

A Change of Tactics Jumpchain Version 2.2

Welcome to the world of *A Change of Tactics*, a *Fire Emblem: Awakening* porn-with-plot fanfic series by JLDavenport, as well as the related stories from the same universe. For the most part you'll find that this world is the same as *Awakening*: the tales of Chrom, Robin, the Shepherds, and the battle against the fell dragon Grima have played themselves out, and the Shepherds have settled down to enjoy a well-earned peace. But Robin finds that with Grima's death an unexpected change has begun to occur within him: the seed of Grima's power, planted in him at birth to allow the Fell Dragon to use him as a vessel, has broken loose from its bindings and become his own power in Grima's absence. But with that power comes the instincts and desires of a dragon, especially the desire to conquer, dominate, and breed strong mates like his female companions in the Shepherds, which poses a serious problem for Robin's budding relationship with his fiancé Lucina and his daughter Morgan, driving him to desperate measures which will change his relationships with the Shepherds forever.

Of course you're a jumper and you needn't spend the next ten years worrying about Robin's love life if you don't want to. Instead you may choose to begin this jump long before this story begins to play out, at the very beginning of *Fire Emblem Awakening*, or even some time into the future when a traveler from another world comes calling for aid for the kingdoms of Nohr and Hoshido.

Whatever you choose to do, take **+1000 CP** to start your journey.

Starting Date

You will be here for ten years regardless of which date you choose.

Year One

The start of *Fire Emblem: Awakening*, right around the moment that Robin loses his memory and is found by Chrom and the Shepherds. You'll have a long road ahead of you through two wars and a battle against an apocalypse cult but also the greatest chance to change things to be more to your liking.

Year Six

Starting at the beginning of the events of *A Change of Tactics*. It's now six months after the end of the final battle with Grima. Peace has largely been restored to the kingdoms and Robin has just returned to the living world and is beginning to discover the changes to his body and mind. It will still be a few more months before he grows desperate enough to turn to Tharja for help with his predicament.

Year Fates

Some day soon a traveler will come from another world begging for the aid of great heroes. You will join them, traveling to the world of *Fire Emblem Fates* alongside Severa, Owain and Inigo rather than remaining in this one. This is a one-way trip unless you defeat the mad dragon Anankos. Alternatively you may choose to begin your journey as a native of Nohr or Hoshido, but this will remove your ability to return to the Awakening timeline at all.

Locations

Choose freely where to begin your adventure.

Year One and Year Six:

- 1) Southern Ylisse
- 2) Ylisstol
- 3) Regna Ferox
- 4) Plegia
- 5) Valm
- 6) The Mila Tree
- 7) Origin Peak
- 8) The Outrealm Gate

Year Fates:

- 1) Northern Fortress
- 2) Castle Krakenberg
- 3) Castle Shirasagi
- 4) Cheve
- 5) Izumo
- 6) Notre Sagasse
- 7) Valla
- 8) The Outrealm Gate

Origin

Choose one Origin and one Class for each character. Both origins can be chosen as a drop-in option.
Your age and gender are free choice for both origins.

Dragonspawn

More than human but not quite a mere manakete either, you were born carrying the essence of an ancient dragon such as Naga or Grima in your veins, but you have either usurped this power for yourself or are in the process of doing so. You are effectively an infant dragon-god of the same sort as your predecessor, though it will take centuries for your power to grow naturally from “dragon” into “god”.

Shepherd

Though their origins as a group lie in Ylisse’s army, the Shepherds are heroes from all across the two continents and all walks of life. Despite their many differences, all are bound together by bonds of courage and camaraderie forged in battle across three wars and countless battlefields. The men among them are all great heroes in their own right, but the women, though no less great, might be viewed as valuable prizes by the aspiring dragonspawn...

Classes

Tactician

Masters of the battlefield and brilliant thinkers, a Tactician is an essential component of any kingdom’s military force, and they train in both swordplay and spellcasting to defend themselves on the battlefield (though not to the same extent as a dedicated Soldier or Mage). Their skills at manipulation also lend themselves well to negotiation and diplomacy, making them equally dangerous foes at a bargaining table as well as in more *intimate* affairs.

Soldier

Soldiers make up the bulk of both the Shepherds and other fighting forces found in this world. Be they knights, cavaliers, myrmidons, pegasus knights, archers, or some other class, this varied lot is bound together by their skills with traditional weapons and perks that augment their ability to survive on the battlefield. You may choose any physical-focused class to specialize in.

Mage

What they lack in muscle they make up for in intellect and utility. Mages of all sorts are less common in the armies of the world but more valuable for the comparative rarity of their skills. Clerics, witches and many more belong to this origin and reap the benefits of their magical training in many arcane forms. You may choose any of the magical classes to specialize in.

Lord

A Tactician can lead from the shadows but Lords must lead their men from the front. Blessed by destiny, these glorious heroes are usually royalty but sometimes a common man such as the leader of a band of mercenaries might rise up to join their ranks. Regardless, Lords inspire their men and win the hearts of their lovers with brilliant leadership and stunning charisma.

Discount Rules

Perks and items associated with an origin or class get a 50% discount off the listed price. The associated 100 CP options are free.

Perks

General

Medieval Fantasies (Free)

Let's be real, you're probably here for the smut more than the sword and sorcery stuff. That's fine and all but this world being a porn fantasy means the locals are quite a bit more impressive than even the best ordinary humans in the bedroom, so you'll have to step up your game if you don't want to get cucked by a passing lord. You're an exceptionally skilled lover who can easily bring your partners to powerful orgasms and go for hours on end without rest. Instinct makes you an expert at pleasing your lovers but practice will transform you into a sex god who can fuck an entire harem into blissful exhaustion. Moreover you're also exceptionally attractive, an easy nine out of ten, and your appearance and physique maintain themselves with no special effort on your part. You've never had a bad hair day in your life, dirt and grime seem to be magnetically repelled from you, and you'll never gain or lose excess weight if you ever decide to hang up your sword for a few years. Most of all, your sexual characteristics are *perfect* for your gender and build, inspiring envy in your peers and awe in your partners.

It's a Competition! Maybe! (100 CP)

Many of the children of the Shepherds came back from Grima's terrible future in order to be reunited and become closer to their parents, but none of them imagined they might wind up sharing a bed with them. Whenever you seduce someone, their daughter (or mother, or sisters) start to feel a strong attraction to you as well, enough that with only a few small pushes you can get them in bed as well. Similarly it seems that once bedded by you little things like incest taboos seem to not be a bother to them anymore and they have no problems sleeping with you together and in fact seem to greatly enjoy the family 'bonding' to such an extent that it's rarer for you to sleep with only one of them rather than all. This perk's effects only target members of your preferred gender.

Beastkin (100 CP)

Beastkin are a collection of several different races known for their shapeshifting powers, such as Ylisse's taguel, or the wolfskin and kitsune tribes native to Nohr and Hoshido. These races are nearly extinct but you count yourself among their numbers. Not only is your human form supernaturally strong and tough, comparable to the physical power of the manakete race, but by using a beaststone you can transform into a mighty warbeast, augmenting your natural strengths even further still and gaining the enhanced senses of whatever beast you transformed into. Be wary of beastbane weapons though, for these can punch through your augmented defenses. Taking this perk also gives you a free beaststone as a fiat-backed item. Should you lose it another one will find its way into your possession by the next day.

Manakete (300 CP)

The manakete are descendents of the ancient dragons who followed Naga's will and sealed their great power into dragonstones to preserve their sanity. Like the taguel they are extremely long-lived humanoids who harness the power contained in their dragonstones to transform into their true dragon forms, granting them superhuman physical and magical strength and a pair of wings strong enough to fly with. Much like Corrin, some manakete can also learn to shapeshift individual parts of their bodies rather than assuming a full dragon form, granting them their draconic strength even in their humanoid forms. Like the beastkin you gain a free fiat-backed dragonstone which will return to you within a day if it is ever lost or misplaced. Dragonspawn with this perk do not require a dragonstone to transform, nor are they ever at risk of going mad without one like traditional dragons.

Origin Dragonspawn

A Dragon's Might (100 CP)

No ordinary human could possibly contain a dragon's power. It took the Grimleal centuries to cultivate the perfect vessel for their dread master's essence, and the resulting human was impressively powerful even before he unlocked his heritage. Whether you were created by an act of Naga or by the same rituals that gave birth to Robin, your mind, body, and spirit are all rich with latent potential waiting to be unleashed. You're simply *better* than ordinary humans, a natural genius whose strengths and skills grow in leaps and bounds in only a fraction of the time and effort your rivals require. Your draconic nature allows you to grow especially quickly in battle and other circumstances where you assert dominance over others, to the point where you could become a master of the blade in a fortnight if you were constantly fighting for your life.

An Arcane Gift (100 CP)

Even infant dragons radiate arcane power and adults can rival even the greatest human mages for sheer magical strength. Your heritage has granted you a natural gift for magic potent enough that you can learn new spells and master your power just as easily through simple trial and error as you could with a master to guide you. Nor have you any need for casting aides such as tomes or staves, the power in your blood strong enough to bend the world to your whims simply by willing it to do so. As your mastery grows you'll become able to flex your might in the form of visible auras or transformations, such as cloaking yourself in purple flames or other cosmetic effects of your choice. You can even customize other powers you have in similar ways so long as these effects remain strictly cosmetic.

A Crown of Scales (200 CP)

Dragons yearn for conquest and domination; to flex their might, crush their rivals, and revel in the spoils of their victory. They may not wear crowns as human kings do but they are certainly royalty in spirit. Whether from atop a throne or in the privacy of your bedchambers you were *born* to rule: like any dragon you have immense willpower and a heart of steel which never wavers even when death itself stares you in the face. You'll never be paralyzed by terror or weakness no matter what challenges you face, and your strength of will makes it almost impossible to control your mind through magic, demonic possession, or other magical powers. To even have a *prayer* of dominating your mind an enemy must be vastly stronger than you, and even that merely makes your contest of wills into an even fight.

A Bed Full of Slaves (200 CP)

Dragons have no equals in this world, not among monsters and certainly not among humans. Even if they were once royalty or mighty heroines, once you've conquered their hearts those chosen to be your mates are merely your loyal slaves or beloved concubines. Through pleasure or discipline you're able to awaken submissive desires in your lovers and conquer their hearts, earning their loyalty and devotion and training them into willing and eager slaves. While they must come to you willingly at first, once you've lured a new conquest into your bed, every mote of pleasure you grant her becomes another lesson in submission, not only training her to serve you but to love her chains and take joy in submission. Once forged, these bonds of love and loyalty bind their bodies and souls to yours so strongly that nobody else will ever satisfy them, and neither magic nor mind control can force them to betray you, their very souls rebelling against it.

A Worthy Mate (400 CP)

Only the finest treasures belong in a dragon's hoard and only the finest women deserve to join his harem, but even ordinary girls have the potential to grow into powerful and beautiful heroines if they're given the right incentive. You're a master of grooming potential concubines into worthy mates, bringing out the best in them until they shine like precious gemstones in your collection. Strength and seduction are intertwined for you, each one feeding into the other. By helping your concubines grow into their true potential you can win their love like a master seducing his pupils, but if you have no knowledge of their craft then pursuing a passionate romance instead will turn their feelings into fuel for their growth, speeding them along as if you were the ideal teacher for them. Either way, you'll conquer the hearts of your lovers and also groom them into powerful heroines and worthy mates, and do so in a fraction of the time and effort that other mentors (and any romantic rivals you may have) would require to do the same.

A God Among Dragons (400 CP)

A dragonspawn is not just any dragon hybrid but the child of a dragon *god*, and that divine heritage grants them enormous influence over their lesser kin. You have the aura of a superior dragon to the senses of all other types of dragons, from wyverns and manaketes to humans blessed with draconic blood, such as the royal families of Nohr and Hoshido. Non-sapient dragons like wyverns become highly submissive towards you, making it a trivial matter to tame and domesticate them, while intelligent dragons like manaketes and others who might make fitting mates instinctively desire you, even going into heat just by spending time in your presence, though you can suppress this at will. Any dragon who dares to challenge you despite your power will learn that you are able to smite them with divine retribution, empowering both sword and spells with a dragonbane effect which effortlessly cleaves through draconic armor and spellwork.

A Darkness Unleashed (600 CP)

The power you inherited from your ancestors is dark and twisted, perhaps even marking you as a child of Grima or Anankos, but that power is yours and yours alone, and it can no more harm or corrupt you than your own hands could turn against you. You possess an immense talent for all forms of dark magic, such as the life-draining Nosferatu or the twisted necromancy that creates the risen, and you wield such spells with greater power and skill than all but the greatest mortal mages. But you're far from limited to wielding your power as your ancestors would; this dark magic also lends itself to tantric uses, many different kinds of spells rooted in pleasure and debauchery and capable of bringing unthinkable ecstasy to yourself and your lovers. Your dark nature even makes you immune to magical and spiritual corruption, both your own dark sorcery and from those who would twist you with their own magics. This spiritual protection will also apply to all other forms of dark or corrupted power you might acquire in future jumps, allowing you to use your own darkness in place of any outside forces that might attempt to corrupt you to their own ends.

A Light Rekindled (600 CP)

The Fel Dragon is far from the only of his kind to sire divine children. You are a child born of Naga herself and have inherited her power as a divine dragon. Where others pray to higher beings you need only have faith in yourself to wield divine magic; searing rays of holy light, spells of protection or healing, and sacred blessings granting boons to worthy followers are all within your power, and much more becomes possible once you fully master your abilities. Your powers are innately divine and burn through most forms of dark magic with devastating effect, and you can add this holy attribute to any other powers you might possess. Your power also grants you an aura of divine authority which inspires devotion and submission in others. By performing grand deeds or granting aid to those who need it you can easily earn the faith and fealty of mortal worshippers, amassing a cult of followers who hang on your every word as though it were a divine decree. While mortals with strong wills are less susceptible to your influence, should you earn their fealty you'll find them no less devout in their undying loyalty to you.

Shepherd

Hero of Archanaea (100 CP)

Though they come from many different backgrounds the Shepherds are all battle-hardened heroes and heroines. Not one among them is a stranger to the battlefield, and nearly all of them will become known as the world's finest warriors one day. You have a high level of skill with one weapon or magic style of your choice, equivalent to several years of training and live combat experience. What's more, your skill with your chosen fighting style grows at the uncommonly fast rate of a gifted prodigy, enough so that you could easily become the equivalent of a master swordsman within a few years with this perk alone.

Chance Encounters (100 CP)

The Shepherds are tied together by bonds of trust and friendship crossing race, class, and nationality, but before those bonds could be forged they had to find each other first. You have extraordinary good fortune in meeting new friends, whether it's a mysterious stranger lying unconscious by the road who happens to be a magnificent tactician or an enemy soldier who could become the love of your life if given the chance. Fate conspires to arrange meetings between you and these potential allies and helps to ensure that your first meeting is a friendly one. Even in the chaos of battle with enemies all around you, you'll somehow always manage to run into the one soldier who wants to defect without accidentally cutting her down first.

Happily Ever After (200 CP)

The Shepherds are heroes straight out of legend, and their adventures are the kind of tales which are beloved by children and immortalized by bards and artists. Such stories rarely end in heartbreak and tragedy, or with the married life being dull and unfulfilling, and yours won't either. So long as you hold genuine love for your partner(s) the earth will move to bring you together and keep you together no matter what kind of adversity you might face, be it separation in wartime or more domestic relationship issues. While this won't do anything to prevent conflicts from occurring, what conflicts do occur will always be able to be resolved, and as long as you don't give up on the relationship it will always be salvageable no matter how bad the situation becomes.

Support Fighter (200 CP)

There *might* be a better way to make new friends than to fight for your lives together but if there is you haven't found it yet. You can harness the heat and pressure of battle in order to forge bonds of friendship, brotherhood, or even romance between you and your allies. Results will vary depending on the individual but even someone who doesn't want to give you the time of day can't help warming up to you after you've saved their life once or twice. Such bonds are also ironclad once forged, requiring a great deal of abuse or neglect on your part to sever them, and your enemies will find it all but impossible to drive a wedge between you and those you care about.

Arrows Like Raindrops (400 CP)

Even in the thick of the chaos of war the Shepherds tower over more common soldiers like myths among mortals, and the random perils of the battlefield that slay lesser men barely phase them. You are inured to common hazards of warfare and are able to shield yourself against injury from collateral damage or other forms of damage not specifically meant for you. Arrows may fall like rain and fireballs explode all around you, but mere happenstance will never claim your life. An enemy's attack must be intended *specifically* for you for it to have a chance to find its mark. Likewise, any attacks from your allies that might inflict friendly fire will never find their mark against you.

Strategic Withdrawal (400 CP)

For all that they are skilled warriors even the Shepherds fall prey to bad luck sometimes, but even a true disaster can't keep them off the battlefield for long. Once per month, any injury that would have killed you will instead only leave you badly wounded and able to recover quickly *provided* that you retreat from the battlefield or any other source of danger immediately. However failure to do so puts you at risk of bleeding out or otherwise succumbing to your injuries, and further attacks from your enemies will not be protected as the first one was. Any situation that prevents you from retreating, such as being held prisoner by your enemies, also prevents this perk from working.

Anything Can Change! (600 CP)

The darker the night becomes the more brilliantly you shine. Even lost in a doomed future or bleeding out on death's door you may yet find a way to grasp victory if you continue to fight for it. You're an inspiration to those around you, bringing hope to the hopeless and motivating your allies to fight on so long as you continue to lead them. Even should you be outnumbered a hundred to one your men will only fight more fiercely rather than losing hope. In addition, once per jump at a moment of dramatic importance you can use a Deus Ex Machina to escape an impossible situation. A goddess might open a time portal so your friends can escape a doomed future, or the friend who was mind-controlled into striking you down might be able to pull his blow at the last instant. This perk will not defeat your enemies for you but it can give you the means to escape them or thwart their plans.

Invisible Ties (600 CP)

The Shepherds are much more than a simple army; they are friends, rivals, lovers, husbands wives and children. A cynic might scoff at Chrom's talk of invisible ties and the power of bonds but when two friends fighting shoulder to shoulder can single-handedly break a cavalry charge against their shields it's hard to argue with the results. You draw great strength from the presence of friends, family, or loved ones while in battle, growing stronger, faster, and tougher when you fight together with them. Faced with two such allies your enemies will find that each of you fights with the strength of both of you, though there are limits given a vast enough difference in personal power. This bond also grants insight into your partner's fighting style, allowing you to effortlessly supplement them with combo attacks or defenses. While there are diminishing returns, if you can find a way to unite many such allies you will reach even greater heights together. This is the power that conquered a god: use it well.

Class Tactician

Tactician's Genius (100 CP)

The mind of a tactician is one of the most potent weapons in any army's arsenal, and yours is as sharp as they come. You are highly perceptive, easily picking up on information and subtext that most others would miss. Someone with the training of a tactician could judge the strength and morale of enemy soldiers and spot weaknesses in enemy formations with little more than a glance, while an equally-skilled warrior could spot and exploit even the tiniest openings in his opponent's guard. You can apply your observational skills to any field you have skill in, not just tactics and swordplay but also such things as romance, allowing you to notice even the faintest signs of romantic or sexual interest in those around you, even in those who are still unaware of their own feelings.

A Royal Affair (200 CP)

Behind every great king is an equally-gifted tactician, advising them on matters of state and guiding them to victory in times of war. Some might even call a great tactician the true power behind the throne, and in your case that's no exaggeration. You're a gifted vizier able to easily gain the trust of royalty, nobility, and others in powerful positions simply by demonstrating your talents to them. You could gain the confidence of a queen after a single display of your skills and cement your influence over her simply by continuing to counsel and instruct her, and the longer you serve your patron the greater your influence becomes. After a year at most, and much less if you're actively working toward such a thing, you could have your patron utterly subjugated, head-over-heels in love, and obeying your every command like a well-trained pet. But you'd never abuse the trust of your beloved monarch, would you?

Magnificent Bastard (400 CP)

A tactician's mind lends itself well not only to commanding armies and battlefields but also to manipulating people. You're a master of seduction and manipulation, wielding words as skillfully as a myrmidon's blade and turning the unwary into unsuspecting pawns who move and think exactly as you desire. You would be right at home in any royal court or secret cult, but your true specialty lies in seduction, exploiting a victim's lusts as a weakness. Luring partners to your bed is child's play, and the more infatuated they are with you the easier it becomes to wrap them around your fingers and bend them to your whims. Given time to work your wiles you could seduce a loyal wife into an affair, conquer her heart and claim her as your own, and persuade her to join a harem of devoted concubines. Naturally some will be harder to beguile than others but there are always ways to erode their defenses and make them more vulnerable to your charms.

Grandmaster Tactician (600 CP)

Tacticians worthy to be called grandmasters are seen very rarely in the history of the world, but each time a new one appears the course of the future turns upon their actions. Like Robin you are one of the most brilliant tacticians this world has ever seen, possessing a vast knowledge of battle tactics and unmatched mastery in executing them. Your mind works so quickly at dissecting problems of tactics and strategy that battlefields seem to unfold before you in slow motion, giving you ample time to consider your next moves. As your available intelligence improves you'll quickly begin to see two or three steps ahead of all possible outcomes: a little information about your enemy's forces and battlefield conditions is all you'll need to turn certain defeat into a solid chance of victory, and as your intelligence gains more details your enemies will swear that you must be precognitive as you run circles around them. You can even apply these talents to matters unrelated to the battlefield, such as seduction and manipulation, and enjoy similar results in your scheming. However you're not immune to being blindsided by hidden factors, such as enemies concealed by magic or the plots of other tacticians on your level, so take care not to get careless.

Soldier

Basic Training (100 CP)

You aren't just some green villager grasping his spear for the first time, you've seen your share of action and come out of it wiser and more skilled for the experience. You have exceptional physical and mental conditioning as well as a wealth of skill at using any two weapons of your choice (sword, axe, spear, or bow). In fact you are so proficient with your chosen weapons that you can easily wield similar weapons with equal skill regardless of how exotic or unwieldy they might be. Your exceptional skill also helps you when you need to pull your punches, allowing you to deal only non-lethal wounds when you want to take captives instead of corpses.

A Hero's Might (200 CP)

It shouldn't be a shock that great warriors are fervently admired and desired for their incredible strength, both on the battlefield and in the bedchambers. Your great strength makes you seem far more appealing to your preferred gender, your chiseled muscles and effortless exertions drawing the eye and lighting fires in the loins of potential partners. Those who feel your strength firsthand are especially affected: whenever you win contests of skill or strength your victory also wins you the affection or respect of the loser, and to greater degrees based on the magnitude of the defeat and the stakes of the battle. A close match during a friendly spar might only earn you your rival's respect, but sparing an enemy's life after dealing them a crushing defeat on the battlefield could easily leave them awestruck, or even lovestruck under the right conditions. Sworn enemies and those who oppose you personally are less affected by this perk, but even they will come around to respecting you after being defeated, if only grudgingly.

Regular Patient (400 CP)

The downside of being a soldier is all the time you spend in the medical tent getting patched up after battle. On the plus side this means that your body has grown accustomed to the touch of both healing magic and the healers themselves. You recover quickly even from life-threatening injuries and can be back on your feet in days after taking wounds that should leave you bedridden for weeks. It also takes much more effort to put you into a critical state in the first place; a blow that should have severed a limb is much more likely to only graze it and leave it temporarily unusable, and scars just aren't a thing that happens to you (except the kind that makes you look more handsome!). What's more, clerics and other sorts of healers easily become tempted into becoming lustful and amorous while tending to your needs, though never to the point of impairing their abilities or your recovery.

Warriors of Flame (600 CP)

The fel forces arrayed against you are vast beyond counting, yet their numbers mean nothing before your strength and resolve. You are a whirling dervish on the battlefield, cleaving through your enemies like a hot knife through butter and leaving only the wind and the bodies of your enemies to mark your passing. Each time you cut down an enemy in battle you receive a rush of rejuvenating energy that can refill your stamina or magical power. The amount restored will be about half of what was needed to slay your foe, so if your enemy was slain effortlessly you will receive very little. However enemies who are too weak to challenge you in single combat will also receive no benefit from their superior numbers, so great is your skill as a warrior that facing a hundred men at a time is the same as facing them one by one. Regardless of their numbers, if your enemies cannot defeat you in single combat then they cannot defeat you at all.

Mage

Magic Tricks (100 CP)

Any mage worth his salt can cast battle magic: fireballs and rays of light are simple expressions of power, devoid of finesse or subtlety. There's much more to magic than mere elemental destruction, and you're an expert at both these simple combat spells and more complex spellwork. You've mastered either sacred or arcane magic, wielding spells of healing, defense, and the power of faith with the first, or elemental magic of all sorts with the other. In addition to basic combat magic you can wield many other kinds of magic, like wards to guard against pregnancy, spells to track a marked target, and more, though you will need further training before you can contend with the most powerful mages in this world. This perk may be purchased twice to gain both types of magic, though Mages only receive a discount on the first purchase.

For Science! (200 CP)

More so than most others in this era mages tend to be avid scholars and value knowledge very highly, but to expand the scope of that knowledge requires endless experimentation and those experiments typically need willing test subjects. But your zealous pursuit of knowledge is either very convincing or very hard to say no to because you can easily convince people to step outside their comfort zones and do things they wouldn't normally be comfortable with, whether to assist you with an experiment or to have other kinds of new experiences. You'll have no trouble talking people into being your test subjects when you need to try a new healing spell, work the kinks out of a pleasure hex, or simply indulge your curiosity on the viability of interbreeding humans and manaketes. While they might wonder how you talked them into it after the fact, as long as no serious harm comes to them it only gets easier the more frequently you do it.

Scholar of Darkness (400 CP)

Although it is often associated with vile powers, dark magic is merely a tool like any other form of magic. Darkness is primordial energy and to call on its power is to grasp magic unshackled by natural laws and limited only by the caster's abilities. You have learned to harness this power for yourself, and your ability to customize and design spells and hexes is greatly enhanced. Using dark magic with any sort of magic system makes the resulting spell much more flexible in possible effects than that system would normally allow, leaving the caster's own abilities as the primary limiting factor. However breaking those limits or miscasting dark magic spells will inflict backlash on the caster. Your spells will tend to do so in ways that are perverse and inconvenient rather than life-threatening, but don't push your luck unless you enjoy side-effects like nymphomania or comically-large breast enhancements which can't be easily undone.

Wisdom of the Archsage (600 CP)

True archsages are vanishingly rare masters of the magical arts, legends who stand head and shoulders above lesser mages like a dragon towering over mortals. Your magical skills have reached this level and few mages in the world can hold a candle to you. Your mastery allows you to decipher spells at a glance, giving you some insight into the inner workings of any spell you face even if you've never encountered it before. However most spells simply can't pose a threat to you at all: the magics of inferior mages splash harmlessly off of your defenses, and only those whose power or skill outclasses yours are any danger to you at all. Conversely, your own spells are unnaturally potent, composed with such unreal power and skill that they effortlessly sunder inferior spellwork and tear through the resistance of lesser mages like paper. Even those who wear warded armor or other arcane protections find their defenses only half as effective as they should be, turning even magical immunity into a minor nuisance before your superior spellwork.

Lord

Rightful King (100 CP)

A lord's first duty is to lead his people well, to enrich his kingdom and raise up his subjects to new heights of greatness and prosperity. The common man calls this the burden of kingship, but to one such as you it is no burden at all. You are a skilled leader blessed with the knowledge and talent required to govern your kingdom effectively. From diplomacy to finance and economics to military affairs and more, you possess all manner of skills required to be an excellent leader, whether of a tiny fief or a mighty empire. Any nation you lead is guaranteed to prosper in peacetime even with your least efforts devoted to governing, leaving you plenty of time to devote to your personal affairs, though in times of war or other crises you must take the reins of command again like any other monarch.

Naga's Chosen (200 CP)

In her infinite wisdom Naga has bequeathed the greatest champions among mankind with her blessing of divinity, placing the power of dragons into the hands of mortals. You are one of Naga's chosen heroes, or at least you've inherited her blessing from a champion somewhere in your family. Like Chrom and Lucina you've been judged worthy to wield weapons like Falchion or even the almighty Fire Emblem itself. These weapons, as well as any others which permit only worthy a master to wield them, instantly spring to life in your hands as though you were fated to possess them, lending you their full powers without any need for trials or tests of worth. Should you wish it you may also bear Naga's crest or one of your own somewhere on your body as the Ylissian royals do, displaying it for all to see as a mark of your worthiness.

The Lodestar (400 CP)

A wise queen once said that a great king must possess both strength and compassion to lead his people. Through strength he commands the respect of all men, and through compassion he conquers the hearts of all women. You possess both these crucial strengths in equal measure, granting you a hero's charisma equal to champions like Marth and Corrin. For you it's a simple matter to command armies in battle, forge powerful bonds with your allies, or persuade former enemies to join your cause. This is especially true for your preferred gender, whose hearts respond readily to your charm and charisma. Even if you take many wives, mistresses, and concubines, the bond they share with you only serves to unite them in sisterhood, or perhaps romance, rather than dividing them with petty jealousy.

Hero King (600 CP)

When stormclouds gather and darkness looms a true king faces it himself, standing shoulder to shoulder with his men like the great heroes of old. You are a peerless warrior, comparable to the likes of Chrom or Lucina in your skill with the blade (or another weapon of your choice), and capable of standing toe to toe with the most fearsome foes in Archanaea. More importantly your presence on the battlefield is inspiring to your followers: your leadership brings out the very best in your subordinates, especially family, friends, and lovers who place themselves under your direct command. The bonds you share with your allies help them become the best possible versions of themselves, and as they strive to live up to the example you set for them they can even discover new powers and hidden potential they never knew they possessed. Even a rag-tag group of misfits could transform into some of the finest warriors and mages in all the land if they have a leader like you to help light the way for them.

Items

Dragonspawn

Treasure Trove (100 CP)

Legends say that dragons once kept massive hoards of gold and jewels hidden away in their lairs, but the treasures that you collect are softer and sweeter and far more valuable than any jewel, and you're not shy about showing them off to the world. This treasure trove is a collection of valuable jewelry which you have collected or created, ranging from jeweled rings to sets of matching collars. In much the same way that a wife's wedding ring declares her unavailable to other men, these artifacts subtly mark the bearers as your property, warding off attention from potential rivals as if you were looming menacingly over their shoulder. Naturally, the more powerful you grow the more effective this protection becomes.

The Kal'Sutara (200 CP)

Kal'Sutara: The Complete Guide to Lovemaking is a lavishly illustrated tome packed from cover to cover with everything there is to know about sex and eroticism, from the most basic mechanics to the specifics of individual fetishes to philosophical ruminations on the nature of love. After reading this tome, even the most innocent virgin could pleasure her partners with a degree of borrowed skill, and experienced lovers will find new tricks with every re-read. In particular, several chapters are devoted to the use of magic for erotic purposes, and a novice mage could use this book as a manual to train themselves to become an expert in perverse spellcraft. The book also updates itself in future jumps, adding new chapters to cover new subject material such as exotic races and new forms of magic to exploit.

Brand of the Jumper (400 CP)

Naga's chosen bear the Exalt's Brand and Grima's avatar bears his accursed mark. Now your mates can bear a brand of your own creation, a divine emblem that symbolizes their absolute devotion to you. This arcane sigil is forged with your magical power and can be placed on any of your mates or sex slaves with their consent, manifesting on their bodies as a tattoo. The brand's design and placement is up to you, but once placed it creates a permanent magical link between you and the wearer, allowing you to sense their location and status and even target them with spells regardless of any intervening distance. It also grants you various forms of erotic control over the bodies of your slaves, allowing you to stoke their lust or edge them mercilessly without laying a finger on them, enhance or inhibit their fertility, and similar such tricks.

Dragon Cult (600 CP)

My, aren't you the precocious one? It seems you've managed to gain the attention of a cult of mortals who are willing to devote their lives to you, akin to the Grimleal or a splinter sect of the Naganites. Your cultists are ordinary mortals, initially numbering no more than 100 or so, but they're able to swell their numbers by seducing others into joining the faith. The specifics of the cult's dogma, practices, and recruitment policies are yours to decide but you are its central figure of worship no matter what. Your cultists will eagerly serve you any way you desire, sexually or otherwise, but if you wish them to be soldiers or assassins like those of the Grimleal then you'll have to train them for those roles. Without such training the cult's best use is as a network of spies and informants: they have an uncanny knack for infiltrating every corner of society and recruiting in places where their reach is lacking. In future jumps the cult will spread itself through a nation or nations of your choice at the start of the jump. New recruits can be taken with you as followers but only if they've been fully indoctrinated as true believers of the faith.

Shepherd

Battle Armor (100 CP)

A set of armor in a style appropriate to your class, this armor was custom-made to match your particular needs and fighting style. Knights and Paladins may gain heavy plate mail, thieves and archers gain thick but flexible leather, mages and priests gain robes enchanted to have resistance against magical spells, and so on. Regardless of what you receive the result is always comfortable to wear, self-maintaining, and easy and convenient to get into and out of. It's also rather fetching as armor goes, accentuating your best features and helping you appear dashing and heroic whether on or off the battlefield.

Medicine Pouch (200 CP)

Ah the humble vulnerary. This little medicine pouch has been savior of many soldiers in dire straits when the clerics and troubadours are busy keeping the lord's intestines inside his body. This medicine pouch contains a number of healing items and can be used to immediately heal major but non-fatal injuries three times per week. Alternatively, once per week the contents can be mixed to create a powerful Elixir which can bring a single person back to full health, even if they are on death's door. Elixirs can't heal things like terminal illnesses but they're indispensable for patching up battlefield injuries in a hurry.

Master Seal (400 CP)

At some point in their lives most people hit a wall beyond which they can't improve. Mortals can only hone their skills so far and a body can only be trained to a certain point before diminishing returns kick in. But a Master Seal shatters such walls and opens up new levels of power, allowing you to keep growing far past the limits of a mortal body. You can use this item on yourself or others once a year to eliminate roadblocks to further development in your power or skills, whether it's a level cap or a lack of talent or a curse sealing your magic.

Shield of Seals (600 CP)

The mighty Fire Emblem itself, this invincible shield is the counterpart to Chrom's Falchion and has a long and storied history in this world, though this one seems to have fallen through the Outrealm Gate and isn't the same shield as the one in Ylisse's possession. It comes equipped with all five gemstones and its true power unlocked. In this state, not only is it a nigh-invincible shield in its own right, but it can call upon the power of Naga to enhance any weapon of holy power, such as Falchion or Parallel Falchion. Any weapon enhanced by the Fire Emblem's power can pierce even the mightiest magical protections, and the shield itself can imprison beings such as Grima who cannot be killed with mortal weapons if they are sufficiently weakened first. In your hands it will do so even without the Awakening ritual, though others will still need to prove themselves to Naga's will to wield it, perishing if they fail the test.

Tactician

My Cloak (100 CP)

Almost mandatory attire for tacticians, this cloak perfectly fits your body, is incredibly comfy and keeps you warm or cool regardless of the weather, and seems to never get battle damaged or torn. With the hood up it even obscures your face in shadow, hiding your identity. Should you loan this cloak out others they'll find that it carries your warmth and presence with it, giving them a restful sleep and/or perverted dreams about you (your choice) while they wear it.

Tactician's Library (200 CP)

Tacticians must be very well-read and knowledgeable individuals, so of course you have your own private library. Despite the name this item is actually a bookshelf and fits rather easily into any room larger than a broom closet (such as **My Room**) no matter how many books get crammed into it. This library contains books on magical lore, history, politics, economics, and most other subjects you'd need to know in order to serve as an advisor to royalty. Consulting one of these books gives you perfect recall of any knowledge contained within it for the next 24 hours. If you acquire books from other sources you can add them to this collection, which gives them the benefits of the item's fiat backing and the memory recall feature.

My Room (400 CP)

A tactician's work often involves top-secret matters of state and requires guaranteed privacy and security in which to conduct business. My Room is a well-furnished combination of bedroom, bathroom, and office, and is the ideal place for hosting all manner of clandestine affairs, from top-secret strategy meetings to scandalous trysts and orgies. The room is magically-sealed for privacy and secrecy: uninvited guests will never discover anything you might consider incriminating, be it secret documents or evidence of infidelity. The room also comes with a luxurious bed big enough to fit quite a number of people, and the office desk has enough space for someone to comfortably fit under it while you work.

Training Grounds (600 CP)

A tactician is not only an advisor to his lord but also a general of the kingdom's army, and is often placed in charge of overseeing the recruitment and training of new soldiers. These training grounds help ensure that such essential tasks are carried out smoothly and efficiently, drawing in raw recruits to become new followers, either for your army or other roles requiring extra manpower, and forging them into battalions of crack soldiers ready and willing to carry out your orders. The actual training of these recruits need not be done by you, in fact the item comes with a staff of veteran trainers of various classes for you to delegate those tasks to, but any perks or items related to training or teaching that you possess can be applied to these new recruits to enhance their quality even further beyond the norm. Even especially troublesome recruits can be turned into effective soldiers, and you'll find that those recruits respond quite well to being *trained* in an entirely different sense...

Soldier

Trusty Weapon (100 CP)

Never leave home without it! This item is a high-quality weapon of one type (sword, axe, lance or bow) that never breaks. While it might grow duller or less effective over time without maintenance it will never just snap and leave you weaponless in the middle of a fight. If you somehow manage to lose it you'll find that it (or at least a perfect copy of it) shows up again right when you need it most. While it has the look and performance of an ordinary iron weapon when you first acquire it, as you wield it in battle its quality and appearance will shift to match your accomplishments and fighting style.

Faithful Steed (200 CP)

For the horseman, wyvern rider or pegasus knight. This loyal mount has its own plot armor and always comes when you call for it, conveniently always being somewhere within earshot in any outdoor location. Your steed is also being highly intelligent and easy to train in different stunts and maneuvers. Like any steed trained for war it won't panic on a battlefield and will aid you by tramping your enemies for you if you become dismounted. Even should it be killed in battle you'll find it miraculously returned to you in perfect health within a day, though it will become rather *miffed* if you take too much advantage of this fact.

Arena Ferox (400 CP)

One of Regna Ferox's most famous landmarks, Arena Ferox is where the great khans are chosen through trial by champion. You now own a similar arena that runs itself in your absence (thank one of the Annas for that one) but always provides challenging foes for you to test yourself against. Fame, fortune, and adoring fans are your prizes for winning battles in this arena, with greater prizes being awarded the greater the challenge is. The foes in this arena can scale to match you if you wish them to, ensuring you can always find a new test for your skills should you desire one. Best of all, the fans you acquire from your conquests tend to be highly attractive *and* willing to show their "appreciation" for an arena champion.

My Army (600 CP)

Great warriors though they may be, the Shepherds don't fight their wars alone and neither do you. You are the commanding officer or general of this army of Followers. Depending on your background this can be a mercenary army, a bandit clan, or a portion of your nation's military. Their supply needs are taken care of by fiat. The exact form and composition of this army is up to you within a few restrictions. The smaller the number of troops you command the more elite individual soldiers will be and vice versa, such as 100 highly-trained heavy cavalry or 1000 bandit raiders. You can expand this army with additional followers if you recruit more, but in the event that you suffer severe losses this item will only replenish itself back to the initial chosen baseline.

Mage

Tome of Lore (100 CP)

They say the pen is mightier than the sword, so how much mightier is the knowledge that puts that pen to its paper? This book contains a collection of every ounce of magical knowledge you possess stored within a single convenient volume. Even if you know enough magic to fill a library somehow it will all fit into this book, and it will always be easy to reference and find exactly what you're looking for even with thousands of pages of knowledge contained within. Whenever you acquire new knowledge it will update itself without need for your input, even self-correcting any flawed or outdated knowledge automatically.

Scrying Ball (200 CP)

When a Lord needs to gather information on his enemies the mage is the one he turns to first. Similar to Tharja you to have a scrying ball and other equipment that lets you keep watch on events very far away from your present location. You need merely have a clear picture of the place or person you wish to see, or perhaps something that belongs to them like a lock of their hair. Unlike ordinary scrying magics you're also able to see the past and future of your target using divination magic. Visions of the future are not of events that are set in stone but they'll give you a good idea of the most likely possible futures, assuming of course that nothing is done to change that person's destiny.

Place of Power (400 CP)

Every spellcaster needs privacy and solitude for their work, whether a quiet place of devotion for a cleric, a mage's study, or a sorceress's lair. This quiet room is the ideal place to do magical work of any sort as well as a luxurious bedroom for yourself and any guests you might care to invite over. It's been outfitted with all the magical equipment you might need to safely do your work as well as a self-restocking supply of common magical reagents. The room is warded against invaders, violently repelling anyone who tries to intrude on your privacy without permission, but the room itself is also a place of power which helps to stabilize and empower your spellcasting, making your spells much more powerful and much less likely to fail explosively while cast within this sanctuary. Importing this room into a larger structure will grant these magical benefits to the entire building.

Jumper's Truth (600 CP)

This ancient tome seems to have been written in your own hand and contains what can only be described as scripture. This volume is much like a bible whose passages illuminate readers to the inherent rightness of the patron's beliefs. An uninformed reader will find themselves gradually won over to the patron's belief system as they read the book, being totally converted should they finish it, while clerics and cultists of the faith can use it to preach to a crowd and achieve much the same effect. Any copies of the book retain this power, allowing you to spread a religion devoted to yourself or your patron far and wide, but the original is also possessed of powerful magic derived from the nature of the book's contents. A wicked god-king who demands obedience from his followers could use this tome to wield powerful dark magic or mind control spells, while a priestess of Naga could call forth defensive wards or evil-searing rays of light. Any similar magics to these that you already possess are greatly empowered while this tome is in your possession.

Lord

A Hero's Attire (100 CP)

A Lord stands apart from the common people, elevated above them not only by wealth and status but by an excellent sense of style. This suit of armor and matching cape comes in any design of your choice and grants you an aura of heroism while you wear it, making you stand out from a crowd as someone of great importance. This helps you shout orders to your troops over the chaos of battle and be recognized by any soldiers you lead, though your enemies can also identify you more easily. Thankfully your armor is sturdy and reliable, and if you want to be a little more anonymous it also comes with a mask that perfectly hides your identity, making you unrecognizable even to close friends and family until you remove it.

A Sacred Blade (200 CP)

Falchion may have a storied history but it's far from the only legendary weapon this land has seen before. You possess one such weapon of your own, a sword, spear, axe, bow, tome, or even a rod of legendary power which can only be wielded by you or others who prove themselves worthy of it in some way. While the weapon itself is masterfully crafted and magically unbreakable it also possesses a blessing of sacred magic which makes it an incredibly potent weapon against dark magic or creatures such as the Risen. In the hands of a Great Lord such a weapon could wound even the likes of Grima himself.

A Mighty Castle (400 CP)

You must be from a prestigious family line to have inherited a fortress like this. Massive enough to house potentially hundreds of people and grandiose enough to be a cultural icon, this castle would definitely be the pride of your nation if you had one to call your own. The castle is just as defensible as it is grand, with thick walls, strong geographical defenses like a moat or cliffs surrounding it, and huge caches of supplies and necessities in the case of a siege. It comes with enough soldiers to keep it garrisoned and enough staff to run day-to-day operations without you needing to get personally involved. Needless to say the inside of the castle is pretty comfy too, with your own room in particular possessing grand luxuries worthy of a king and a huge bed that could easily fit a concubine or two... or ten.

A Nation All Your Own (600 CP)

Not every lord becomes a king, but you are one of those who are especially blessed by the right to rule. You are now the ruler of your own nation, a new kingdom founded on new land not owned by any of the existing powers. Your nation is small and under-developed compared to Ylisse or Plegia but it brims with untapped potential, like rich mineral veins and fertile fields, and a wise leader could easily transform it into a mighty kingdom with time. Your subjects adore you unless you give them very good reason to rebel, and your army is small but well-trained and sufficient to defend your borders, though not large enough to project much power abroad. You have free reign to decide on things such as your nation's government structure, culture, history, major imports and exports, and so on, though no major mechanical benefits over your neighbors (such as advanced technology) can be given to your kingdom via these methods.

Companions

Old and New Friends (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin, a class, and 600 CP to spend on perks and items. They may not purchase companions or gain extra points from drawbacks. You can import a maximum of eight companions, but if you wish to import the full set of eight you can do so for half price, 400 CP. You may also create new companions for the same price and benefits. Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay. Canon characters gain the class and origin that best fits them and 600 CP to spend on perks and items.

The Harem (300 CP)

But what if you've made a *lot* of new friends during your time here? It'd be a shame to have to leave them behind, but thankfully there's no need to do so. This option allow you to take along as many characters with you as you can convince to join you. They'll be followers rather than companions and they don't get any additional CP but there's nothing stopping you from taking all of the Shepherds along with you if that's what you really want. All other rules for new companions still apply.

A Very Lost Tactician (100 CP)

Normally there would only be one spawn of Grima present in this timeline, but the multiverse is vast and the Outrealm Gate seems to have a sense of humor. You encountered this amnesiac tactician lying along the side of the road at some point during your stay and they latched on to you immediately, becoming one of your most loyal companions. There seem to be many possible versions of this tactician, and whichever one you encountered is up to you. They have either the Dragonspawn or Shepherd origin to go with their Tactician class, and they come with 600 CP to spend on perks and items, though they still can't purchase extra companions or gain extra CP from drawbacks.

Drawbacks

A Selfish Insertion (+0 CP)

Rather than your standard background this toggle gives you the option to take the place of Robin in either of the Awakening start times or Corrin in the Fates start time. You must take the Dragonspawn origin in order to use this toggle and a Corrin jumper must also take the **Manakete** perk. Both characters must also take **Shadow of the Fell Dragon**.

Outrealm Quest (+0 CP)

Not fond of Awakening or Fates? Perhaps you'd rather seek your fortune in the lands of Tellius, Magvel or even Fódlan. By way of the Outrealm Gate you can visit other settings in the larger Fire Emblem series, using this jump as if it were a generic Fire Emblem jump. Even Warriors and Heroes are valid choices. How this affects your perk and drawback choices is up to you, though you can't escape the effects of any drawbacks you take: your problems will follow you in some form no matter where you go.

Can't Keep it in Your Pants (+100 CP)

Like Robin you are beset by a dragon's urge to conquer, dominate, and breed potential mates. If you do not satisfy these urges for several months they will slowly drive you mad with frustration until eventually you snap and force yourself on someone. These urges can be only satisfied by having sex with worthy mates (IE named characters of the opposite gender) and having them submit to you or bear your children. You can still take this drawback if you're not a Dragonspawn, you just won't have any excuse for it beyond being a horny control freak.

Never Again (+100 CP)

You are the type of person who has one true love and sticks with them no matter what. Even fantasizing about sleeping with or finding other people attractive would send waves of guilt through you. Actually sleeping with someone else would leave you incredibly depressed or worse. And if you're not here for the harem building and think this is free points don't worry because you're getting a free libido boost to go with it, so expect this drawback to kick in just by spending too much time around attractive people.

Overworked Jumper (+100CP)

You are the noble and responsible type, but unfortunately that seems to have worked against you a bit. To put it simply when there is paperwork to be done or a similar tedious work it will fall on your lap. Even if you try to delegate it elsewhere it will wind up falling back on you, and if you don't do it it just won't get done and problems of various severities will start to occur all around you.

Wrench in the Gears (+200 CP)

They say that no plan survives first contact with the enemy but in your case it seems like no plan survives first contact with *anything*. Nothing you plan ever goes quite as you planned it, as if some divine being is mucking about with you specifically: your plots inevitably encounter opposition that forces them to change on the fly, regardless of whether you're planning a battle or a seduction or a surprise birthday party. You'll have to scramble to improvise a new solution in order to salvage the situation.

Newly Risen (+200CP)

Perhaps it's the massive amounts of dark energy you possess attracting them to you or maybe your flesh in particular seems delicious, either way you have become a prime target for the Risen that blight these lands. Luckily only a few of them retain enough of their faculties that they would be a match for trained warriors, but unluckily the swarms of weaker Risen never end until every corpse around your location is destroyed (and even then packs of them will doggedly follow you no matter where you run.)

Amnesia (+200 CP)

Well this might be a problem. Maybe you took a bad bump on the head or almost got possessed by an evil dragon god or something but either way you've lost any memories or foreknowledge of events in this setting that you would otherwise have, though you haven't forgotten the time you've spent as a jumper in other worlds. For an extra 100 CP you've lost those memories as well and have no past knowledge at all until the end of the jump.

Villager (+200CP)

Fighting, killing, perhaps such things can easily come to other men but not so much for you. While you're still able to fight don't expect to be of much more help than the greenest of fighters as you stumble with weapons and fire sparks when you meant to throw fireballs. In addition any perks from other jumps which would normally help you with combat are disabled, so if you want to improve your skill in battle you'll have to do it the long and hard way through training. And no, your perks can't help you with that either, you'll be doing it the hard way. In the meantime I hope you have a few strong companions to hide behind.

Lunatic+ (+300CP)

...Oh dear, it seems you have ended up in a much more dangerous world than normal. You might expect that after the defeat of Walhart the Conqueror and the Fell Dragon Grima the world would enjoy a time of peace, but you have no such luck. This world will instead be plagued by bandits and marauders pillaging the lands, remnants of Walhart's army seeking to conquer the world in his name, and even the remainder of the Grimleal who wish to spread death and despair in the name of their fallen master. Somehow these groups have managed to find powerful warriors and mages capable of posing a meaningful threat to the Shepherds, much less weaker forces. Be careful, as even the slightest misstep may end in your death.

A Hero's Journey (+300 CP)

Just like any Fire Emblem protagonist you're going to start this jump off at the proverbial level 1, having only your 100 CP perks and items and any companions you brought with you. All other perks and items, including those that you brought from previous jumps, are sealed, and any companions you brought with you are scattered across Archanaea with no easy way to return to you unless you go out and find them. However you can unlock your other purchases and earn the perks and items you gained from this jump by pursuing adventures and challenging yourself instead of turtling up in your warehouse for ten years like a chump. Any perks or items you don't unlock will be given to you as normal at the end of the jump.

Shadow of the Fell Dragon (+300 CP)

Well now you've done it Jumper, you have the personal attention of the big bad. Grima, the Fell Dragon himself, has decided that you are a priority target who must be dealt with as part of his planned revival in this era. This drawback cannot be taken if you choose the Year Six start time. In Fates it is Anankos who wants to destroy you instead, and he'll use much the same tactics as Grima as soon as he learns of your whereabouts from his various pawns. If you are using **A Selfish Insertion** to replace Corrin or Robin then this drawback is mandatory: by virtue of being Grima's spawn (or Anankos's) you're already a keystone in his master plan, and he will attempt to possess your body and enslave your will to his own. If he succeeds then your chain is over. If you took the Shepherd origin instead then you're merely an important foe who must be killed like Chrom or Lucina. Either way, he'll attempt to track your movements with Grimleal spies and send assassins and Risen and various other threats to deal with you.

Ending

You've reached the end of your time in this jump. How do you want to proceed?

The Journey Continues - There are whole worlds of women waiting for you to claim them!

Settle Down - This place isn't so bad once the evil cult is gone, maybe you'd rather stay here?

Take Them Home to Mom - Head back to your world with all the spoils of your conquest.

Notes

If you choose to self-insert as Robin and take the Year One starting date, killing Grima will not end your chain regardless of how you do it.

A Dragon's Might also enables the use of the dragon veins in Nohr and Hoshido.

Items you possess can be imported into items of a similar nature for no additional cost.

This jump can be taken more than once in a single chain but *only* if every jump is spent in a different setting. Taking this option turns the Awakening and Fates settings into separate jumps not connected by the starting time options and it is not possible to meet your past self or your companions by any means. Further, the second jump grants you no additional CP: you receive the free 1000 CP only on the first jump, and any extra must be gained through drawbacks.

Changelog:

1.0 - Initial draft

1.01 - Spelling and grammar fixes, some minor tweaks to perk wording. Updates to Peacebringer, Happily Ever After, and A Nation All Your Own. Nerfed Of Sacred Blood and the Sister Harem companion option. Added item imports.

1.02 - Rewrote various bits of fluff to make the dragonspawn origin more open to non-self insert character creation.

1.1 - Rewrote Peacebringer into The Lodestar, added the Outrealm Quest toggle, tweaked Einherjar.

1.2 - Major changes to several origins, especially Dragonspawn items. Added Location table.

1.21 - Changes to Invisible Ties, A Hero's Cape, and A Sacred Blade, rolled the effects of Happily Ever After into Support Fighter, replaced Happily Ever after with Divine Right.

2.0 - Too many changes, don't remember them all. Big overhaul.

2.1 - Re-added Manakete's Dragonspawn origin interaction, rewrites to Tactician, Soldier, and Mage perks and items, updates to An Arcane Gift and A Bed Full of Slaves, adjustments to some drawbacks.

2.2 - Added AU Robin companion, made some formatting changes, folded Look of a Legend into Medieval Fantasies and replaced it with Chance Encounters. Some adjustments to Dragonspawn perks.