FIRE EMBLEM™

RADIANT DAWN

In the Beginning… there was an ocean world. Then, the Goddess Ashunara appeared, and with her divine might raised the continents from the sea, and created life; the plants and animals who would evolve into the Zunama under a millennium of her guidance. The loneliness of that age faded from her as her new children came to worship her as the Goddess of Dawn.

Things couldn't stay that way forever though; the Zunama split into two distinct races, the Laguz and the Beorc. As mortals are wont to do when they encounter something different from themselves, they discriminate against each other, which soon leads to violence.

Ashunara cried and begged all of her children to stop fighting, but they just wouldn't stop. New to such savage, negative emotions, she failed to control them and… well, accidentally destroyed every continent except for Tellius with the Great Flood. Horrified with the death and destruction her emotions had caused, she ripped them out of herself, leaving her less than she was as her emotions formed into a new Goddess. She was then Ashera, goddess of Order, and the newborn was Yune, Goddess of Chaos.

She wanted to kill Yune, but her longtime friends and advisors convinced her to seal Yune into a medallion instead. This medallion became known as Lehran's Medallion, after her most trusted advisor. Ashera, seeing the imperfection of mortal beings, decided to wipe them all out and start anew… but again her advisors swayed her into a bargain. If the mortal races could manage going one thousand years without a continent-wide conflict, then she would refrain from passing Judgement upon them. In the meantime, she would sleep.

In order to facilitate the avoidance of conflict, Dheginsea, one of her advisors, branded Yune a Dark God and spread the lie that said Dark God would awaken to destroy the world if the mortal races even engaged in a war of all nations. This was in the year -155. 800 years have passed...

<u>Welcome, Jumper, to the year 645, on the continent of Tellius. Here's your 1000 CP.</u>

The Mad King Ashnard has just launched a surprise war on the neighboring nation of Crimea, and you arrive the instant a certain green-haired should-have-been protagonist is found by the actual protagonist. Good luck, Jumper.

Locations:

(Don't worry about this yet)

1. **Crimea**: A fairly calm nation ruled by a dynasty that enjoyed peace. The peasantry is treated fairly well, and they're the least racist of the Beorc nations due to their close relations with Gallia. That's only on the macro scale though, any given peasant is still plenty racist. Currently being invaded by Daein. The king is rather dead right now, but his not-so-secret daughter lives on.

2. **Daein**: Imagine Crimea, except darker. Laguz basically have 'kill on sight' status here and the land is colder, but it too was a fairly peaceful nation until Ashnard came to power. His infectious might-makes-right mentality caught on quickly. Currently invading Crimea.

3. **Begnion**: The once super-empire that both above nations broke away from. It's still the largest and most powerful nation on the continent though, and unlike those monarchies, it's run by an Apostle who's supposed to be able to commune with the Goddess Ashera and receive visions of the future. She, and it's always she, is supported by the Senate- all of whom are extremely corrupt and sheltered. Laguz slavery was only recently outlawed. Sanaki is the current Apostle, though she's only 10 right now, so the corrupt Senate is doing most of the work.

4. **Serenes Forest**: A burned-out shell of a forest, the mere name of which can send Laguz into a murderous rage. It was one home to the Heron Laguz, the only race of Laguz pacifists who were loved by all their kin- until the Begnion public blamed them for the assassination of an apostle, and massacred them while putting their precious forest to the torch. This event, known as the Serenes Massacre, is a major point of tension between Beorc and Laguz and the reason that only 5 or so Herons still live. It's that forest area in northwest Begnion, on the map. There's nothing left to rule, for now.

5. **Gallia**: Land of cat people. Tigers and Cats mostly, but the Lions are the 'ruling class' if it can be called that, thanks to their natural might. Laguz decide their kings based on their might, after all. It's honestly just a really big forest, filled with some towns and old castle ruins, but it seems to have by far the largest population of all the Laguz nations. It's ruled by Caineghis, an aging Lion with loose connections to the protagonist.

6. **Goldoa**: Land of the Dragon Laguz, an isolationist nation that turns away even other Laguz at the border on pain of death. It's ruled by Dheginsea, the very same ancient black dragon that advised Ashera. Black Dragons are considered Royalty here. They refuse contact with the other nations on their King's command, to reduce the likelihood of them coming into conflict with the other races- so long as at least one nation isn't involved, Yune won't be freed, and Ashera won't awaken to pass Judgement upon all… probably.

7. **Phoenicis**: An island nation home to the Hawk Tribe. The few remaining Herons have found refuge here, with its protective king Tibarn. It's small, but they don't have the numbers to need more.

8. **Kilvas**: The Ravens, on the other hand, seem to want more even without a need for it. They're called the 'Shipless Pirates' for their constant raids on Begnion merchant ships, both an opportunity to loot and to attack those responsible for the Serenes Massacre. Naesala rules Kilvas, a powerful warrior to be sure, but one who prefers more indirect methods of accomplishing his goals.

9. **Hatari**: Here be doggos. Hatari is a desert nation, much like the middle east when it comes to climate. As said, this is where all the Wolf Laguz live. It's basically a utopia, where Beorc and Laguz aren't in conflict and the Branded aren't shunned. Because it's on the other side of the Desert of Death (that area east of Daein), there has been no real contact between Hatari and the rest of Tellius in the last 645 years, and in fact, most of Tellius isn't even aware that Hatari exists. Hatari is aware of Tellius though, if only by the stories Rafiel has told them since he arrived. It's ruled by Nailah, the Wolf Queen.

Origins:

(You may start in any location permitted to your Origin)

1. **Amnesiac** (Free): You have no memories to impact your decision making, but also no memories of the setting. This is the Drop-In option. You may start in Locations 1-9.
2. **Outlaw** (Free): Perhaps you are a fighter in Tormod's anti-Laguz slavery group, or a rebel against the Mad King and his war- or maybe you were just a brigand. There is an unlimited number of ways and reasons to live outside the law, though the skills and tactics are similar for all. You may start in locations 1-9.
3. **Mercenary** (100 CP, Beorc Only): One of the many sellswords living in any Beorc Nation. Whether you're a part of the Greil Mercenaries or not is up to you, but you start out as a member of a company led by a captain. You're experienced in combat against many different kinds of foe, and while your formal training is quite lacking, adaptability and grit more than make up for it. You may start in locations 1-3.
4. **Nobility** (200 CP, Beorc Only): One of the many members of Beorc upper society, somewhere between Baron and Earl by default. You've got a better education and the best magical training money can buy, but lack practical combat experience. Your social skills are top-notch, though. You may start in locations 1-3.
5. **Knight** (100 CP, Beorc Only): You're more than just another warm body to throw at the enemy's meat grinder, you're a Knight. Less-educated than the true Nobility, but far more than most commoners, and with excellent training interspersed with practical experience alongside your mentor, a Knight is expected to be perfectly balanced. After all, your liege can't be expected to wield an unbalanced weapon, can they? You may start in locations 1-3.
6. **Pilgrim** (200 CP, Beorc Only): You were one of her most ardent worshipers, making pilgrimages far and wide, healing the sick with her blessings, and doing your best to bring those poor unbelievers into the fold. Your unbreakable faith has lent itself well to light magic and healing, and your practical experience is vast, though you have something of a blind spot when it comes to your faith. You're too pure for this dirty, filthy world. You may start in locations 1-4.
7. **Lesser Laguz** (100 CP, Laguz Only): Laguz are simple and direct, unlike those overly-complicated Beorc. Their society is simple; the strong lead, and the weak follow. With this option, you're a part of the weak, though with some effort you could be the strongest of the weak like the best blue boy Ranulf. You've got a fair amount of experience fighting both other Laguz and Beorc, but you've made less efficient use of your time thanks to your long lifespan. You may start in locations 5-9.
8. **Greater Laguz** (300 CP, Laguz Only): Similar to before, except now you're a part of the strong. You've got leadership experience, but ironically you have less experience fighting either Laguz or Beorc because you end most fights too quickly. This is basically an upgrade to your race; if Tiger you're almost strong enough to clash with a Lion (though still too slow), but if you're a Black Dragon, you're probably only behind Dheginsea himself in power. You may start in locations 5-9.

Age and Gender:
You can choose both freely. Knock yourself out.

Races:

1. **Beorc** (Free): Nice and boring, they're basically vanilla human with better stats. Of course, they make up for that by being incredibly versatile, and by putting their perspective as a short-lived race to work in order to grow rapidly. Grants access to the Class Perk Tree.

2. **Cat Laguz** (Free): Welcome to the Catgirl or Catboy life. You turn into a cat that's the size of a large dog, and move faster than lightning… though your strength leaves something to be desired. Like all Beast Tribe Laguz, you're weak to Fire Magic and get access to the Beast Tribe Laguz perk tree. 204 year extended lifespan.

3. **Tiger Laguz** (Free): The inverse of the above. You hit pretty hard, but you're slow and less graceful. You're bigger than the cats too, by at least a foot of height and two in length. Like all Beast Tribe Laguz, you're weak to Fire Magic and get access to the Beast Tribe Laguz perk tree. 192 year extended lifespan.

4. **Wolf Laguz** (100 CP): Halfway between tiger and cat, but not nearly as mighty as the great lions, wolf laguz are both strong and speedy, but entirely unheard of in the main continent. Like all Beast Tribe Laguz, you're weak to Fire Magic and get access to the Beast Tribe Laguz perk tree. 198 year extended lifespan. <u>If you select this race, you must start in Hatari.</u>

5. **Lion Laguz** (300 CP): Imagine being a tiger, except you're almost fast enough to keep up with the cats, you hit even harder, and most attacks simply bounce off your bare skin. Most are the size of a horse, at least. Like all Beast Tribe Laguz, you're weak to Fire Magic and get access to the Beast Tribe Laguz perk tree. 180 year extended lifespan

6. **Hawk Laguz** (Free): Speedy and strong, hawks are an absolute terror to fight for most. They're evasive and accurate but still deal enough damage to tear puny Beorc apart quickly- oh and did I mention you've got a ten or twelve-foot wingspan? Like all Bird Tribe Laguz, you're weak to Wind Magic and Bows, but get access to the Bird Tribe Laguz perk tree. 207 year extended lifespan

7. **Raven Laguz** (Free): Very similar to the Hawks, except black and with kleptomania. You're also physically weaker than the hawks on average, but have more powerful magical defenses and greater talent for magic in general. Like all Bird Tribe Laguz, you're weak to Wind Magic and Bows, but get access to the Bird Tribe Laguz perk tree. 210 year extended lifespan

8. **Heron Laguz** (300 CP): Unlike the other birds, Herons have no real combat capabilities, yet they're far more valuable. They have powerful Seid Magic, which allows them to sing Galdrar. They can make allies move faster than normal, recenter them, heal them by proximity, and other, more esoteric things that Beorc mages only wish they could replicate. This grants access to the special Heron Perk Tree and the Bird Laguz Perk Tree. 300 year extended lifespan. <u>All Herons must take the Pacifist Drawback.</u>

9. **Red Dragon Laguz** (200 CP): You're a titan of physical strength, capable of pushing massive galleons off of a reef with little effort. Your scales are hard enough to ignore almost everything, and even magic finds much difficulty harming you despite your lack of talent. You can even exhale a breath of red light that strikes with all the raw kinetic energy that your body could produce- and that's not even all of your abilities. On the downside, you lose yourself in battle lust easily, you're weak to lightning magic and anti-dragon effects, but you get access to the Dragon Tribe Laguz Perk Tree. 1002 year extended lifespan

10. **White Dragon Laguz** (200 CP): You're a titan of magical might, whose breath weapon can tear entire castles down with enough effort. Magic of all kinds, even the dreaded lightning magic, tends to wash over your scales without finding purchase. Despite being the magical dragons, your physical strength isn't inconsequential by any means, and your scales still resist most blades. On the downside, you lose yourself in battle lust easily, you're still weak to lightning magic and anti-dragon effects, but you get access to the Dragon Tribe Laguz Perk Tree. 1050 year extended lifespan

11. **Black Dragon Laguz** (600 CP): The Goldoan royal family now includes you. Your jet-black scales are immensely durable and carry a powerful magic resistance, and with a breath weapon using the kinetic energy from your entire body, you're more than capable of eradicating vast swaths of area with one mighty laser-roar. Your strength is enough to manhandle red dragons and lions, and your limits are obscenely high- even the goddess herself would hesitate to fight the Black Dragon King. On the downside, you lose yourself in battle lust easily, you're weak to lightning magic and anti-dragon effects, but you get access to the Dragon Tribe Laguz Perk Tree. 1020 year extended lifespan.

12. **Branded** (Varies): The cost is half of whatever kind of Laguz participated in your conception. Ie, if your parent was a Black Dragon, this costs 300, but it would only be 150 to be a Heron Branded. This grants access to the race-specific perk trees the Laguz parent's type has access to in addition to the Class Perk Tree (it should be noted that Branded cannot purchase any perks that reference a Laguz's Transformation) and the special Branded Perk Tree. Branded count as Beorc for restriction and freebie purposes. Due to their extended lifespan and Beorc mentality, all Branded may purchase a second Origin. All Branded must take the Parentless Abomination drawback. Lifespan is extended to that of their laguz parent.

Class Perk Tree:

(Beorc may choose any one class and receive its perks for a Discount (this is considered your class), and then discount any 3 perks from any other classes. Only one Mastery Skill may be purchased. Discounts do not stack. Discounted things are 50% off, discounted 100 CP perks become Free..)

Myrmidon (Discount Mercenary)

Just Keep Swishing (100 CP): Myrmidons are those who realize that it's always better to avoid being hit, or perhaps they're simply fools who can't afford armor or a proper workout routine. Point is, with this perk you gain increased dexterity, making you good at dodging and making sure your own blows land, increased speed to make sure you're attacking as much as possible, and an increased learning speed for swordsmanship.'

Desperate Vantage (200 CP): You're a master of reading the flow of combat, and everything seems to slow down when you've been seriously wounded (equivalent to being under half health). If someone's going to attack you, you'll make sure they have to fight through one of your attacks for each of their own they want to launch at you. This doesn't compromise your ability to evade their attacks, and doesn't interfere with any of your own attacks either, your weapon is simply always poised to hurt them if they try to attack you when this perk is in effect.

Follow-Up Attack (300 CP): If there's a significant speed gap between you and your opponent, and your weapon isn't too large or unwieldy, you'll be given a short boost of speed whenever you land a solid hit (not blocked or parried), regardless of actual damage done. Not enough to move or do much, but just enough to make one more attack against them. This can only be triggered every few seconds, but it costs no more stamina than simply making the attack would take regardless, making it something that can be used in hours-long battles without consequence.

Astra (400 CP): The Trueblade Mastery Skill. In the space normally reserved for one strike, the user can expend a small amount of stamina for a massive burst of speed, in order to make five strikes, though each strike is half as strong as normal. Follow-Up Attack can be triggered by this combo, though it only comes into play after the technique is over. Other on-hit activation abilities do trigger with every strike, though.

Soldier (Discount Amnesiac)

Poker and Buckler (100 CP): You're balanced better than anyone else, really. With your lighter metal armor and shield, you have the defense to deal with a wide variety of attacks, you're fast enough to fight anything bar a swordmaster evenly, and strong enough to inflict at least some damage on any given hit. This provides a small boost to the growth of all your stats, and a larger one to your skill growth with a lance.

Generalist's Discipline (200 CP): Learn or die. Soldiers are often the very first one sent into the meat grinder, and due to their lack of specialization are often bereft of stronger abilities to rely on for survival. Therefore, their only solution is to learn everything, and learn it fast enough to survive. This doubles the speed at which you learn skills, but unlike the normal version of Discipline it also improves the rate at which you learn other things, such as horse riding, or how to properly secure a fort against enemy infiltration.

Phalanx (300 CP): A soldier fights at their best when they've got their siblings in battle on either side. When you are fighting in a group, and your allies are near you (within 15 feet), you gain a sixth sense for where they are and what they're about to do, allowing for an unparalleled level of teamwork. In addition, when you and another ally within that 15 feet are attacking the same target, both of you are gifted with increased accuracy as you strike in tandem.

Impale (400 CP): The Sentinel Mastery Skill. By expending stamina when you land a blow, you can quadruple the damage inflicted, driving your spear deeper into their flesh. Note, you have to be able to actually harm them, and this only quadruples the damage dealt- ie, if you can only give them a papercut, and you activate Impale, you'll only give them a deeper papercut. If you can give them a more serious wound, however, you would certainly be able to drive your spear right through them.

Fighter/Bandit (Discount Outlaw)

Hack and Bash (100 CP): They are pumped, with iron-hard muscles, and the durability to run through everything and make sure the knights know their precious armor is worthless. In short, you get a strength and durability (HP) boost, and with this perk you also grow faster in those areas. In addition, it gives you a solid boost to your axe mastery learning speed.

Disarm (200 CP): With all your might, you target the enemy's weapon and send it flying out of their hands. It's difficult to pull off since enemies try very hard not to lose their weapon, but they'll be nearly helpless should you manage it. This perk helps out with that, alerting you to the moments in combat where their weapon is in a precarious-enough position for you to disarm them.

Plunder (300 CP): You have a sixth sense for when people have valuable items. This doesn't tell you what valuable they have, though simple currency won't ping this sense, or how strong they might be, but you'll never again waste your time robbing someone who has nothing of value. This also grants you a mastery of ransacking, allowing you to bulldoze through someone's house to find their valuables in record time, and it even alerts you to the most effective way to burn the place down after you've looted it.

Colossus (400 CP): The Reaver Mastery Skill. You expend some stamina to overcharge your muscles to the maximum, allowing you to unleash a single blow with three times your normal strength behind it. In addition, should it land (and the target not instantly die), the target will be sent flying away from you, as though they were struck by a giant fist.

Archer (Discount Mercenary)

I Call Bullseye (100 CP): Archers are an interesting lot, focused on strength and skill mostly. While some archers can fire off arrows like a gatling gun, most simply use their time to make every arrow count. Your dexterity and strength grow more quickly, and your marksmanship will improve at an accelerated rate (only with bows though, not with crossbows or guns).

Bowrange +1 (200 CP): See, there are some losers who can only shoot two squares away with their bow, but not you! You can 3-range with your bows. Normally this wouldn't apply to longbows, but you're paying CP for this, so this (33-50%) range increase will apply to all bows (though, again, not with crossbows or firearms). It also reduces the effects of friction on your arrows, meaning that they'll do just as much damage at their new maximum range as they would have at their old maximum range.

Siege Weapon Master (300 CP): Ballista, trebuchet, catapult, rolling boulder trap; any time you get behind the controls of some kind of medieval projectile launcher, you find your vision sharpening to an inhuman degree, and gain an instinctive knowledge of how far that particular machine can reliably target. In short, if you are the one using a siege weapon, then your accuracy will improve beyond even those trained in its use. Additionally, while such weapons normally ignore your own stats, you're capable of infusing such ammunition with your own strength to increase the damage of such weapons dramatically.

Deadeye (400 CP): You charge an arrow with some of your stamina, and should it do damage, the ability will then activate to triple that damage. Whether it damages the target or not, though, it will inflict the Sleep status effect. Don't ask how, it just does.

Armor (Discount Knight)

Come Break Your Weapons Upon Me! (100 CP): Armor units focus on two things, strength and defense. You could walk through a rain of arrows just fine, and when you finally close the distance to hit someone, they really feel it. Taking this perk enhances your strength and gives you a boost to physical damage resistance. Unlike the scrubs in all prior classes, you don't have one main weapon- you get to choose if you want your weapon learning boost to be for Swords, Axes, or Lances.

This Far, and No Further (200 CP): You're an immovable object- not literally, but as far as the hordes of enemies trying to force their way through the door you're blocking are concerned, you might as well be. As long as you're stronger than they are, you'll have no trouble planting your feet and holding your position under heavy assault.

General's Resolve (300 CP): A superior version of the Resolve skill. When you've taken serious wounds (about equivalent to fifty percent of your health being gone), your adrenaline spikes into overtime, and you burn stamina to function at a higher level. This boosts your dexterity, speed, and strength up to time-and-a-half their base. If you have 30 strength, then as long as you have those wounds, you'll be operating as if you had 45 strength. This mode burns stamina, however, so you should be careful that you don't burn yourself out while using it. If you're completely immune to becoming tired, then this will override that, but it can be mitigated by abilities that reduce stamina costs.

Luna (600 CP): The Marshall's Mastery Skill, and the penultimate execution move. For a small stamina cost, you can both super-charge your muscles to put three times the force you're normally capable of into the next attack, and that's not all! It also ignores the enemy's physical damage

resistance *and* armor, to strike them as if they were naked and their body was as tender as a baby's.

Thief (Discount Outlaw)

FINDERS KEEPERS, SUCKER! (100 CP): Thieves are… not the greatest of fighters. They're fast and dexterous, sure, but it's only rare and prodigious thieves that could be of any real use against the titans of this world. They are, however, experts when it comes to running away. Take this perk, and you'll receive a boost to dexterity and speed (though less than the one Myrmidon gives) and separate, significant boosts to your movement speed specifically and your luck. You also gain an improved learning speed for Knives.

Steal (200 CP): You've been gifted with a great experience in the realm of pickpocketing, and so long as you're either undetected or faster than your target, you can pretty reliably take anything they're not holding or wearing. This is not a supernatural power, unfortunately, and some things are just not possible to steal from an awake target, such as shields and rings. This perk also includes a free smattering of lockpicking experience, so as long as you've got a lockpick you can get old-timey locks open without needing to key-hunt. This applies to modern locks too, but only if they're the kind that only require a normal key.

Stillness (300 CP): An upgraded version of Shade. If given the choice between attacking you and an ally, they'll almost always choose to attack your ally instead as their attention slips over you (unless they have some form of grudge against you, perhaps, or unless you've drawn too much attention to yourself). The shadows themselves seem to try and aid your hiding as well, should you remain still within them.

Bane & Lethality (400 CP): These are honestly the same skill, so here, have both: The Assassin/Whisperer Mastery Skill. Lethality instantly kills the target, even from a papercut, and Bane is the same except they're left with the equivalent of 1 HP. Oh, I should mention though, anything even remotely divine (or even just blessed by divinity), anything above your weight class by a significant amount, anything with plot armor, and anything

with the blood of dragons are going to ignore these skills. That still leaves most mortals quite vulnerable.

Mage (Discount Nobility)

Everyone's a Warlock Here (100 CP): Mages make contact with the spirits of this world in order to cast their magic, and now you have. You have your own pool of magical power, just like everyone does, and now thanks to your spirit friends you're fully capable of using it to send blasts of your preferred element everywhere. Due to your mental training, your magic power and resistance are particularly impressive, though you favor magic more than resistance. You can choose to learn either Wind, Fire, or ~~Lightning~~ Thunder magic quicker than the rest. A happy side effect of being a mage is that the spirits will help protect you from nature's inclements, and often hold the soil so you'll have better footing in sand or swamp.

Spirit Charmer (200 CP): A spirit really likes you; at some point you made a pact with a spirit, who granted you vastly greater magical power in exchange for an inconsequential amount of your life force (Okay it's actually supposed to be an eventually-fatal amount, but you paid CP for this so it's not an issue). Whether you personally agreed to this or not, whether you instigated the bargain or not, such things are up to you to decide. To symbolize this bargain, you have received a brand somewhere on your body. It looks similar to a Branded mark, however, which might raise some questions. With some practice and an-out-of-universe summoning ability, you might even be able to summon this spirit to aid you. This spirit will be an elemental of whatever element you chose above.

Tomecrafter (300 CP): Combat Mages in Tellius cast magic from books. Why? Because the books are basically specially-crafted repositories for nature's wrath, and they can channel magic into the book while chanting in order to produce that spell perfectly every time, and far faster than they could cast it on their own. This reduced need for concentration and reduced casting speed is important given how loud, fast paced, and chaotic battlefields can be. Now, you too can craft more of these books if you're tired of buying more. In addition, if you have or gain magic spells from other worlds, you can turn them into Tomes, which will allow lesser magic users to cast them without even having to understand how the spell works. By understanding the intricacies of Tome magic, you can also easily teach anyone from FE whose Weapon Rank in any element (yes even light or dark) is at least one rank higher than a Tome Magic spell to cast it without the Tome, thus opening them up to the great life of not carrying around a library...

Flare (400 CP): The Archsage Mastery Skill. It's the magic version of Luna- the user takes an extra moment of focus to augment their spell, imbuing it with the ability to ignore all magical

resistance, and overcharging it to strike with three times the amount of magical force it normally would for no extra magic cost to the user. Yes, I'm *absolutely sure* it works this way.

Knight (Discount Knight)

MOV Stat Elitist (100 CP): You get a horse, which conveys the power of moving really fast and the power of Canto, allowing you to always get the maximum out of your movement (aren't you lucky FE doesn't have opportunity attacks?). You also get to choose Axes, Swords, Lances, or Bows, and your stat growths somehow change depending on which you pick. Consider this the same as <<Hack and Bash>> if you pick Axes, <<Poker and Buckler>> if you pick Lances, <<Just Keep Swishing>> if you pick Swords, or <<I Call Bullseye>> if you pick bows. In terms of both bases and growth this is inferior to them, but it does stack with the named perks just fine if you want to do that.

One With the Horse (200 CP): If you're going to ride into battle on a creature, you'd better make sure you keep said creature alive! While your mounts in this world already possess strength, speed, dexterity, and durability FAR beyond anything that can be found in lesser worlds, you will still need to protect it. This perk bestows two things to you; the first is that it ties your mount's health to yours, so long as you live it cannot die. The second is simply knowledge and experience with deflecting attacks aimed for it.

STORM OF MY LOYALTY (300 CP): You ever notice how all the knights in this setting are the really, really loyal types? Well, now so are you. Your ability to form bonds is unchanged, but you find yourself being quicker to give people and symbols that you have bonded with your loyalty. What, you need more? Fine, when you're fighting for something you believe in (presumably one of those people or symbols), you receive a minor boost to all stats, and may occasionally survive a death-blow with the equivalent of 1 HP. The last property only functions once per battle or once per day, whichever is shorter.

Sol (400 CP): The Gold and Silver Knight Mastery Skill. Imagine Impale, except it only triples the damage inflicted, but it drains their vitality in order to heal you an amount roughly equal to the damage you inflicted.

Priest (Discount Pilgrim)

Not Just a Healbot! (100 CP): Your stats are actually quite similar to that of a mage; high magic and magic resistance, though you favor resistance instead of magic. Normally, you'd only be able to heal until you are promoted, but because you're paying the extra CP you get the Lumina skill (it will vanish from you once your faith is strong enough for you to learn it on your own). This temporary skill allows you to cast light magic as though it were a staff. I should also note that your magic doesn't come from spirits, like the magic of a mage does, instead yours comes from your faith- not from whatever being you believe in, but from your faith itself. You could worship the sun, yourself, or even jump-chan if you want, but as long as you believe in something you'll be able to cast Light magic.

Pilgrim's Serenity (200 CP): Your highs are lower and your lows are higher. It's not that you cannot feel joy or sadness, you absolutely can feel them as intensely as ever, but you're more sedate about expressing them. Anger will not make you break a table, instead you'll merely glare, joy will no longer send you jumping up and down, instead you'll smile and hug the cause. How does this help you? It means you'll have a much harder time getting frustrated in combat- even if the enemy evades your magic four times, you'll brush the impatience aside and keep blasting. Furthermore, you won't be distracted by moments of victory for your side, allowing you to calmly finish up without letting them escape (or worse, cheap shot you) in your distraction.

Holy Miracle (300 CP): The Goddess's divine protection… probably. It prevents a lethal blow from striking you down by reducing its damage to 50% of your remaining health, rounding down… so if you're at the equivalent of 1 HP, whatever attack you get hit with just fails to snuff out that last spark of life. This can trigger three times per Jump.

Corona (400): You augment a spell, much like with Flare, to ignore the target's magic resistance entirely. In addition, you inflict double the damage you normally would, and inflict the Blind status as well for three minutes. Anyone who says it's not that good in-game is a dirty, filthy liar and you shouldn't believe a word they tell you, jumper.

Flying Knight (Discount Knight)

Glorious Flying Master Race (200 CP): You get a flying horse if you're female, or a wyvern if you're male. This not only conveys the power of moving really fast and the power of Canto, but it also lets you fly over obstacles that other people have to go through or around. If you're a Pegasus Knight, you favor speed, skill, and magic resistance. If you're a Dragonknight, you favor strength, defense, and speed. Either way, you're a fast flying tank (either a magic wall or a physical wall) that can Canto…

I Deny thy Genderlock (200 CP): Much like Jill ignores the general maleness of Dragonknights in her quest to live up to her idol, so too can you kick gender restrictions to the curb. Beware, this only affects gender restrictions; if you want to befriend a unicorn known only to let virgin girls approach it, you will be able to ignore the 'girl' part of that, but the 'virgin' requirement will still apply.

Triangle Attack (300 CP): You need two allies with you to make this work. Normally they'd have to be people with whom you share a close bond; family works especially well. Because you paid for this with CP, though, you'll have some more leeway with that requirement. Any of your companions will count for this, and so will anyone you have a C rank support with (see details on that later). Once you have your two allies, you surround a single target, and then all three of you attack them in perfect unison. Both of them will be mentally pinged to alert them of the Triangle Attack being initiated, and they will join in flawlessly (unless they physically cannot, of course). If the target fails to block or evade any of the three attacks, they will take all the damage they would have taken if all three had landed solidly.

Stun (400 CP): The Seraph Knight, Dragonlord, and Queen Mastery Skill. Imagine Impale, except it only triples the damage inflicted, but it also stuns the enemy such that they'll be unable to effectively move for a short while. They did get hit by you while your striking strength was boosted from the loop-de-loop your mount did, after all.

General Beorc Perks (Discount Amnesiac)

Blacksmithing (100 CP): Okay now you can fix your weapons… most of them. You can fix anything up to C rank without issue, but B rank and above will be dicy. You can also forge weapons up to D rank without risk, but C rank weapons could still easily be failures. Your forged weapons use the basic weapon's stats.

Better Blacksmithing (100 CP, requires the above): Make that everything up to A rank, with S rank being dicy. Where are you getting the silver to fix your silver blades anyway? You can also forge weapons up to B rank without risk, but A rank weapons could still easily be failures. Your forged weapons use the basic weapon's stats.

Best Blacksmithing (100 CP, requires the above): You can fix any weapon in this world, and forge weapons up to S rank without risk, but you'll need more than just this to produce a SS rank wonderweapon. You cannot modify an existing weapon, though you can set the specifications you desire for it as if you were using the 'forge' menu from Daniel during the creation process.

Skill Scroll Scribing (400 CP): The user is capable of creating Skill Scroll items for any skill they personally know (sans mastery skills), which other people can read. This consumes the scroll, but transfers it's capability to the reader. For skills similar to the ones found in the classes above, or in the Skill section below, the recipient simply gets a copy of it. For a more mundane skill, such as swordsmanship or blacksmithing, the reader simply gets the equivalent of a single rank up in that skill. They cannot have their skill in any such art raised beyond the user's current level at the time of writing said scroll.

Dark Mage (200 CP): An upgrade for <<Everyone's a Warlock Here>> granting the user the ability to additionally use Dark Magic. Unlike normal magic which relies on the spirits, and light magic which works off of faith, elder magic such as this works based on knowledge. The more you know, the stronger you'll be… just make sure not to dive too deeply into things man wasn't meant to know, yeah? This is useless without having the aforementioned perk as well.

Crit +X (200 CP, Discount Myrmidon, Archer, Thief, Soldier): You've been around the block, and now have an easier time noticing when enemies have left their vitals open. Should you strike one of them, you'll find your blade doing half again more damage than it would have otherwise.

Creepy Card Crafting (200 CP, Requires Dark Mage, Discount Mage): Imagine not having magic, or being unable to speak (and thus cast). Well, that's what these cards are for. The user can enchant a small deck of cards with dark magical power, each of which then triggers an explosion of dark energy after it's thrown at a target. They rely on the magical power of whoever throws the card, so they're far better in the hands of a mage than in the hands of a warrior- but then again, why would a mage need such things?

Honey'd Words (200 CP, Discounted Noble): Whether it's talking an obsessed fangirl out of her discount card, buttering up your superior officer, explaining why exactly any given Senator is being immensely stupid- or whatever other situation comes along, it's always helpful to be articulate and persuasive. This doesn't necessarily make you more charismatic, but it does expand your vocabulary and give you a general sense of what tone you should take for any given conversation.

Feeding the Wolves… (200 CP, Discounted Mercenary): Have you ever had to feed an entire army of animal people- or worse, Ike and Boyd? Oscar has; the latter quite often. With this perk, you're not quite as good as he is, but you can still prepare high-class meals while a part of a traveling army, and as long as you're supplied with ingredients, the amount of food you're trying to cook at one time is irrelevant as far as cooking difficulty and chance of failure are concerned.

Blood of Snow-broth, Mind of a Genius (600 CP, Discounted Knight and Mercenary): You're not necessarily as cold as Soren… usually. When it comes to tactical or strategic planning, you're capable of setting aside all bias (save for the kind of bias you would willingly die for) and morality- not that you'll gravitate towards immoral plans, but if they're the best option… of course, this doesn't only cover short term goals, whatever tactical plans you formulate will be made while keeping your long-term strategy in mind. This also confers an enhanced ability to see the big picture, knowledge of past and present military tactics, and a boost to your creativity to allow for you to recombine that information into splendid new plans. In short, this makes you a significantly better strategist and tactician who is able to consider all plans in order to find the best one, but without losing sight of the big picture. You're not Soren's equal, yet, but with a few years of experience you will be.

General Laguz Perks (Discount Amnesiac)

Animal Form (Free Laguz): As the race you chose, you can transform into whatever animal you purchased for a short period of time, a few minutes at most. You have a kind of invisible meter in your head that fills slowly over time, but fills rapidly when you're pumped with adrenaline… such as when you're being attacked or attacking. When you're in animal form, such actions still produce adrenaline, but it drains the meter instead of filling it. Once the meter runs out, you're back to your vulnerable humanoid mode.

Growing Natural Weapons (100 CP, Free Lesser Laguz): Your weapons are a natural part of you, and will actually grow sharper and sturdier as you grow in skill and power. The more you personally grow, the more your natural weapons will grow with you.

Unnatural Weapons (200 CP): You're one in… the entire species, actually. A Laguz that has trained to use Beorc weapons in combat, when untransformed (and perhaps when transformed for the one time a sword might be better than your fangs). This adds a level of versatility that most of them don't possess, and (if your features are concealable) will give you a much better chance of passing as Beorc. If the other Laguz see you use a blade, they're going to shame you though, so be very careful.

Spirits of Nature (200 CP): Unlike most Laguz, you've communed with the Spirits and learned to cast Beorc magic. You can only cast in human form, because animal lips can't produce the right words, and because of how limited those forms are you'll never be quite as good as a Beorc magic user of the same level. Still, if you're a Raven or a White Dragon, you should be able to set off moderately powerful spells even in human form. Luckily for you, the kind of anti-weapon stigma that most Laguz possess doesn't seem to apply to magic.

Wildheart (400 CP, Discount Lesser Laguz): The user can Transform at will, and stay transformed as long as they want. However, in order to reduce the strain of being transformed to a level that can be sustained indefinitely, the user's transformed state is much weaker than it normally would be.

Formshift (1000 CP, Discount Greater Laguz): The user can Transform at will, and stay transformed as long as they want to. Unlike Wildheart, however, the user's transformed state can operate at it's full capacity indefinitely. You might want to play this off as Wildheart,

though, because you'll get a lot of attention from the Laguz if they realize you've somehow acquired a King-only skill...

Beast Tribe Laguz Perk Tree:

Beastly Instinct (100 CP, Cat/Tiger/Wolf/Lion Only, Free Lesser Laguz): You've been gifted with strong natural instincts, and experience with the natural world. How to use the wind direction to sneak up on an unsuspecting target, how to avoid making sound when padding through the forest underbrush, how to keep trees between you and your prey so it doesn't flee from your bright orange (or blue, or red, or what have you) pelt. This also comes with a small but noticeable enhancement to all your senses, but mostly smell.

Tiger's Fang (100 CP, Free Tiger and Lion, Discount Wolf): Beast Laguz, when transformed, are typically significantly stronger than Beorc and with skin like armor plating. This perk grants you that selfsame boosted strength and increased defense, in addition to an increased growth in those two areas (while you have the same stat areas as a Armor, your initial boost and growth rate increase are time-and-a-half what they get from their perk).

Cat's Claw (100 CP, Free Cat, Discount Wolf): Cat Laguz, when transformed, are typically significantly faster than nimbler than Beorc- they're basically Myrmidons except cats. . This perk grants you boosted speed and increased dexterity, in addition to an increased growth in those two areas. (while you have the same stat areas as a Myrmidon, your initial boost and growth rate increase are time-and-a-half what they get from their perk).

Howl (200 CP, Discount Wolf): An enemy attacks you, but they're too far to counter. Instead, you use your great beastly lung capacity (and a small portion of your transformation energy) to blast them with bone-chilling sound waves. The target, unless they have a particularly strong well, will be unable to move for a short period of time while they recover.

Quickclaw (200 CP, Discount Cat): When someone attacks you from a range outside of your immediate ability to counter, you can quickly slash the air in their direction in order to send a clawbeam of energy flying at them. It hits almost as hard as a normal attack of yours,

Savage (400 CP, Wolves Only, Discount Greater Laguz): The Wolf Mastery Skill. You charge up an attack by spending a small bit of stamina,

and strike with three times the strength you could normally put behind it. The target is also afflicted with a sort of shakiness for a short time, halving their dexterity.

Rend (400 CP, Cats Only, Discount Greater Laguz): The Cat Mastery Skill. You charge up an attack by spending a small bit of stamina, and strike with *five* times the strength you could normally put behind it. The target is also afflicted with immobility for a short time afterwards.

Roar (400 CP, Tigers and Lions only, Discount Greater Laguz): The Lion/Tiger Mastery Skill. You charge up an attack by spending a small bit of stamina, and strike with three times the strength you could normally put behind it while roaring loud enough to shake the earth. The target is also afflicted with immobility for a short time afterwards.

Bird Tribe Laguz Perk Tree:

Avian Instinct (100 CP, Hawk and Raven Only, Free Lesser Laguz): You've been gifted with strong natural instincts, and experience with the natural world. How to use the wind direction to glide and use less effort flying, how to avoid making sound when you're approaching an enemy on five foot wings, how to keep trees between you and your prey so it doesn't notice you in time, ect.

Extreme Senses (100 CP): You amplify your hearing and sight to an extreme degree, and become capable of following conversations thousands of feet away from you while a massive battle rages on in all directions. Many little birdies are capable of such things here.

Shriek (200 CP, Discount Hawk and Raven): An enemy attacks you, but they're too far to counter directly. Instead, you use your great lung capacity (and a small portion of your transformation energy) to blast them with hair-raising sound waves. For a short time after this, they will be rendered bereft of their luck and favorable fortunes (yes, this will put a small dent in plot armor, though it's not a full anti-plot armor perk). Do note that it can only be used in retaliation for a ranged attack.

Raven's Beak (200 CP, Free Raven): The bird-tribes are all-rounders, a lot like the Cat beasts except stronger and far more evasive. The Ravens in particular have abnormally high Magic and Resistance compared to all other Laguz (except White Dragons and Herons), so you will receive boosts to your speed, magic, and resistance, as well as to your growths in those areas.

Hawk's Talon (200 CP, Free Hawk): The bird-tribes are all-rounders, a lot like the Cat beasts except stronger and far more

evasive. The Hawks in particular have higher Strength and Speed, so you'll receive boosts to your base stats and growths comparable to those gained by the Tiger's Claw Perk.

Maelstrom (300 CP, Discount Hawk): Much like Shriek, except instead of yelling at them, you flap your wings really hard and hit them with a blast of wind that hits almost as hard as you would be able to with a solid punch.

Vortex (400 CP, Discount Raven): Imagine Maelstrom, except you can use it at will instead of only as a counter, and it uses wind blades formed from your magical power instead of mere super-wind pressure. This ability is effective against other fliers, just like all wind magic is.

Tear (400 CP, Hawk and Raven Only, Discount Greater Laguz): You spend a small chunk of stamina to enhance your body, allowing you to strike with three times the strength you would normally be able to. In addition, your victim is afflicted with slowness for a short time, moving and attacking at roughly half their normal speed.

Heron Laguz Perk Tree:

Serene Instinct (100 CP, Heron Only, Free Lesser Laguz): You've been gifted with strong natural instincts, and experience with the natural world. How to use the wind direction to glide and use less effort flying, how to avoid making sound when you're approaching an enemy on five foot wings, how to keep trees between you and your prey so it doesn't notice you in time, ect.

Gentle Flier (200 CP, Free Heron): As a Heron, you have strong Magic, Resistance, and Luck. They're especially high because all of your other stats aren't great, about double what a Beorc would get at the cost of having reduced growth in all other areas. In addition, you have a potent growth in all those areas.

Blessing (200 CP, Discount Leser Laguz): A part of the peaceful presence you exude, your potent magic hangs around like you as an aura of healing. People within this ten-foot arua are infused with healing power, granting them a level of high-speed regeneration as large gashes and broken bones mend themselves in moments.

Open Heart (300 CP): An esoteric power that few can defend against, this is the Heron's ability to peer directly into people's hearts. This isn't mind reading, merely empathy in the sense of being able to feel their emotions. No matter how good a person is at schooling their facial

features, it's useless against unless they've learned to completely close off their hearts (people like Naesala and Soren, mostly).

Galdrar (400 CP, Discount Greater Laguz): This is an extremely potent ability, which allows the user to perform great feats of magic by singing. These songs are each the kinds of super-restorative ability that can negate all sorts of plot or character arc issues (and are priced appropriately). Yes, you have to buy each song individually, this perk simply gives you the ability to sing Galdrar at all.

- **Galdrar of Vigor** (100 CP, Free Heron): A short song, more like a ditty or jingle in length, which endows an ally with a boost of energy and speed, letting them function at double speed for a short time.
- **Galdrar of Bliss** (100 CP): This is a song with two forms. The first is about the same length as Vigor, but fills the listeners with confidence and vitality, while banishing negative or self-defeating feelings to the back of their mind. This allows them to operate at maximum efficiency for a short time in combat. The second form is longer, allowing you to fill them with feelings of happiness, safety, and contentment for as long as you keep singing.

- **Galdrar of Sorrow** (100 CP): Bliss inverted, though it also has two forms. The first is the same length as Vigor, but instead afflicts the listener with fear, despair, and a feeling of futility, seriously hampering their combat effectiveness for a short time. The second is longer, allowing a victim to be cursed with sorrow, depression, and discontentment for as long as you keep singing.
- **Galdrar of Valor** (200 CP): A song of bravery and empowerment, slightly longer than Vigor. This charges people up, enhancing any abilities that require some form of 'gauge' to be filled or meter to be charged. Not only do they function more effectively and more efficiently for a short time after the song, but this also causes the gauge/meter to fill much faster for a short time.
- **Galdrar of Recovery** (200 CP): A very potent healing song, which is just slightly longer than Vigor. The listener will have all their wounds healed and all their negative conditions removed- this restores a body to its 'normal' state, and so any injuries old enough for the body to have accepted them as 'normal' will not be healed.
- **Galdrar of Slumber** (400 CP, Discount Herons): Imagine that the sleeping BBEG is about to wake up and kill you- this is the solution, just sing him back to sleep. This calms all sorts of supernatural beings, from dragons to gods, as long as they're sealed or asleep at the time of singing. Using this on a wakeful being will allow you to seal them

into an object- as Lehran sealed Yune in his medallion. Do note that they either have to be willing, or too weakened to resist.

- **Galdrar of Release** (300 CP, Discount Herons): It's the opposite of the above, possessing the ability to coax those same beings to wakefulness. It can break conditions such as comas or curses of eternal sleep. Lastly, it can break seals.

- **Galdrar of Rebirth** (400 CP, Discount Herons): One of the longer songs, such that it would be rather difficult to use it in combat. It's a song of new life and healing, and it allows the singer to restore twisted bodies and souls to their original condition. This song can purge any forms of corruption, even if such corruption is deep enough that it stains even their soul. This also restores missing body parts. As opposed to recovery, which returns someone to their 'normal' condition, this restores them to 'optimal' condition.

Dragon Tribe Laguz Perk Tree:

White Breath (100 CP, Free White Dragon): You're a magical dragon. You have more raw magic then many mortal mages to begin with, and magic (except thunder magic, to some degree) seems to slide off your scales due to your high magic resistance. Despite that, you're still strong, fast, dexterous, and with scales hard enough to deflect the weapons of most mortals. You have a high magic and resistance growth boost, but also a smaller boost to all other stat growths. This also allows you to use the White Breath breath weapon..

Red Breath (100 CP, Free Red Dragon): You're a physical dragon. You have more raw strength than many mortal warriors to begin with, and all but the strongest of them struggle to harm you without special weapons. Despite that, you're still, fast, dexterous, and reasonably magic resistant. You have a high strength and defense growth boost, but also a smaller boost to all other stat growths. This also allows you to use the Red Breath breath weapon.

Black Breath (200 CP, Free Black Dragon): You're a physical dragon. You have more raw strength than many mortal warriors to begin with, and all but the absolute strongest of them struggle to harm you without special weapons. Despite that, you're still, fast, dexterous, and

quite magic resistant. You have a high strength and defense growth boost, but also a smaller-but-still-large boost to all other stat growths. This also allows you to use the Black Breath breath weapon.

Blood Tide (200 CP, Discount Red Dragon): Your limited magic hangs around you as an aura of strength, seeping into your allies and enhancing their strength and dexterity- so long as they're within ten feet of you.

White Pool (200 CP, Discount White Dragon): Your overflowing magic hangs around you as an aura of strength, seeping into your allies and enhancing their magic power and speed so long as they're within ten feet of you.

Night Tide (200 CP, Discount Black Dragon): Your magic hangs around you as an aura of strength, seeping into your allies and enhancing their defense and magic resistance- so long as they're within ten feet of you.

Boon (300 CP): Helping your allies simply by existing seems to be a stable of dragonhood here. Allies within range of any of the above three skills will be restored and supported constantly, making it nearly impossible for them to be afflicted with negative status effects while they are within range- and most such effects will be purged when they get within it. This skill can only remove status effects inflicted by beings comparable to or beneath you in raw power.

Ire (400 CP, Dragon Laguz Only, Discount Greater Laguz): The Dragon Mastery skill. Once an opponent is damaged, they continue pouring their great might into the blow, tripling the damage inflicted.

Branded Perk Tree:

Beyond the Mortal Limit (100 CP): You'll always have just one step more potential then the rest. Not always a lot more, but so long as you train and work hard, you should be able to push your growth in any area (from sword skill to magical power) at least a few steps farther than anyone else could. If you have a no-limits perk, this is pretty redundant.

Your Mother Is a Black Dragon… Why Are You a Mage? (200 CP, Discount Dragon Branded): Any time you should be born with a certain predisposition or talent, you can choose to re-route all that talent into a different area instead. You should be born with a really high Strength growth because black dragons are strength demons? Well, now all that physical might is going to be magical power instead. You can use this at the start of any jump wherein you get a new form, and you have full license to decide what your children's (should you have any after getting this perk) innate talents are going to be in terms of stats and the skills to which they'll be inclined. There are no take-backsies or redos, and this doesn't necessarily mean your children will like the talents you gave them.

Hybrid Vigor (300 CP, Discount Beast Branded): This is a perk-booster. Due to your incredible talent from being branded, any perk or ability which enhances your growth and/or learning rate will be twice as effective so long as your Brand is present on your body (either via training in this alt-form post jump or some combination ability like 'this is my final form').

Perfect Inheritance (400 CP, Discount Bird Branded): So long as your brand is upon your body, anytime you could inherit some amount of power or abilities from another, such as being born to a naruto clan or being given Vampirism, you will inherit the maximum amount of their powers you possibly could- sometimes even inheriting things that they failed to inherit- and will suffer (at worst) half of their natural weaknesses.

Greater Than the Sum of its Parts (600 Cp, Discount Beyond the Mortal Limit): More than simply being a better mortal with the abilities of your parents, you get a special power. Whenever you're in a form that is some kind of hybrid, you'll develop a special ability inspired by said parents, but wholly unique, like Micaiah's Sacrifice ability. The ability isn't guaranteed to be crazy amazing, but it will always at least have some use, and nobody else will be able to do it naturally.

General Perks for All:

Base Conversations (100 CP): People talk, and you always seem to be around to hear it- or rather, you always seem to be around to hear the important parts. People confess their backstories, arguing over inane things that matter way too much to them, the possibilities are endless, but you have a much higher chance than normal to just stumble upon private conversations that will either entertain you or grant you new insight to one of the participants.

Gift Giving (200 CP, requires the above): An upgrade to the previous perk. Even when you're not around, but also when you are, people are more prone to give each other things. Rare items, money, information, the list of possibilities is endless. You're not sure what kind of reality warping Jumpchan is doing to make sure there's a steady supply of presents moving around your followers/companions/allies, but it's helpful to the overall effort (not to you specifically, usually, but sometimes you'll get gifts too).

Cruel Science (200 CP): Much like Izuka, your scientific abilities are great, though your creations are things only meant for war. You could recreate his Feral Elixir, or create any number of other things which would be useful in war… just make sure that the other side (or even your own) never learns of how you develop them. Cruelty in your research methods makes them more effective after all- so while making his Elixir would take you decades normally, by being as cruel as possible to your subjects you could shorten that time exponentially. Even if such cruelty would normally interfere with what you're trying to get out of the experiment or render the data unusable, you'll instinctively know how to correct the discrepancies and get even more accurate data than normal out of the whole thing.

Items:

(All Origins receive a 300 CP Stipend for this section only, but Nobility gets an extra 300 CP)

Basic Equipment (50 CP, Free Beorc (only for the first two) can be purchased multiple times): With this, you can have any weapon, staff, or tome up to rank D (Radiant Dawn wins if a weapon's rank changes). A new one will appear in your warehouse 24 hours after you break it.

Cool Equipment (100 CP, can be purchased multiple times): With this, you can have any weapon, staff, or tome up to rank B (excluding Brave Weapons, Hammerne, and Siege Spells). A new one will appear in your warehouse 24 hours after you break it.

Amazing Equipment (200 CP, can be purchased multiple times): With this, you can have any weapon, staff, or tome up to rank S (excluding Rewarp). A new one will appear in your warehouse a week after you break it.

Brave Weapon (200 CP, Discount Knight, can be purchased multiple times): You receive a Brave variant of any weapon, which imbues 2x attack speed onto the wielder. Because they get twice as much use as any other weapon in the same span of time, they tend to break quicker, but a new one will appear in the wearhouse a week after it breaks.

Siege Spell (200 Cp, Discount Mage): Meteor, Bolting, Blizzard, Purge, Fenrir- the spells which can be used to strike at foes from thousands of meters away, or with enough effort, destroy entire towns. These tomes lack much by way of durability, but once exhausted a new one will appear in the warehouse a week later.

Hammerne (200 CP, Discount Priest): A potent magical staff which fully repairs a damaged or broken item (up to the size of a four door Cadillac car from 2005). It doesn't have the charge for more than three uses, but after exhausting it you'll find a new one a week later in the warehouse.

Rewarp (400 CP): Not only does this allow the user to teleport, it also grants high-speed regeneration to the wielder. Even better, it has enough charge for fifteen teleports before it exhausts itself. When that happens, you'll get a new one a week later. The user can take one single person with them, if they are basically hugging that person when they teleport.

Runesword (200 CP, can be purchased multiple times): A weapon imbued with light magic, which strikes from afar and drains the very life from its victims in order to heal and refresh the wielder. Its physical strikes carry the same properties, though in both cases it draws upon the user's innate magic instead of their strength. It is fairly fragile, but a new one will appear in your wherehouse a week after it breaks.

Flame Spear (100 CP, can be purchased multiple times): A weapon imbued with fire magic, which draws upon the users innate magic power in order to inflict magical fire damage, instead of their physical might, even with physical attacks instead of the magical fire blasts. It is fairly fragile, but a new one will appear in your wherehouse a week after it breaks.

Bolt Axe (100 CP, can be purchased multiple times): A weapon imbued with lightning magic, which draws upon the users innate magic power in order to inflict magical fire damage, instead of their physical might, even with physical attacks instead of the magical lightning blasts. It is fairly fragile, but a new one will appear in your wherehouse a week after it breaks.

Bright Bow (100 CP, can be purchased multiple times): A weapon imbued with light magic, which draws upon the user's innate magic power in order to inflict magical light damage via arrows made of pure light. It is fairly fragile, but a new one will appear in your wherehouse a week after it breaks.

Vague Katti (300 CP, Discount Myrmidon): A copy of a katana-like blade with incredible sharpness. Its craftsmanship is even greater than the legendary twin swords of Atilina- it's half their weight, but cuts even better than they do despite its lack of a blessing. Even better, this is one of the most durable weapons in the world- especially impressive considering the glass-cannon nature of most high end weapons here. It does possess a minor enchantment to raise the users defense slightly, which is in effect as long as one hand grasps the hilt. If you somehow break it, a new one will appear in the wearhouse a month later.

Wishblade (300 CP, Discount Armor): A copy of a spear that some say never misses. Its craftsmanship is flawless, with a point that could pierce even Dheginsea's scales in the hands of someone relatively skilled. It's perfectly balanced for throwing and fairly light, seeming to make slight alterations to its trajectory in-flight to insure that it lands where it was meant to. It does possess a minor enchantment to raise the user's luck, active as long as you have one hand on the shaft. Even better, not only is this one of the most durable weapons in the world- especially impressive considering the glass-cannon nature of most high end weapons here- but it also teleports back to the user's hand after being thrown. If you somehow break it, a new one will appear in the wearhouse a month later.

Urvan (300 CP, Discount Fighter/Bandit): An copy-axe of amazing power- in the right hands, capable of splitting entire wyverns from nose to tail-spines. While it's as heavy as any other axe, that weight only seems to help guide it to its victim more quickly instead of throwing its wielder off balance. It does possess a minor enchantment to raise the wielder's magic resistance, as long as one hand is on the handle. Even better, this is one of the most durable weapons in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you somehow break it, a new one will appear in the wearhouse a month later. Don't let Ike catch you with this...

Double Bow (300 CP, Discount Archer): A copy of a legendary bow. Its craftsmanship is beyond peer, and with a revolutionary design that allows archers to use it in close-quarters combat as well as at range. It does possess a minor enchantment to raise the wielder's strength, as long as one hand is on the wood. Even better, not only is this one of the most durable weapons in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you somehow break it, a new one will appear in the wearhouse a month later.

Baselard (300 CP, Discount Thief): A copy of a dagger- almost a shortsword, really- with fantastic sharpness. Its craftsmanship is such that despite it's small size, its cutting power is equivalent to the divine swords Ragnell and Alondite- though it is far superior when it comes to slipping inside the victim's vital points. It does possess a minor enchantment to raise the wielder's dexterity, as long as one hand is on the hilt. Even better, this is one of the most durable weapons in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you somehow break it, a new one will appear in the wearhouse a month later.

Rexflame (300 CP, Discount Mage): A copy of a spell tome of great power, allowing one to summon a massive ocean-like inferno. It does possess a minor enchantment to raise the wielder's speed as long as one hand is on the book. Even better, this is one of the most charged tomes in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse a month later.

Rexbolt (300 CP, Discount Mage): A copy of a spell tome of great power, allowing one to summon a massive storm and then call down four huge lightning bolts. It does possess a minor enchantment to raise the wielder's speed as long as one hand is on the book. Even better, this is one of the most charged tomes in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse a month later.

Rexcalibur (300 CP, Discount Mage): A copy of a spell tome of great power, allowing one to summon a massive amount of ice to impale the target, and then immediately after conjure a huge tornado of razor-sharp wind to shred their impaled body. It does possess a minor enchantment to raise the wielder's speed as long as one hand is on the book. Even better, this is one of the most charged tomes in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse a month later.

Rexaura (300 CP, Discount Priest): A copy of a spell tome of great power, allowing one to summon a massive explosion of light. It does possess a minor enchantment to raise the wielder's physical damage resistance, as long as one hand is on the book. Even better, this is one of the most charged tomes in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse a month later.

Balberith (300 CP, Discount Dark Magic): A copy of a spell tome of great power, allowing one to summon a massive singularity-like implosion of darkness. It does possess a minor enchantment to raise the wielder's magical attack power as long as one hand is on the book. Even better, this is one of the most charged tomes in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse a month later.

Matrona (300 CP, Discount Priest): A copy of a miraculous staff, allowing its wielder to combine the ranged utility of Physic with the absolute preserving power of Recover- that is to say you can heal someone completely from the other side of the battlefield. It does possess a minor enchantment to raise the wielder's physical damage resistance, as long as one hand is on the staff. Additionally, just holding it grants the user high-speed regeneration and it constantly purges negative status conditions moments after they're inflicted upon the wielder. Even better, this is one of the most charged staves in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse in a month.

Ashera Staff (300 CP, Discount Priest): A copy of a divine staff, allowing its wielder to combine the area-heal utility of Fortify with the helpful power of Restore... that is to say you can heal all of your allies fully (as long as they're on the same battlefield as you) and remove any negative status effects they're suffering from. It does possess a minor enchantment to raise the wielder's physical damage resistance, as long as one hand is on the staff. Additionally, just holding it grants the user high-speed regeneration. Even better, this is one of the most charged staves in the world- especially impressive considering the glass-cannon nature of most high end weapons here. If you manage to exhaust it, a new one will appear in the wearhouse a month later.

White Gem (100 CP, Free Nobility): Not actually a gem, but with this you get a nice starting coffer of 10,000 gold. Use it wisely…

Herb Bushes (200 CP): A 20-by-20 foot warehouse attachment full of the magical healing bushes that grow prolifically all around Tellius. Eating a few of the leaves will stimulate the body with their magic (the Herb item) so as to grant a few moments of rapid healing. Alternatively, just putting someone in the room will cause them to heal at a greatly accelerated pace.

Bottomless Vulnerary Pouch (100 CP): Not actually bottomless, it just refills itself at a rate of about one use per minute.

Concoctions (100 CP): A single bottle of Concoction, a new one of which will appear in the warehouse 24 hours after the last use has been drained.

Elixir (200 CP): A mystical liquid that fully heals the drinker and recovers their stamina. One needs to drink about a third of the bottle for the effects to take place. A new one will spawn in the wearhouse a week after the last drop is imbibed.

Panacea (200 CP): Another mystical liquid, except this one purges negative status conditions like blindness, silence, stone, or sleep.

Pure Water (200 CP, Discount Priest): A bottle of holy water, which when flecked over oneself will grant significantly improved magic resistance for a short time. Be careful though, it starts to fade immediately and doesn't last more than a minute.

Laguz Stone (100 CP, Free Lesser Laguz): A small stone, which when partially crushed grants the user a surge of energy, allowing them to immediately transform into their creature form with a full 'gauge.' Has three uses, and a new one respawns in the warehouse 24 hours after this stone is fully crushed.

Laguz Gem (400 CP, Discount Greater Laguz): A moderately sized stone, which when partially crushed grants the user a huge surge of energy, allowing them to immediately transform into their creature form and remain transformed for upwards of an hour. Has five uses, and a new one respawns in the warehouse one week after this stone is fully crushed.

Reusable Arms Scroll (300 CP, Discount any Beorc Mastery Skill): An arms scroll for your primary weapon, which cannot be used on yourself. Instead, it can be read by someone else once per week, granting them a boost to their own abilities with your primary weapon type. Once they've caught up to you, they can derive no more benefit from this item.

Unlimited Coins (100 CP, Free Best Blacksmithing): A special coin exists in your forge (or workshop, wherever you do your crafting). It will always be sitting on the corner of a table, waiting to be used. To do so, simply flip it up in the air and let it fall down onto the project in question. It will dissolve into whatever material is being used for the craft, even if you're not crafting with metal. Doing so will grant a noticeable enhancement to an aspect of the creation, though what aspect is entirely random. Once used, a new coin will appear in the same corner of that table.

Warp Powder (400 CP): Allows the user to teleport, though it comes at a stamina cost so terrible most cannot use it- especially mages. It's what people used before Rewarp was made, but since Rewarp can only be used if you have an A rank in Staffs… this might be the only option for most. The bag has enough powder for 10 warps, and a new bag will appear in your warehouse a week after you fully exhaust the powder that came in the previous bag.

Rudol Gem (200 CP): A copy of a powerfully magical gem, which grants the user damage resistance roughly equal to heavy plate armor just from carrying it on you.

Feral Elixir (300 CP, Discount Cruel Science): A drug which has a terrible effect. It drives the drinker insane, but also enhances their body to new and amazing heights of power. It cuts their lifespan in half as well, but that's plenty worth it for the ability to easily make your army both stronger AND more obedient right? Well, not so obedient at first, you'll have to have them trained to obey your orders, but after they get trained they'll be fine… mostly. Better invest in a lot of cages just to be sure.

Blood Oath Contract (600 CP): A magical contract designed to subjugate entire kingdoms with one signature. Once a recognized King has signed it, any disobedience from them will result in a dead subject the first day. Then two the second day, four the third day, and so on until either the king falls back in line or the entire kingdom has been depopulated. You also know how to make more. Only destroying the contract will end it, killing/overthrowing/ect the signatory isn't enough.

Skills:

(All Origins receive a 300 CP Stipend for this section only. Your capacity is equal to the capacity needed for however many skills you purchase here, and cannot be increased in-jump. All passive skills can be toggled on or off.)

Wrath (300 CP): When you're heavily wounded and death feels near (the equivalent of being below 30% HP), you'll be supported by your adrenaline and anger. This gives a special enhancement to every other attack, tripling their damage output in exchange for a sliver of stamina each time it activates. This can stack with Mastery Skill damage/stat boosting, if you're really desperate and willing to burn a more significant chunk of stamina.

Cancel (100 CP): You can occasionally see and seize opportunities to knock a foe slightly off balance with either your attack or when parrying theirs. This will force them to take a moment to recenter themselves, preventing at least one attack they could have made in that time.

Nihil (300 CP): A skill that prevents the use of ultimate techniques, nullifies passive abilities which enhance combat attributes (or protect weaknesses), and prevents the use of any ability which would enhance an attack. This forces the target to engage with only their weapon and combat skill. Notably, this skill does not prevent you yourself from using such techniques/abilities, only your opponents. To give some examples of what this would prevent from being used: Mastery Skills, Resolve (see below), Charge/Concentrate (from Persona), Haste (Final Fantasy), Aura (RWBY), the Mark of Achilles (Percy Jackson), or Armament Haki (One Piece)- basically anything that operates on the principle of "let's do x to increase my damage output/other stats/protect my weaknesses/ignore damage." It wouldn't stop things like Tsubame Gaeshi (Fate) (because this is a technique, not something that enhances an attack), Satan Soul (Fairy Tail) (full transformations seem to be the only type of stat-boosting it allows, as seen when Laguz are capable of transforming unter its influence), The Blasting Curse (Harry potter), or weapon arts (Dark Souls 3). If you're still not sure whether this should block it or not, just decide yourself.

Guard (100 CP): You can always be there for the ones you love… or something. It lets you, so long as you're within ten or fifteen feet of someone you have a strong bond with, move with greatly enhanced speed to interpose yourself between an oncoming attack and them, taking the damage yourself. This will not grant you the speed boost to attack the attacker or shove them out of the way- to activate this you have to tank the attack or block it head on.

Gamble (100 CP): Make an attack with all your might, cutting your accuracy in half, but doubling the potential damage. This skill does not stack with Wrath.

Shade (200 CP): Your presence is shrouded, in such a way that most people overlook you in the heat of the moment. This has little effect in a calmer situation, but when people are running high in combat it becomes easy to overlook you, even as you dash at them from the side. It isn't absolute, if you're attention-grabbing enough on your own then people will still notice you, and if there's nothing around for them to be focusing on instead, they'll still notice you.

Fortune (200 CP): Or perhaps fate instead? Who knows. Still, the point remains that simply assassinating you with a surprise blade to the neck is nearly impossible. The skill automatically drains a small bit of your stamina whenever an opponent would get in a strike to one of your vitals (eyes, neck, groin, major arteries, ect). It doesn't grant automatic evasion, but merely a quick jerk of your body to ensure that the blow lands somewhere less important.

Adept (200 CP): Yet another specialized speed-boost ability. This time it briefly doubles your attack speed such that you get to make two attacks in the space you'd normally make one. Yes, this can be used to cast two spells in the same time, and yes, it stacks with the Brave weapons or Follow Up Attack for a total of 3 attacks in the place of one. On the downside, it's only active long enough to make the second attack, and then it deactivates and must be reactivated for a small stamina cost.

Resolve (300 CP): When you're severely injured, the equivalent of being below half health, your body moves into an enhanced state. In this state, both your dexterity and speed are increased by 50%. This does consume stamina, but so little that you should be able to maintain it for half an hour even with average stamina for this world.

Imbue (300 CP): The user is granted a level of high-speed regeneration that scales with your magical power. Someone like the Black Knight could regenerate a fair chunk of their health in a minute, but a White Dragon would recover all of theirs in thirty seconds. That said, anyone who took <<Everyone's a Warlock Here>> or <<Not Just a Healbot!>> cannot take this skill- meaning anyone who can perform the magic of this world cannot take Imbue.

Savior (100 CP): This conveys one single power- the ability to carry and move someone without any drop on dexterity or speed. This can be more important than it sounds- as long as you can carry someone then you can do it easily and for as long as necessary.

Celerity (100 CP): The only skill that's basically a straight stat boost. It grants an unnatural boost to movement speed, but does nothing for combat/attack/evasion/ect speed.

Discipline (200 CP, Beorc Only): It's a skill that grants double learning speed for weapon skills, but only weapon skills. Yes, it can stack with Generalist's Discipline, but do you really need 4x weapon learning speed? Of course you do.

Pass (200 CP): You move about like an ethereal ghost, one could say. The point is, that nobody can pin you down. You can run through enemy-controlled areas without being molested or blocked.

Beastfoe (300 CP): A passive augment which makes all the users attacks, magical or physical, to be super-effective against all manner of beasts. This results in noticeably increased damage to them, and may be enough to let you harm something you wouldn't otherwise be strong enough to.

Birdfoe (300 CP): A passive augment which makes all the users attacks, magical or physical, to be super-effective against all manner of birds. This results in noticeably increased damage to them, and may be enough to let you harm something you wouldn't otherwise be strong enough to.

Dragonfoe (300 CP): A passive augment which makes all the users attacks, magical or physical, to be super-effective against all manner of dragons. This results in noticeably increased damage to them, and may be enough to let you harm something you wouldn't otherwise be strong enough to.

Paragon (200 CP): A passive augment which grants the user doubled growth speed in all categories, strength, durability, magic power- everything.

Parity (300 CP): A skill which takes things a step farther than even Nihil. Not only does it prevent the activation of combat-related skills, but it also banishes all worldly concerns from the fight- the terrain and support bonuses of both sides become irrelevant. Even if they were fighting on a moving train through a forest it would be no different from fighting in an empty stone room. Even if one side had all of their friends cheering for and relying on them, that would be stripped away and the fight would proceed as if they were fighting a thousand miles away from the nearest person. In other words? This skill strips everything away until all that the fighters can rely on is their combat skill and their weapon/magic. Even if multiple enemies were to attack the user, it would be as if the user were having several separate flights instead of fighting several people- as the side with greater numbers finds themselves unable to take advantage of unfair openings or utilize teamwork properly. Unlike Nihil, however, this applies to both the user and their opponent.

Flourish (100 CP): The user gains the ability to… fight really prettily. It looks amazing, and would be great for putting on a show, but its only about half as effective as attacking normally would be.

Vantage (200 CP): Grants a kind of precognitive instinct and situational speed boosts, but only for attacking. If someone's going to attack you, you'll know and get a speed boost such that you'll be able to attack them first, regardless of the situation. This advanced warning might let you evade an attack you aren't ready for, but you will not receive the speed boost for anything but directly attacking them.

Renewal (200 CP): The weakest form of high-speed regen in the game, but also the most reliable. Unlike staff-granted healing, which heals a fixed amount (and thus will become obsolete once the user achieves a certain tier of power) or Imbue/Mantle (which heal based on a stat, forcing continual investment in those stats as your power tier rises to keep them relevant), Renwal is %-based healing- it will heal you at the same rate for all time, restoring you to 'normal' status after merely ten minutes.

Blossom (300 CP): A complicated skill. It halves your speed of growth in all stats, but grants you doubled quality of stat growth. To explain how it works, lets imagine you're a scrub who wants to lift a car and one month of working out would get you there. If you had Paragon, you'd get strong enough to do it in two weeks, but with Blossom it would take you two months- however, while growing normally/with paragon would let you get that strong in car lifting, Blossom would find every muscle in their bodies getting stronger evenly instead of just the ones being trained to lift the car, their muscles would be far more resistant to tearing than someone who grew normally, and they would be far less prone to atrophy than normal. As such an example shows, it takes longer but produces results that are better in every way. Best paired with paragon so this supergrowth can be achieved in normal time.

Counter (200 CP): A reflection skill that can be activated when the user is hurt by something, instantly inflicting them with an attack that was half the strength of the one they struck you with. You have to survive the attack, and this skill cannot be used if the attack doesn't actually harm you.

Mercy (200 CP): A skill that few would see the point of here, but which can be extremely useful out-of-jump. Your attacks do not kill, at least not directly. You can attack people with all your might, and instead of bursting like a grape, they'll only suffer broken bones and a concussion. Even your magic will instinctively hold back- a fire spell that might otherwise burn an entire city to ash will do so- but leave a massive pile of however-many-thousand people in its place with awful (but not immediately fatal) third-degree burns. People may still die indirectly, however (if you push a building over and people are inside, they could very well die from that).

Provoke (200 CP): The opposite of Shade. Your very presence offends people, inspiring anger and violence. Anyone who is likely to attack someone is now most likely to attack you, and people who were only considering it might find attacking you a far more tempting option than it should be.

Corrosion (200 CP, Discount Beorc): The stronger you are, the harder you can be on your enemy's weapons. If you strike them with an attack, you can choose to apply a dissolving effect to any non-indestructible weapon equal to your own durability. Ie, if you can tank an exploding planet, then you'll disintegrate any weapon which could not also survive an exploding planet. Even weapons that don't turn to rust-dust from the effect will still have their durability weakened (unless, of course, the weapon's durability is so far above yours that such attacks mean little to it, but if that happens you have bigger problems).

Nullify (300 CP): You're immune to weaknesses. If you're a Beast Laguz with this skill, and an army of people descend upon you with Fire Magic, Beastkiller Daggers, Laguz Slayer Swords, and more… to you, fire will be no more dangerous than any other kind of magic, the beastkillers will be no more deadly than a steel dagger- same for the Laguz Slayer Swords. This applies to out of jump things too- no more sunlight weakness for vampires, no more water weakness for fire type pokemon, ect. This doesn't make you immune to those things, but they will no longer do any extra damage to you (yes, this means a vampire could go get a tan). Notably, both Nihil and Parity will cancel this out, but luckily for you those effects are rare.

Daunt (100 CP): So I don't know if you noticed, but you're intimidating now. Enemies have a slightly harder time hitting you as their own wariness hampers them- even enemies who should by all rights not fear you an ounce will find a small sliver of wariness being introduced.

Glare (300 CP, Discount Wolves): You're not just intimidating anymore, when you glare at someone with this skill you're mind-numbingly, bone-jellyingly, muscle-freezingly, scrotum-shrinkingly terrifying. Enemies who can't handle the raw fear this produces find themselves unable to take a single step in any direction as their mind shuts down. On the truly weak willed, it can take hours to reboot, but on someone with protagonist-level willpower this skill might buy you fifteen seconds at best. It should be noted that on people of strong will (not necessarily just protag or BBEG levels of willpower, even lower tiers of strong willpower) this skill becomes less effective with each repetition, unless a sufficiently long time has passed between uses in order to let it reset. Notably, people with weak bodies (especially those with heart conditions) can indeed have heart attacks and die from this primal terror, so be careful with the elderly and frail.

Pavise (300 CP): Simple but potent. Whatever terrifying attack was coming at you doesn't matter, because it just did 0 damage. I lied about it not mattering though, because this is the most stamina-intensive skill in this document solely because of this: the more damage you should have taken, the higher the stamina cost will be. If some scrub thief stabs you, and you use Pavise to cancel out his 2 damage, you'll barely notice… but if the attack is too strong, you might be sent into a coma or die from exhaustion anyway. Still, nullifying attacks close to your level has a far more reasonable stamina cost and can be used fairly often without having to worry about it too much.

Companions:

Companion Import (50+/300 CP): You can import up to eight companions for 50 CP each (0r a bulk 300 CP for 8). Companions imported this way gain 1000 CP, any origin for free, a Race that's 200 CP or less for free (if they want a more expensive race, they can pay the difference, ie 100 to be a heron). They may not take drawbacks, though you can give them CP at a 1:1 ratio.

General Companion Export (100 CP): This lets you select a single character from either Path of Radiance or Radiant Dawn, and you will be granted a chance to convince them to join you as a companion. There are, however, some exceptions to this: Yune/Ashera/Ashunara, Sephrain, Zelgius, Ike, Soren, Micaiah, and the Laguz Royals.

Greater Companion Export (200 CP): Its the same as the above, except the only exceptions are Ike, Micaiah, and the Goddesses. Those three can only be acquired through scenarios or drawbacks.

Scenarios:

(All Scenarios are entirely optional, though you can only take one. Also, the <<Stat Caps>> and <<Customs>> drawbacks are prerequisite for all Scenarios. If a Scenario rewards you with a skill or skills, you also receive the extra Capacity to equip it.)

You're the Hero Now:

You joined the Greil mercenaries a year ago, and now you're on Elincia's side in the war along with the rest of the squad. Hiding behind Ike sounds like a great plan, after all- oh wait, he's dead. You see, when Ike watched the Black Knight kill his father, he lost it and charged him in a fit of rage. The Knight was caught off guard by Ike (too focused on finally having 'surpassed' his master) and swung out of reflex, eviscerating Ike.

Titania is technically in charge now, but she's so wracked with grief for Greil and Ike's deaths that she's not doing super well, and after she makes a major fumble during one of the missions taken while in Gallia, Sinon and Girtre leave the group that's 'clearly falling apart'. Soren too seems almost dead to the world. This is the situation you're in, and you have to fix it, by being the hero Ike was always meant to be.

You have one main objective, but several side objectives that can earn you additional rewards. The main objective is to ensure two things; that Crimea defeats Daein in this war, and that Ashera doesn't turn the entire world to stone at the end of Radiant Dawn. Failure of either condition will end your chain. Success will see you granted the divine blade Ragnell, intense hero-worship from the people of Crimea, and the Aether skill (where you one-two combo a target with Sol and then Luna).

Optional objective number one, getting the band back together. Not only do all of the Greil Mercenaries (outside those killed by this scenario) need to survive the events of both games (to remove uncertainty, this is Shinon, Girtre, Titania, Soren, Mia, Rhys, Oscar, Boyd, Rolf, Mist), but you also need to make sure that Shinon and Girtre are both re-recruited when you run into them later, and that Mia is recruited when you run into her the first time. Your reward for this? You may take any of them (except Titania, Mist, and Soren) as a companion for free, and they'll get a free copy of the SS rank weapon they're best made for… even if that means, for example, Shinon and Rolf each get a copy of the Double Bow.

Optional objective number two, helping Soren, Mist, and Titania bounce back. Everyone is sad about the deaths of Greil and his son, but those three have it really hard. Titania loved Greil immensely, Ike was basically the one person Soren cared about (whether that's romantically or not is ultimately up to you, but the default is platonic love), and Mist obviously loved both of them dearly. How you help them recover is up in the air, but for the sake of Jump-chan's entertainment, any perks that would normally help you do so are disabled. At least you've still got your meta-knowledge. If you successfully help them recover, you can take any of them as companions for free with the appropriate SS weapon as above, but wait, there's more. Soren will be given the entire Mage Perk Tree for free (with the superior perk-Flare overwriting the Flare everyone else gets), Titania will receive an enhanced version of Urvan that, in her hands only, enhances all her stats (as well as those of her mount) by 1.5x, and Mist will receive a Tempest Sword with a weight of 7, an accuracy of 90, and a durability of 50.

Optional objective number three, make Elincia fight. She eventually realizes she should also be fighting, but that comes pretty late in the game. Your goal is to make her combat capable by the time you arrive in Begnion (so she can get her pegasus from them). As a reward, you'll get her as a free Companion, and she'll be granted the Nullify and Resolve skills as well.

Optional objective number four, ensure that the Goddesses merge at the end of Radiant Dawn, and convince Yune (soon to be Ashunara) to return to Tellius after her little sabbatical. As a reward for your kindness, you'll be able to take Ashunara as a companion (though because she was taken right after the merge, Yune will permanently become the dominant personality).

Beckoning Judgement:

You're on the other team in this one. Sephrain found you a year ago, strong but depressed and bitter. He made you an offer, and you accepted. You're now in the same boat as Zelgius, working with him in order to bring Ashera's judgement upon the world, though perhaps not so obediently.

Your overall goal is to make sure Ashera wakes up to enact her judgement upon the world, but not only that, you also have to prevent her defeat at the hands of Ike and Micaiah. Failure to do so will block you from any of this scenario's rewards, even the optional ones. Success will endow you with an extra 400 CP to spend at the end of the jump, the Mantle skill, and the opportunity to take Ashera as a companion.

As a separate note, anyone turned to stone by the end of the jump cannot be taken as a companion. As such, you will be unable to take any companions from this jump, unless you can prevent Zelgius/Sephrain's deaths/betrayals, in which case you'll be able to take them as free companions. The dragons may still live, but as you've acted against their goals by waking Ashera, none of them will be willing to come with you- the same with basically every player character whom you didn't convert via optional objective one.

Optional objective number one; convince a member of the playable characters to side with you. A difficult proposition, given that most of them like having other people around, but a few of them could be swayed if you're really clever and have the charisma for it. Jump-chan will even be kind enough not to turn off your charisma perks… just maybe turn them down to half power… or a third… whatever is necessary for this to be difficult. But even with that, you'll be fine, right? Just make sure you keep them away from all the people who could convince them to come back to the heroic side, yeah? If you do so, which honestly will be slightly easier if you also succeed in objective 2 below, you'll get them as a free companion with the Mantle skill, and SS rank weapon best suited to them (blessed by Ashera for unlimited durability, enhanced damage, and the ability to fire beams at increased range if it's not a spell). If they're Laguz, they'll simply have blessed natural weapons instead.

Optional objective number two; convince Ashera that maybe, just maybe, not all the mortals need to be purged. Only most of them. Convince her that the heroes were misguided and/or deceived by Yune and deserve a second chance, convince her that peasantry (already naturally obedient to the people who ruled them) are plenty orderly, convince her that Lekain is a large part of the reason for the strife between nations, and convince her that Elincia, Sanaki, Micaiah, and the still-living Laguz royals would be fine, peaceful rulers of their nations. This is the hardest optional objective in any scenario (in part due to the sheer number of things you have to convince her of). Arguing with Ashera is like talking to a brick wall; she has basically no emotions, forcing you to rely 100% on logic. You're going to have to play the agreement she made with Yune card if you want to succeed (and in order to play that you'll have to make sure that Micaiah actually frees her as she does in canon), but even with that your chance of success is tiny, so you'll need to have prepared several well-reasoned arguments- and you'll have to deliver them as subserviently as possible. That tiny chance will go up to a small chance if you get Lehran on your side. As a reward for this extreme difficulty, you'll be granted a perk to help your arguments penetrate the minds of people who would otherwise be brick walls- but only if it is a reasonable, logical argument, because appeals to emotion mean nothing. In addition, you'll receive the ability to summon the Spirits you would normally fight in the Tower, any one of the Judgement weapons Ashera granted to her followers, and 200 more CP to spend at the end of the jump.

Optional objective number three; kill Ike. He's the kind of hero that somehow manages to do the impossible, so you'll need to kill him, personally, just to make sure that there'll be no last-minute rescues. Everyone else is pragmatic enough to accept their place in Ashera's order in optional number 2 except Ike, and killing him will break the last of their hope. As a reward for killing him, you'll get to take Ragnell, gain the Aether skill, and gain a small boost to your ability to nullify plot-armor.

A Promise Fulfilled:

Instead of spending 10 years here, you'll be spending 200, so you might want to be a Laguz or a Branded for that necessary lifespan. You have to prevent any wars from overtaking the entire continent, and thus waking Yune, AND you have to prevent anyone from freeing her via the Galdrar of release. How you do those is entirely up to you, but you'll be working against Sephrain and Zelgius, which is a difficult proposition. If you fail, Ashera will turn you to stone upon waking, and your chain will end if you remain stone for a full year. If you succeed, you'll be blessed by both goddesses for your efforts, granting you the Mantle skill, and blessing all of your weapons.

Optional objective one; ensure that Micaiah ends up ruling Daein. The Bengion government won't accept her back, so you need to ensure that her talent and gifts are put to good use in Daein. You'll have to allow Ashnard's war progress long enough for Begnion to get involved, and then help the alliance put Ashnard down. Then you'll need to join the Dawn Brigade and follow the plot of Part One… She won't be accepted as Queen if she doesn't earn the people's worship, after all. You also might want to vanish/assassinate Pelleas so he can't get tricked into the blood oath and/or keep Micaiah off the throne. Sothe will follow 'canon' until your actions affect him, which gives you a chance to delete him before he reunites with Micaiah if you want (though you'll have to carry the Dawn Brigade then...). Otherwise, he'll reunite with her as in canon, and die seventy years into this of natural causes as Micaiah's husband.

As a reward, you'll be able to take Micaiah as a companion for free, and she'll also have all her spells blessed and be given the Mantle skill. Additionally, after two hundred years of growth (ahoy that 80% magic growth nurtured from the several small wars you'll probably get involved in, and more importantly the bloody Daein Civil War you'll have to deal with once the populus realizes she's Branded) and after playing temporary host to Yune when she first awakened, she'll be a virtual godling, with more raw magical power than any mortal in the series. As a side note, if you give her the Blossom skill early on, she'll end up with enough power to almost contend with the goddesses themselves.

Optional objective two; Restore Serenes Forest. Get Rayson and Leanne in there to sing the Galdrar of Rebirth on the whole forest as they do in the game. Then, make sure that Begnion allows the remaining Heron Royal Family members to move there with the unified bird tribes (speaking of which, you need to also make sure that happens for this, and it likely won't without your intervention due to the particular circumstances that surround the Kilvas blood pact). As a reward, you can take any one bird-tribe character as a companion for free, and they'll be raised to max level, blessed by the goddesses (so they'll get Mantle and have their natural weapon blessed), and be given a Laguz Band. You'll also receive 200 CP to be spent at the end of the jump.

Optional objective three; connect Hatari to the rest of Tellius. This will be rather difficult due to the desert of death being… well, the desert of death. It's a hot, almost entirely inhospitable wasteland, and Tellius doesn't really have the technology right now to build a way across. You could, however, introduce that technology to them. With 200 years to work with, it's entirely possible. If you succeed, you'll receive a perk that grants good fortune and providence solely in regards to large public works you're invested in- be they bridges, train lines, or simply a wall with a roof, underground rooms, and some wells to facilitate travel across a desert. You'll also receive 200 CP to spend at the end of the jump.

Drawbacks:

(Take as many as you feel you can handle...)

Damnit Makalov (+100 CP): A guy with poofy pink hair once told you that he had a big plan for a great investment, and you just needed to commit your gold to help him out. Taken by his words, you went all in… and surprise surprise, it flopped. Not only did it flop, but now you're 10,000 Gold in debt to a pretty shady guy. You don't even really know his name, but his mercenary flunkies find you every few months to demand 30% of your earned gold as payment on that debt. But hey, you could pay it off in a reasonable time in this world. Oh, if you refuse to pay him or don't keep 30% of your earnings (and he will know), he'll send entire squads of mercenaries after you. They're not too strong, but will be buffed by the Bandit Warlord perk below if you also take that.

Goddess Damnit Makalov (+100 CP, requires the above): It's worse now. You're 50,000 Gold in debt and if you fail to pay up every three months, he'll send Volke after you (you're not Ike, after all, even in the Hero Now scenario, so he's plenty willing to take that contract). Not only that, Volke will be upgraded to the equivalent of maximum level, and while trying to kill you will refuse to join in your efforts against Ashera (if you're doing such things). You can get him called off once by giving double what you refused to pay earlier for him to take to the mysterious debt holder, but if you refuse again, there will be no salvation. You are not immune to Lethality, but luckily for you he has the game's sad boi hours random activation chance with a poor rate… still, that's a 20% chance of instantly dying every time he so much as nicks you. In other words? Don't miss a payment.

Eternal Starvation (+100 CP): You must share some genes with Ilyana now. You didn't seem to inherit anything besides her hunger, though… suffice to say, you need to eat six times a day, and even when you've eaten you'll still feel slightly hungry. On the up side, even though you eat enough for five people, you'll never get fat, simply because of how powerful your metabolism is. If you don't eat enough, you'll pass out, which can be extremely dangerous… especially given how many bandits seem to always exist in these games.

Bandit Armies (+200 CP): Bandits are like cockroaches, where you see one there's bound to be a million more hidden away. This is almost literal for you- no matter where you go, you'll find yourself constantly besieged by nameless rogues of all races and descriptions. And there will always be more.

Bandit Warlords (+200 CP, requires the above): They're not just mooks anymore! Now the leader and his second of each gang will be strong enough to contend with your strongest ally (or you, if you're the strongest in the group). Note, the bandits from these two drawbacks are not affected by either Better AI or Maniac Mode- you need some scrubs to grind on, after all.

No Loot for You (+200 CP): Ya know how it seems like every enemy has an expensive, high quality weapon? You can't take them. Anytime you try to loot a corpse or get your allies to loot one, your body will refuse to and you'll end up standing still and mute until you give up. Don't cry too much, sometimes if something particularly amazing is on a body, one of your allies will loot it for you, but you won't be able to encourage such behavior.

No Support Conversations (+200 CP): "Hey bro, don't die on me." "I won't man, worry about yourself." Behold, the deepest conversations you'll ever have with another person. On the upside, you'll achieve deep bromance or true love without needing (or getting) to ever talk about the deep issues in your life or your feelings… but on the downside, you'll never really know what's going on with people, and actually understanding others (even your best friends or spouse) will be very difficult.

Parentless Abomination (+200 CP, Branded Only): The Laguz do their best to ignore you, and any Beorc who see the Brand (and understand that you are not, in fact, a Spirit Charmer) will revile you as a living crime against the Goddess. Laguz automatically will notice you're branded, they've got a kind of sixth sense for it, but Beorc can at least be lied to. Of course, since Beorc are infinitely more dangerous to your health than Laguz, that's still a trade off. In dire circumstances they may be convinced to work with you, but those who will otherwise are few and far between. Luckily for you, every member of the playable cast is such a person and you know where they all are, but you still need to be careful.

Aimee Wants Your Ass Boi (+200 CP): Not actually Aimee by default (though it could be if you want), but someone wants you to be theirs. They're sneaky and conniving, but ultimately don't wish you ill. Still, their attempts to woo and trap you into being theirs can be annoying and may hamper your relationship progress with other people. Some of them can be taken advantage of, such as the Silver Card incident with Soren being the one taking advantage of it for Ike, but those will be few and far between.

Filthy (Sub)Human (+200/+300 CP): No wait, you're not actually racist, you swear! Sometimes you just… slip up and say what all the other Beorc keep saying. Sub-human refers to Laguz, naturally, and they're all pretty sensitive about it. It's going to be a lot harder for you to form any close relationship with any Laguz thanks to this drawback, no matter how much you actually aren't racist. For an extra 100 CP, you actually are racist to some degree, and while it's not enough to truly cripple your mind when it comes to them, they're all going to realize pretty quickly that you think you're better than them- until you've spent years of focus and mental training to overcome this ingrained racism, it will be impossible for you to have any relationship above 'mutual existence tolerance' with a Laguz.

If taken as a Laguz, you're racist against Beorc. Most of them won't even get the Human insult, but even still they'll notice that condescending look in your eye and the way you curl your lip- and you won't be able to resist the constant microaggressions.

Jagen (+400/+200 CP): You start out strong, in the realm we call 'second tier' and are capable of killing most anything that comes your way… at the early stages. Once you get to facing stronger and stronger enemies, however, you'll fall behind pretty seriously. Why? Because in exchange for your good bases and early promotion, this drawback has crippled your growth rates so severely that no amount of boosting perks will help. You'll never make it to the third tier, and will be quite useless against the true powers of the world… but your meta knowledge should still let you be somewhat relevant. Of course, that's only with the things you obtained here. If you haven't taken <<Customs>> and <<Stat Caps>> this just means you'll struggle to get stronger while you're here, but with all that out-of-jump stuff you should be fine… so you only get 200 CP for this.

Better AI (+300/+500 CP): Wait, this is a strategy game? Well, it is now at least. Your enemies are actually smart. If you attack a fortified position, expect every choke point to be defended by armors with archer support (and then to make libral use of Longbows)- expect traps of every sort to be arrayed against you, and dozens of ballista on every fort. Expect baiting enemies to no longer work. Expect enemies with siege spells and Psychic on every battlefield, expect all your enemies to always focus-fire your weakest unit, expect them to use Light Runes to block doorways and other paths, cutting off your advance as much as possible. Your enemies aren't necessarily more powerful, but they're absolutely far better trained, and every commander is intelligent enough to array problematic strategies against you. If either Soren or Micaiah is leading a force against you… goddess help you, you're in for a bad time. Worth 200 extra CP if taken with the below.

Maniac Mode (+300/+500 CP): If you're taking this with the above, you're insane, but I wish you the best of luck (and give you 200 extra CP)! All the enemies are way stronger than they should be, with even basic mooks from the earliest sections of the plot requiring solid teamwork to safely bring down. Furthermore, there are 50% more enemies in any combat situation, and 50% of all enemies will have a Skill from the above list. All 'bosses' will have 3: Nihil, and two others at random. To make it even worse, once you get to the point where more than half of your allies are 3rd tier, you'll start to run into third tier enemies... which means some enemies will have Mastery Skills.

Stat Caps (+100/+300/+400 CP): If your stats are equal to/higher than the following: Speed (capable of moving at 10% the speed of light), durability (can take an exploding moon), strength/magic power (could destroy a moon), you can take it for 300 CP. If they aren't on that level or higher, this is only worth 100 CP. If you have stats on that level and took the mage class, you get 400 instead. You're limited to the stats AND growths of someone from this world, based on your chosen class if Beorc or chosen Race if Laguz. If you're Myrmidon, you'll get a ton of speed, but be lacking in defense and meh in strength, ect. You'll still be a cut above the rest, especially with the growth perks and early Skill access, but it'll take significant investment in order to reach the peak of this world's mortals- yes, you start at Ike's level when you arrive. Mages get more from this because Mages have really bad stat caps in Radiant Dawn. If you take this, it applies to all your companions/followers as well, and they each get half the CP you did for it.

Customs (+200 CP): All those fancy items and perks from other worlds, all those alt forms, all those scenario boosts… they're gone. You can't touch the warehouse (except to retrieve the new copies of respawning items you bought here), and all your out-of-jump abilities, perks, scenario boosts, alt forms- everything is on lockdown. If you take this, it applies to all companions as well, and they get half the CP you did for it.

Feral One (+300 CP, Laguz Only, Mutually Exclusive with the below): You got juiced with some of Izuka's elixir, and now you're stuck permanently in your creature form. Luckily for you, Jump-chan was kind enough to protect your mind… somewhat, so you're not an insane berserker like all the rest of the Feral Ones. Still, due to how creature mouths work, you cannot speak words, and due to the incomplete protection you're a lot angrier than normal- even small offenses might push you to attack them. It's controllable, just not for long periods of time around other people… especially Daein's people. You also cannot be healed by the Galdrar of Rebirth unless you have three Herons singing it- Rafiel, Leanne, and Rayson, so you'll probably be stuck like this for the next three years minimum.

Childless (+300 CP, Laguz Only, Mutually Exclusive with the above): You committed the ultimate sin, and had a child with a Beorc. Maybe it was a drunken night at a tavern, or maybe you were raped- the how is irrelevant. Because you've done this, you can no longer take on your creature form, and are shunned by Laguz society. It was pretty recent, so you're still learning how this whole 'weapons' thing works, but you'll get it eventually… probably.

Silver Haired Maiden of Miracles (+600 CP, Beckoning Judgement Only): So, unfortunately for you, Yune's ability to interfere with the world is greater than it was in canon, and her efforts have been put entirely into Micaiah for the last twenty one years. Micaiah was given the Blossom and Paragon skills at birth, and her stat caps have all been doubled as well. She'll be as powerful as a third tier unit when she's only second tier and when she gets there she'll be nearly untouchable by you mere mortals- she'll be faster than most Trueblades, as resistant to damage as most Marshalls, effectively immune to magic, and with the raw magical power to disintegrate anyone who isn't at the top of third tier with high resistance. She still has her empathic and precognitive powers too… so good luck with that. Your only advantage is that she won't predict your plan to end the world, and can't actually read minds. Also, while she is effectively a godling, she's still not on the level of the actual goddesses, so if you can give Ashera more time than canon to recover her powers from the long sleep (and prevent her from wasting it all endlessly resurrecting mooks too weak to actually matter), she will be able to defeat Micaiah for you (It doesn't even matter if you die to buy that time, because Ashera will resurrect you if she wins and it won't end your chain). That said, killing Ike is substantially more important now… and oh right, I should mention that Micaiah is now inconvertible via the side objective, and her charisma has been enhanced further (from the high level she already had in canon), so converting people to your side will be an even dicer proposition for those she's personally interacted with for any significant period of time.

Against the Black Knight (+600 CP, You're the Hero Now Only): Greil is dead, and so is Ike. Thanks to that, there's virtually no way for the Black Knight to learn that he didn't really beat Greil at his best, and with that obsession behind him, he's now looking for new opponents. He saw you fighting in the port, and decided that you had some real potential. He'll appear every few missions to test you from then on, and will kick your teeth in. He won't kill you until you've marched through all Daein and into Crimea (he will kill any allies who try to help you against him though, so be careful of that). At that point, you'll have a true duel, and he'll be fighting to kill. Unlike Ike, he won't let you win to see your growth, so you better make sure you're on his level… or failing that, because getting to the top of third tier by that point is highly unlikely, make sure you've got allies capable of backing you up. He is still holding back (Ashnard doesn't deserve all his might), though, so he won't die from losing there, but it'll buy you three more years to train yourself up so that you can fight him evenly in the Tower, where he will section you off from everyone else for one last duel… and this time, no one will be able to help you at all, and he won't be holding back.If you win in the tower, you'll have the chance to ask Yune to resurrect him, and will thus be able to take him as a free companion. Alternatively, you can take Alondite and learn Eclipse (gaining the Capacity needed to equip it) as proof that you've truly surpassed him.

Lehran Looms Large (+600 CP, A Promise Fulfilled Only): The mastermind behind everything that goes wrong for most of both games, Lehran will be fighting against you the whole way to the 1000 year mark. You'll have extreme difficulty killing him, he's protected by Mantle and there are only two weapons in all of Tellius which can pierce that… one of which is wielded by his own servant. Not to mention, he won't reveal his true colors until Ashera is actually awake, so even if you are good enough to wield Ragnell and kill the most powerful living magic user (at least until Micaiah hits her stride here), you'll be hunted by Sanaki with all Begnion's resources for the rest of her life... and even if you take the issue up with her in a 1v1, she's not exactly weak. Remember, she was a third-tier unit at age 13 with exactly 0 time spent in actual combat. Imagine how scary she would be in her 20s. That said, regardless of her ultimate fate should you succeed in killing Lehran, you'll have a kill-on-sight order on your head in Begnion, and they'll be willing to go to war with either Crimea or Daein should you try and seek amnesty with Micaiah or Elincia. If the Laguz Royals find out you killed him, you'll be entirely unwelcome in any of the Laguz nations as well… truly, killing him might be more trouble than it's worth, which leaves you with only the suffering that is dealing with his constant and seemingly endless plots to start a world war. Most of them would actually work, too, if you don't stop him. Normally, you'd have a solid shot at just convincing him to help fix the world instead of just giving up after completing the restoration of Serenes Forest, but now he's immune to your arguments until you fully prove him wrong by keeping peace until the 1000 year mark. If you do that (and complete all the optional objectives), however, he will accept that you've won and proven mortals could be redeemed and you'll be able to take him as a companion for free if you wish.

Notes:

Taking any of the 600 CP drawbacks along with Better AI, Maniac Mode, and Jagen is a nigh-unavoidable death sentence, especially since doing so requires both Stat Caps and Customs, which means you've got no outside-jump abilities or super/stats to help.

If you don't take Jagen, though, a 600 CP drawback with Maniac Mode and Better AI is survivable, just extremely hard if you try to just run through without thinking. If you think things through and help your side's tactician put together top tier plans for every battle, though, you should be able to survive.

By DarkLordZero
Version 1.0

Changelog:

- v1.0
    - Initial draft, including unused changelog.

I'm in the market for some lore-friendly items and drawbacks to finish filling up pages. Also looking for a Branded and General perk or two.