fighting. You will find that the deck replenishes the next day.

Little Birdie (200 CP, Discount Drop-In on first purchase.)

- This is a small bird that is small enough to hide in your clothing and will always respond to your orders and understand them. But this bird's secret is that it's true form is a small elemental spirit, which can embody one the forces of balance, light, darkness wind, lightning, fire, or chaos. It is not sapient but it is smart enough to understand any complex orders and to solve it's own problems, and will alert you to any trouble happening.

Rewarp Staff (400 CP, Discount Drop-In)

- This latest invention of Begnion magical science is a wonder. This fantastic staff can warp you anywhere you wish on a continent and the surrounding islands. Unlike the cumbersome warp powder, this does not tire the user, and has up to twenty uses before it needs to be replaced. However, it can only be used on the user. You will find a replacement in the Warehouse the next day when it runs out.
- It even comes with a small book that helps someone build their very own warp staff and harness warping magic. However, it will take much skill and resources to build a staff and use the warping magic, and one cannot cast the spell without a physical object to use as a focus and to store the spell in. It should be note that this warping magic draws on the energy stored inside the object, not the person using it.

Empty Medallion (600 CP, Discount Drop-In on first purchase)

- This is a small, unassuming trinket. It could be a piece of jewelry or something small that fits in the palm of your hand. However, one may seal any powerful being within it. And unlike Lehran's Medallion, it will not negatively infect anyone who touches it with the aspect of the sealed entity's power and drive them in a rage, unless you wish it. You may only seal one entity at a time within this item, and you must release the entity if you wish to seal another. It takes seid magic to seal away creatures inside it, and typically one would need to seing Galdri to do it, but anyone could sing it. It comes with a slip of paper with the song one needs to sing to seal it away.

Mercenary

Some Stones In A Bag (100 CP, Free Mercenary)

- You have some kind of mundane item or otherwise useless trinket that you could be embarrassed for keeping, especially at your age, but for you it means the world to you. When you see it, you'll be reminded of what you're living for, and why you're here. They might be some rocks from the family farm in a bag, and you'd still be reminded of why

you're still fighting if you look at it. It will comfort you, somehow, even when you're deep in despair.

Mercenary Base (200 CP, Discount Mercenary)

- This is a decently good place to live in. It's not especially fancy, and you suspect there's a draft in the bedrooms somewhere, but it's livable and cozy otherwise. It can house a decent amount of people to make for a mercenary group. Comes with a good amount of mercenaries appropriate for the setting that have...basically a never ending contract with you, if you wish. Otherwise, it's an empty place. Great fixer upper, if you're inclined to those hobbies. Can be a warehouse extension, in which case a door will pop up leading to it, or it can follow you from jump to jump.

Blessed Weapon (400 CP, Discount Mercenary)

- This ancient, scraped up weapon has been blessed by Ashera herself, and can carry memories from the user, and can help bring out suppressed memories of the user if it strikes a powerful force.
- This is also a powerful weapon. The divine blessing this weapon has protects the user to a degree from any physical strike, and this can even strike from afar using a blast that draws power of the user's own physical might. It will never shatter, either, despite it's rather worn and cracked appearance. It can also reach past magical or divine defenses to a degree. It will at least be able to graze and draw blood to those it strikes.

Blessed Black Armor (600 CP, Discount Mercenary)

- While it is big, and can be heavy to move around in, no to mention rather menacing to those who see it, it has been blessed by Ashera herself. This armor will also completely conceal your identity when wearing it (Right down to changing your voice), and comes with a long, flowing cape for you to wear it with. However, it does not mask your scent. It should be noted that only the armor itself carries these protections and not your body, however it is difficult to find any openings in it as it is rather expansive. It blocks out all physical weapons and blasts that are not divine, blessed by a divine being in some way, or anti magic.

Bestial Laguz

Beorc Knife (100 CP, Free Bestial Laguz)

- You have a small cutting knife that isn't exactly suited for combat, but for cutting fruit and other things, like skinning animals. It's always small enough to be on your person at all times, and it will never hurt the user if they make a mistake when cutting it or handling it improperly. You could feel completely safe handing this knife to a child to use. Not good for combat, again, but a knife can be pretty handy for other uses. It will always remain sharp and have a clean cut.

Speaking Stones (200 CP, Discount Bestial Laguz)

- The dragons, using these gem-like stones, speak to each other over vast distances using these pairs of gems. However, these stones can be used by anyone, Beorc or Laguz. They are big enough to fit in the palm of one's hand, and glow every time someone speaks in them. You get a set of eight pairs. One may only correspond to each other with the gems.

Healing Jar (400 CP, Discount Bestial Laguz)

- This is a glowing, massive blue jar that gives off a pleasant, bright teal glow. Flower scented smoke washes off from the top, and within the jars rests bright blue liquid. While the liquid itself cannot be used to heal people, the drifting smoke from it most certainly can. Inhaling it will put your mind at ease, although it's best not to inhale it for too long. Any wounds they touch will seal up over time. You are at ease when standing around it, and your wounds heal up nicely when standing or sitting around it.
- This jar also comes with a book on how to make these beautiful jars and harness the smoke that comes out of them.

Grand, Rolling Fields (600 CP, Discount Bestial Laguz)

- These sunlit, grassy fields will always be bright and unclouded by rain, and yet any grass or things growing in it will always grow strong. Even if the plants are rare and require exotic or overly specific conditions like magic leylines or it has to be watered in a certain way, somehow this place will always be perfect to grow those plants in.
- Or you could just use this place for a nice picnic or to run around in. They may be a warehouse attachment (In which case, a door to the fields appears in the warehouse), or a place somewhere in the world that follows you.

Bird Laguz

Healhedge Seeds (100 CP, Free Bird Laguz)

- These seeds grow into a glowing bush, known as a Healhedge. When one stands in these bushes, they find themselves healed the longer they stand in it. One could probably make some kind of pretty healing potions around it or use some of the leaves for tea. They have a refreshing minty taste.

Magic Enhancing Altar (200 CP, Discount Bird Laguz)

- This altar has mysterious power woven into it that enhances any and all magic you do, including Seid magic, around it or using it for a ritual. The altar is made of ancient stone and carries many depictions of the history of the heron laguz. It is heavy, though, so if you wish to move it get a few heavy lifters.

Pirate Ship (400 CP, Discount Bird Laguz)

- While ravens do not typically use a pirate ship, a pirate ship regardless carries many benefits. Comes with its own crew to help you steer that shares the same race as you,

and can weather any storm thrown at it within reason. It will also always find a wind to push it, and is swifter than most ships.

Verdant Forest (600 CP, Discount Bird Laguz)

- This is a lush wood, brimming with the power of the Serenes Forest. You have command of all the birds that live here, you know when someone has entered it and when fighting has occurred in it. If you can sing Galdr, it's power becomes much, much more enhanced when you sing it in the middle of the forest. You may also bring people here, sing them a song, and then put them to sleep for however long you like so that they do not die. They will remain unaging and undying as they sleep.
- Furthermore, this forest turns away most people with hostile intent, but if the person is exceptionally blessed by fate or if happens to be a large crowd of discontent people, they will continue unerringly.
- It may be a warehouse attachment (In which case, a door to it will appear in the warehouse), or somewhere in the world that follows you.

Senator

Exquisite Art Pieces (100 CP, Free Senator)

- These art pieces are absolutely gorgeous, and breathtaking. They can impress anyone who sees them, and they even come in any art style you wish. Even ones that typically would not fit in a medieval setting.

Hammerne Staff (200 CP, Discount Senator)

- There's only one other staff like this in the world, and what a valuable staff it is. This staff can completely repair anything (Well, most things. But still. Very powerful.), good as new, although it has three uses before it breaks. You'll get a new one next week. This staff is...not entirely capable of fixing exceptionally large things. It can't fix entire cities or ancient technology but it can fix up a broken weapon good as new, or get a broken piece of equipment up and running.
- However, you will still need more than just fragments of the original item if you wish to fix it, and it can be no bigger than the size of an average room. It also takes a skilled person in magic to even use it without some kind of mishap happening, but even with a little bit of experience in magic, one could still pick it up and use it.

Stoney Castle (400 CP, Discount Senator)

- This is a beautiful castle, not the size of the royal palaces but certainly very roomy and snug. Around this castle is home to gardens that instill inside someone a feeling of peace and serenity. The stained glass windows are always pristine and need no cleaning, and depict many of your glorious deeds if you have done any, or they will fill up with them over time.

- However, it does not merely look pretty and ornate. Indeed, there are many twists and secret rooms hidden within it. It is also designed to be easily defended, with many potential chokepoints and high medieval traps within it.

Blood Oath Contract (600 CP, Discount Senator)

- You have a powerful slip of paper, called a Blood Oath Contract. These contracts, when signed in the blood of the signer, makes them bound to the contractor's will and the orders on the contract. While they may defy the orders of the contractor, it comes with a steep price.
- A lethal curse will be inflicted on the person and anyone under their command (such as a ruler and their country) who disobeys the holder, and they will soon perish. It will start out small, but over time, the corpses will pile up. People who notice the effects of the lethal curse but are not aware of the blood oath will suspect the hand of a plague.
- You may break this curse before it takes people's lives if you wish, but if they make any attempts on your life, you may hasten the curse's grip on them to make them drop dead on the spot. A third party killing the signer will erase the pact's effects, or it takes the destruction of the physical document and the death of the contractor to remove the curse. Killing the contractor alone, however, will ensure that the contract never ends.
- A person must sign this without mind control, but coercion and tricking them into signing it while thinking they signed a different paper is valid.

Drawbacks

You may buy up to +1000 CP worth of drawbacks

Echoes Of History (+0)

- Your actions shall be remembered in other worlds of Fire Emblem if you wish it.

In Ike's Place (+0, Cannot be taken with Ike's Guide, must take Against The Black Knight drawback with no points)

- Ike isn't here. Do you know who's here? That's right, you. You're Greil's kid now and if he dies, you'll be leading the Greil Mercenaries and getting swept up in the events of fate. Also you'll have to take "Against The Black Knight" drawback as well for no points, but fate will be kind and ensure that you will at least have a fighting chance against him.

SMASH! (+0, Cannot be taken with In Ike's Place)

- If you have been to the Smash Bros. jump, Ike will recognize you.

Self-Declared Rival (+100 CP)

- One of more eccentric members of this world has declared you their personal rival, and they will fight you. They're not super bloodthirsty and neither will they kill you, accidentally or otherwise, and the battle is most surely going to be an honorable one, but

they will be very annoying. If you manage to defeat them without killing them and convince them to come, you could take them along with you, if you wish.

Sleepy General (+100 CP)

- Much like a certain wyvern rider, you'd rather sleep than fight. Your overall fighting style and combat prowess on the battlefield is unaffected, but you'd much rather have your friends fight for you than actually fighting with them. Still though, you can shake this off if you wish, but you won't enjoy it.

Blast! (+100 CP)

- Oh, peanuts! You have quite the dirty mouth now, except that you don't say those rude words. Every foul word that comes out of your mouth slips into a PG swear. No matter how dark or agonizing things get, everything you say sounds utterly sanitized. Expect to throw around PG swears at the drop of a hat. Meant to say "damnit!"? All that comes out is "Blast!" Anytime you mean to say the word "shit", you'll say "fig" or "figs" instead. At least you'll come out of this with some skill in creative insults and an ability to voice your extreme frustrations around children?

That Makes Jumper Rather Sad (+100 CP)

- Jumper will only speak in third-person. Jumper will refer other people normally, but Jumper will refer to Jumper in third-person only. Jumper will also state what jumper is feeling sometimes during conversation.

Iambic Pentameter Speech (+100 CP)

- It seems that your time will be filled with ire, for your speech is rather odd. You can only speak in iambic pentameter for your time here, like a certain nobleman. You could either be seen as pretentious or strange, depending on who you're speaking with.

Embarrassing Transformation (+100 CP, Laguz and Bird Laguz only)

- You just aren't as impressive as your kin when you transform. Maybe your terrifying roar ends in a hacking cough for Lion Laguz, or maybe you just aren't as big as the other dragons for Dragon Laguz. Maybe your wings are just plain messy to look at, with floofy feathers everywhere. Your actual abilities are unaffected, but you'll be the subject of ridicule among fellow Laguz and some Beorc.

I'm Not A Kid Anymore (+100 CP)

- Jeez...why can't you lighten up? You seem so dour and too quick to prove yourself. You can't seem to stop and smell the roses or have fun. It'll be difficult for you to enjoy things.

Lost Control (+200 CP, Dragon Laguz Only)

- The Dragon Laguz are some of the strongest Laguz out there, but Goldoa has strongly remained neutral in most wars. There is a very, very good reason for that. You see, if Dragon Laguz are in combat for too long, they lose control over their power and enter a

wild, murderous state. If an army of dragons were to get involved in a war...they would slaughter entire armies. And then kill the innocents.

- Typically, Dragon Laguz Jumpers would be immune to this rage. Now, you aren't. If you are in combat for too long, you will enter this murderous rampage. Be careful.

Ike's Guide (+200 CP)

- While Ike would typically grow into the role of leading the Greil Mercenaries, acting as a leader should, it would seem that now he needs a little help, help you must provide. You will be guiding Ike and helping him adapt to the role of leading the Greil Mercenaries.
- If Ike becomes tyrannical and a terrible, awful leader and gets ousted from his role, that will be a lose condition. If Ike dies, that will also be a lose condition.

That No-Good Chum Bucket! (+200 CP)

- Much like a certain spongebrain, you're always in debt to unsavoury types. You're the type that instantly gambles away any money you get your hands on. You try to swindle people out of money to support you or steal from others to support your massive debts. You're a coward, too, and it will take an arm and a leg to pull you into battle. Be prepared to run away constantly or find lots of work.

Hungry (+200 CP)

- You have...a fast metabolism. You're hungry all the time. And if you don't get your massive fill of foods, you start getting very dizzy. Hope you have a store of food somewhere. Although your overall physique and health should be unaffected because of all the food you, you'll be eating five times as much food as usual. Hope you have lots of spare cash lying around to buy food with. And somehow, if you have no need for food, you will have a need to eat.

Lock Picking Fee (+200 CP)

- Somehow, you have a man on your side. He's pretty good as a thief, and once he takes a job (And he'll do anything you ask him do, even demeaning ones, without a complaint or care) he'll always complete the task through sheer luck or determination, but he's...odd. He keeps demanding you pay him (exorbitantly) for every lock he picks as well as stuff one would not normally charge for. Such as paying him to eat with the group, as he doesn't like large groups. You just can't get rid of him. He always comes back even when you fire him, and fate will conspire to put you in situations where you absolutely need his help. And he'll always charge you for a fee for his help. Asking him about his past makes him charge you for a huge amount of money, and he'll be cryptically stingy with the details even if you do pay him to tell. He's gruff and not that much for social skills, but he's relatively harmless if you're hiring him.
- He won't betray you ever, however, as long as you keep paying him to stay with you. Even if someone offers more money than what you're paying him to betray you, he won't take it. How strange. Oh, and if you kill him or somehow manage to permanently get rid

of of him, which requires some effort on your part, that's a lose condition. But he won't die, otherwise. You're stuck with him for these ten years.

- You can bring him along as a companion without podding him, but he'll, predictably, charge you tons of money to take him along even if you happen to be friends or lovers, but you can probably afford it by your time's end here. What is up with him...?

Easily Stressed (+200 CP)

- It sure is stressful managing a bunch of people or your life in general...and you don't seem to be able to handle it very well. In fact, get stressed too much, and you might actually collapse! Combat won't stress you all on its own, but managing that and important duties or being forced to do things that tear you apart emotionally will make you collapse.

Callous Downer (+200 CP)

- You're quite grouchy and while in your mind you act with yours and your friends' best interests in mind, you will come off as unfriendly and selfish. Your brand of self-preservation is just plain cynical. You will reject others who need your help if helping them carries a huge risk, such as protecting a runaway princess or helping to defend a weak country in a war. Stress also makes you prone to loud, scathing outbursts, and you might come off as super edgy in these rants. Not everyone will hate you for these bad habits. But you won't be winning many friends here, unless you have someone to cover for you.

Suppressed Memories (+200)

- Somehow, you don't remember a lot of things about who you are. You know SOME things, like your name, but most of your memory is a fuzzy, hazy blank. You'll slowly regain them over the course of your time here, however. If you have purchased a Divinely Blessed Weapon, it will not help you regain your memories.

Reality Intrudes (+200 CP)

- There's too many jerks who complain about the things you do in this world. Expect to have some form of notoriety and infamy, and not the happy kind. There will always be someone who wants to force their opinion on you of what you've done in this world. In general, also do not expect politicians to like you or what you're doing. They will always reach so hard to demonize you and what you are doing that you could hear their backs snap all the way across the continent.
- You could possibly get others to like you, but politicians will work to try to stamp this out by spreading lies about you.

Branded (+200 CP/+300 CP, incompatible with Laguz or Bird Laguz. Can only pick one.)

- You are a Branded. A Branded is half-Laguz, half-Beorc or is a Beorc with Laguz blood somewhere in their family, and carry a distinctive birthmark. The Branded lack the ability to transform, unlike their Laguz relatives. While you appear human and could pass for a

Shaman if you practice magic, any fellow Branded will recognize that mark on you. Most Shamans won't be able to tell the difference between your mark and a shaman mark, oddly enough. But they can tell the difference between shaman magic and non shaman magic. The Branded are heavily stigmatized by both the Laguz and the Beorc, so please be careful about who you reveal this knowledge to. The Laguz call the Branded the "parentless" because they deny their very existence, while the Beorc are less harsh on the Branded.

- Laguz can instinctively sense Branded, however most won't recognize that they're sensing a Branded. Just that they really don't like this person or that they're afraid of them. It doesn't make them murderous, and indeed, they won't really act on it for the most part if you aren't enemies. But they'll always get that nagging feeling about that something just isn't right about you. Some sharp Laguz will recognize that they're sensing a Branded. Fellow branded can also sense you and recognize you as a branded, however it is not a hostile feeling.
- (+200 CP) The mark is in a place that isn't typically visible, like your back.
- (+300 CP) The mark is clearly visible, like on your forehead.

Blood Oath (+200/+600 CP, Can only pick one)

- You, unfortunately, have a blood oath with someone or have inherited someone's blood oath. Meaning that you have been bound to someone's will and cannot defy them or you suffer death and possibly pull the people under your command with you to death. Until they remove the blood oath or the paper is destroyed, you will be forced to obey them.
- (+200 CP) You will not come into conflict down the line with this person, as their goals largely do not conflict with yours. But you will have to do stuff for them outside of your goals, although this is more distracting nonsense than a hinderance.
- (+600 CP) You will, indeed, get into conflict with this person at some point over matters you don't agree with, such as being forced to fight your friends. It is inevitable. You must find a way to get the person to let you go of this blood oath, cooperate with them, or perish.

A Grave Fate (+300 CP)

- Daein is searching for you. Oh no, it's not because King Ashnard wants to kill you--far from it, actually. He'd be delighted to capture you alive. His mage scientists could gather much data from experimenting on you or turning you into a powerful superweapon.
- It's not the end if you're captured, but if you die as a result of these horrific experiments or if your time runs out while you're still in captivity, your chain will end. If King Ashnard falls...well, he and his scientists aren't the only immoral mage-scientists out there. But at least they don't have the force of an entire country behind them.

Against The Black Knight (+300 CP)

- Sometime during your time here or your past, you run into the Black Knight and spoke to him. Maybe you even fought him in combat or in the field of battle. Or maybe there's an air about you that promises a good fight. The Black Knight, the most powerful member of

Daein's Four Riders, known for his nearly invincible black armor to all weapons except divinely blessed weapons, thinks you could be a strong enough foe to rival him in a fight. If you can't, he'll merely wait for you to become strong enough to fight him. But at some point, he will lose patience and seek you out. You do not have to kill him, and while you can fool him into thinking you're a lot weaker than you are so he can temporarily leave you alone, he will, again, lose his patience eventually and start going for you.

- The Black Knight is one of the most skilled swordsmen in the setting. He has much stamina to him. He is capable of using warp powder (very accurately) to teleport great distances if you attempt to run away, and he has very good tracking skills. He can power through the draining effects of the warp powder, as well, and fight as normal.
- However, he has a sense of honor, and after all, it's boring to fight foes that have no chance of harming you. If you have no means of bypassing his armor (And by the way, even without the blessing upon it, it is still very, very powerful armor), he will hand you a Divinely Blessed weapon so you may fight him with it.
- It is possible to defeat him without killing him. If you do defeat him in single combat and ensure his survival afterwards, you may convince him to come along with you, if you befriend him. Or you may choose to keep the Divinely Blessed Weapon if he gave you one.
- Oh, and this armor is immune to out of setting magic. Taking his armor is viable, however it will not be immune to out of setting magic after you take it. Have fun.

I Do Not Know How To Fight Cowards! (+300 CP)

- Tch. Plans? Why do you need those? You can just rush up to someone's base and attack them with your overwhelming force. You are a reckless, brash person who thinks little of tactics beyond charging up to someone's base and demanding combat. You'd rather relegate the role of tactician to someone else than to waste your time making plans. You'll think little of trying to infiltrate a castle and more challenging an army to fight you and your men in the field of battle than anything else. This could get very bad for you in a world where tactics determine most important battles. You're also hotheaded, and this can get bad during diplomacy.

All Humans Have Two Faces (+300 CP)

- You'll find that betrayal is common here, or at the very least, it will be hard to find people to trust outside your friends. Not everyone here will stick a knife in your back if it benefits them, and certainly Ike and (most of) his army won't betray you, but do keep an eye out and be cautious about trusting people otherwise. Build an army. Trust no one. The man from Locking-Picking Fee won't betray you, however.

Let Sleeping Goddesses Lie (+400 CP, cannot purchase Ashera as a companion if this drawback is taken)

- The sleeping Goddess Ashera lies in the tower. The personification of law, order, and stability, she is one half of the Goddess Asunera. She is sleeping, and only the loud din of a continent-wide war shall wake her. When she awakes, Ashera will pass a harsh

judgement on all, laguz or human, for descending into this chaos. Most people will turn to stone, except for a handful of those protected by her chaotic other half, Yune. While everything shall sort itself out in the end and everyone will return to normal, and your chain (typically) would not end when you are turned to stone for this reason, now you are an exception.

- No matter how pure of heart or nice you are, no matter how great your efforts to stop this war or help the setting, you are an anomaly. You are a threat to the order, for you are not part of this world. And therefore, you must be turned to stone along with the rest, and Yune's protections over you will fail. So harsh will her curse be that nothing will break it or prevent it if she casts it on you. You must ensure she never wakes up, else she will turn you to stone and end your chain right there.
- You must stop Tellius from collapsing in an all-out war. Attempts to keep her permanently asleep will always fail other than stopping Tellius from breaking into a war. After that, you have little need to worry of her waking up post-conflict.

Notes

Q: Will I lose my Laguz/Bird Laguz forms/Galdr if I have children with a human, as in canon?

Considering that it's a very important part of the setting, during the jump you will lose your powers if you have children with humans. Post jump this won't happen. Fucking humans is okay, but make sure to have safe sex alrighty.

Q: Heron Laguz are "creatures of balance" and this is why they didn't try to defend their forest from the people setting their forest on fire, and one of the herons is told that if he uses the Dirge, he will be "warped." Will Bird Laguz Jumpers who pick Heron also be subjected to that weakness?

No. Heron jumpers will not be affected by this. Consider it a matter of convenience.

Q: So if everyone turns to stone when the plot happens according to canon, will it be the end of our chain if we get turned to stone, but take the "Let Sleeping Goddesses Lie" drawback?

No, if you want to avoid the plot it won't end your chain if you get turned to stone if you don't take the drawback, as you'll get turned back when the heroes beat up Ashera and get her to lift the curse.

The Balance of Peace

This perk makes you immune from the VERY harmful effects of touching Lehran's Medallion, which has the goddess Ashera's chaotic other half Yune inhabiting it, and any other effects of a similar power that would compel you to murder people. Basically, touching it without this perk normally throws you in a huge fit of berserker rage unless you already have protections against it. This will extend to other effects past the jump, like mind control to make you angry. Basically, any magically induced negative emotions won't affect you.

Posh Eye For Beauty

It doesn't take a good chef to know when the food is poor. This grants you no knowledge of crafting on its own, but it can supplement any knowledge you have on crafting if you have the skills or acquire them in the future.

Card Creator

The thing is that the cards and how they were made weren't elaborated much on in canon. I really only included this perk because of the crafting potential. Except the part of about them using energies from the "netherworld" (Which also got no elaboration on which is...kind of a shame, really.), the personification of death, and a "spectre" (No idea what that means in the setting but I would guess it comes from a ghost) and how they worked (Mechanically. I had to fluff it up), I generally had to use headcanons for this stuff. Do what sounds reasonable, and don't expect them to be superweapon level with this kind of stuff unless you have someone obnoxiously powerful use them.

Hammerne Staff

Yes, this can fix complex machinery, but no bigger than that of a car. Be reasonable when I say "car" and don't ask me to specify what size the car is, please.

Beorc Knife

"But why would this be an item if the laguz typically hate humans." Fun fact, this is actually brought up in the scene the knife is used. It's explained that Laguz do not mindlessly hate humans to the point to where they'll refuse to use human tools, and those who do generally are treated as an exception in the world at large. They find the knives useful, and if the Beorc would stop being massive jerks to the Laguz they'd stop hating the Beorc.

Blood Oath Contract

If this sounds...really overpowered with no limits, I'm just writing how it's treated in canon. It's a capstone item for a reason.

Self-Declared Rival

The Rival can be a canon character like Kieran or Mia or an OC. And they have to reasonably be able to want to declare you their rival. You can't recruit Rhys with this drawback (Why would you even want to beat up Rhys anyway? What's wrong with you? He's just a tender, gentle cleric!).

Iambic Pentameter

I tried to write in iambic pentameter for the first sentence. I know I fucked up with that. Please don't hurt me.

Ike's Guide

If you take this drawback, it means that Greil is probably going to die at some point in the plot or get seriously put out of commission for a while, even if you prevent his initial death at the hands of the Black Knight. I would recommend actually not keeping Greil alive/able to lead the mercenaries past his canon point if only so that Ike gets more experience leading the Greil Mercenaries so he can better handle things if/when shit breaks loose in two years. But this is just a piece of advice, and it isn't the sole deciding factor. (Really more of a nitpick and a stretch) Also uh...that's kind of dickish. But if you're REALLY not confident in your guiding skills, there you go.

Lock Picking Fee

The guy is Volke for those unfamiliar with the Tellius series or who have forgotten about him, but he can be an OC if you want. Volke is indeed, very loyal. He never betrays the protagonist, once ever. Even when someone offers him more money.

Blood Oath

I price drawbacks based on how you can take on stuff with only in-setting perks and items. If the extreme version Blood Oath seems a touch unfair...that's why I priced it at +600 CP. It's REALLY difficult to do in-jump with only in-jump perks, and why I offered a toned-down version of the drawback. You could just have someone else kill you and use an out of context 1-up to come back to life and completely skip the bullshit if you want, however.

Against The Black Knight

Do note that I price drawbacks based on how hard they would be to accomplish using only in-jump perks/items and that I wrote this so that people could use it as a first jump if they wanted to.

This guy means business. There is a reason he known as Daein's greatest general and why he constantly seeks worthy foes. It is because he, quite frankly, is a badass. I would not suggest taking this drawback unless you are confident enough in your sword fighting skills to beat him.

Also, The Black Knight does hand someone a sword to fight him with in canon. That's how Ike actually gets Ragnell, in a way. The Black Knight hands it to Greil to fight him with, Greil dies and Ike takes the sword.

Ver 0.5: Initial WIP shown to IRC for commenting

Ver 0.6: Initial WIP

Buffed Bestial Laguz Capstone, made Hammerne Staff cheaper and moved it to Senator as the 200 CP Senator item was weird and pulled out of my ass, made Jorge and Daniel's shop into a warehouse extension, and cleared up the wording on Blessed Black Armor. Fixed grammatical errors.

Ver 1.0: Uploaded to Drive!

Ver 1.1: Added a short note in the beginning indicating where people should skip to for relevant information. Minor grammatical and writing fixes, some fluff added to the Bird Laguz items. Black Knight's armor in the drawback is immune to out of jump magic because it's too easy otherwise. This will be a battle of skill, not teleporting him into the ocean.

Credit to Myrmidont, SquirrelAnon, Anonheart, BarkleyAnon, CanniVal, HeavensAnon, Merchant the thread, and of course, as always, my best bro Digger.

CCDT did a massively good job editing the jump