

Fire Emblem Three Houses
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The Story Thus Far

Ages ago, the goddess descended from the heavens and alighted in the red canyon, Zanado. Around her sprung up civilization, some created by her own hand and some called to her side. By all accounts it was an idyllic and peaceful time. However, it was not to last. As people are wont to do, there was conflict. Violence. Foreign powers looked to the land of Fodlan and wanted it for themselves. The goddess empowered a man by the name of Nemesis to defend Fodlan, alongside ten Heroes, four Saints, and her own daughter, Seiros.

Eventually however, Nemesis grew power hungry, always wanting more and more. Not only what he had earned, what the goddess had given him, but even more than that. The War of Heroes, what amounts to the founding of Fodlan proper, was the conflict brought about by Nemesis's greed. The King of Liberation - so named for his defense of Fodlans freedom - fought his former allies in a massive and bloody conflict.

In the wake of this event, the Ten Heroes founded the Aldrestian Empire, with the four Saints founding the Church of Seiros. Eventually that empire would fracture, giving birth to the Holy Kingdom of Faerghus and later on the Leicester Alliance. The church of course remained neutral in these affairs, though it did on occasion take action to prevent another bloody slaughter, keeping the three nations in check.

For one thousand years, the church has stood atop the mountains at the heart of Fodlan. This is the history they have taught. Surely, it could not be wrong?

As for you, I'll offer you the chance to enter this world up to one year prior to the day when the Goddess takes a new interest in the world, the day a young mercenary crossed paths with the three lords-to-be in a little village known as Remire. Use this opportunity wisely, and take this to aid you on your way.

+1000 cp

Origins
Pick one

Drop In
Hello there strange one, who are you supposed to be? A ghost of some kind, dead for hundreds of years? A fallen divinity of some sort? It would explain why none here know who or what you are, at the very least. But no, you're nothing so grand - not yet, at least. Be on your way, and safe passage. You'll be starting with nothing but the clothes on your back, but it doesn't have to stay that way.

Commoner
Just a step up from nobody is somebody. Not somebody particularly important, but somebody nonetheless. You are now a commoner, living somewhere in Fodlan. A farmer, perhaps, or a small time merchant. I won't say you have a great deal of wealth or fame to your name, but you have enough to get by. Of course, if you have the will, there might be a way to become one of the greats.

Mercenary
So I suppose you're one of the ones who sells your sword to the highest bidder instead of bowing to a lord. It's a hard life, but I suppose it's suitable enough for some. Maybe you're one of the greats, known throughout the land as one of the toughest tough guys to ever be tough. Rather unlikely. But still, you know more about combat than even nobles who consider themselves masters of the art.

Foreigner
I suppose that makes you from even farther away than the Drop In. Are you a traveller of some kind, wandering here and there in the name of adventure? Or are you merely looking for work, going where the coin takes you? Either way, it must earn you a lot of cold shoulders, what with Fodlan's opinion on the other nations. With that said, ignore them, and go where you will. There's money to be made and adventure to be had.

Noble
Ah, here we are. The upper crust of society, the men and women who hold all the strings. Or at least, most of them. And more than a few of yours, but that's politics for you. Nothing to be done there, not unless you're planning a revolution. But why would you when you're one of the ones in charge? You're also one of the few guaranteed to be born with a crest, so go ahead and flaunt the goddesses blessing. Or don't, if it's not your style.

Age and Gender
Your age is 1d8+10 and your gender is the same as last jump. If you wish to pay 50 cp for the right to choose both of those freely, you may. If for some insane reason you wish to set your age to a stupidly high number, the limit is one thousand, and you'd better have a way to survive that.

Location
You may choose anywhere in Fodlan so long as it makes sense for you to be there - if you were to choose the Golden Deer faction, this will likely mean the Alliance. For a small charge of 50 cp, you may start anywhere.

Discount Rules
When discounted to an origin, all perks and items 100 cp or lower become free. All other discounts are half off.

Factions
Pick one

Black Eagle
The first nation of man, and one that once ruled the entirety of Fodlan. It's citizens and lesser nobility have long since revolted and claimed their own lands, having created a delicate balance of power between the three nations, overseen by the Church of Seiros. Once her father steps down, Emperor-to-be Edelgard von Hresvelg will be the leader of the Black Eagles.

Blue Lions
The first nation to split off from the Adrestian Empire, the Holy Kingdom of Faerghus. Thanks to the timely intervention of the Church of Seiros, this nation's sovereignty was recognized before the Empire could try and crush them back into submission for the third time. There is a regent for now, but prince Dimitri Alexandre Blaiddyd will soon become the leader of the Blue Lions.

Golden Deer
The Leicester Alliance, a splinter group of what used to be minor lords from the Adrestian Empire. Unlike other nations however, the lords refuse to acknowledge a supreme authority, instead having created a 'roundtable' where the five most powerful lords of the Alliance decide it's policy. The heir to it's strongest house, Claude Von Riegan, will soon become the leader of the Golden Deer.

Ashen Wolves
It's hard to call this group a true faction given the circumstances of their birth, but the group has an odd sense of loyalty and a tight knit community. Deep below Garreg Mach Monastery lies the underground city of Abyss. It's citizens are the sick and downtrodden, the exiled and excommunicated, those with nowhere else to go. It's almost a city of thieves, but they do have some honor. Unlike the prior factions, they have no lord.

Officer Academy
Garreg Mach Monastery also houses the Officer's Academy, a school of magic, of war, of tactics, and of politics, where the nobles of Fodlan sent their scions to be trained by the best of the best. Enterprising commoners who can pay the costs can also send their children in the hopes of them becoming knights or forging a lifelong friendship - and alliance - with one noble or another.

Knights of Seiros
The strong right arm of the Archbishop, the Knights of Seiros serve as a peacekeeping force, driving off bandits and slaying beasts, supplying aid to those struck by disaster, and acting as a neutral party to quarrels between nobles. Unfortunately, while their standing orders are to do good for the land, the Knights are also seen as a threat from the Church to the nations to behave, or else.

Church of Seiros
The Church of Seiros acts as the ultimate authority of Fodlan, striking down any who would dare gainsay the teachings of it's goddess. It lacks the military power to truly dominate Fodlan, but with the Empire split in three it has become the strongest armed force in the world. The Archbishop, Rhea, searches for her lost heir in silence as she grieves the passing of her mother.

Those Who Slither In The Dark
The descendants of the greatest heretics of all time, the Agarthans. A civilization blessed by the goddess in almost every way, and ones who grew far too arrogant as a result. Those few who remain after their smiting live hidden away in the wastelands of the Empire, poking and prodding the three nations to suit their needs as they slowly prepare to lay the Goddess low.

Perks
Origin Perks

Drop In
100 cp - I Grow Tired
While I can't tell you what to do or where to go, I can at least offer you a good night's rest. You do so much of it, after all. Lay your head down on a pillow, a convenient rock or log, or perhaps the most unformortable of thrones. When you wake up, even if you only slept for mere hours, you'll feel as though you had slept all through the night, possibly even a tad longer if you were truly exhausted. As a small bonus, that rock or log you might have been forced to use as your pillow will not inconvenience you as you sleep - no crick in your neck or pain in your back from substandard sleeping conditions. It's a small mercy, but hopefully you will enjoy it.

200 cp - Sothis Shield
People invoke the divine for blessings all the time, at all hours of the day. For good luck and safe travels, for a full harvest and a full belly, for skill with the blade and to survive the coming fight. More often than not, the heavens will fail to answer in any meaningful, visible, way. But not you. When you pray to the goddess, a small flicker of blue light surrounds you, drastically increasing your resistance to magic for a short period of time. If you are close enough to the divine you pray to, you'll find not only yourself, but those around you blessed as well. A small side note, praying to different gods will get you different blessings, and if you happen to be one, you could even pray to yourself - or have others pray to you for this small token of affection.

400 cp - Sleep It Off
There's tiredness, and then there's this. There's a hard day of work, and then there's working nonstop for days on end. I suppose you're going to need that sweet sleep from earlier if you intend to push yourself that hard. You see, you can temporarily forgo the need for sleep - or rest of any kind, including meals - and push yourself past your limits. Run so long your legs ought to have fallen off, cast spells long after you should have run out of magic, but be aware that this reckless spending of energy you do not have comes at a cost - and that cost is sleep. Not just a night's rest however, but a week of blissful unconsciousness for every hour you continued to push yourself. I suppose I should mention that the last person to do this healed a shattered continent, and slept for a thousand years. Luckily for you, it seems you require no food or drink while under this magical sleep.

600 cp - My Personal Emblem
Are you even human? Where your heart should have been is an odd stone with an emblem of some kind burning deep inside. A physical culmination of all your power, knowledge, skill, everything that you are. And you have learned to shave off the tiniest fragments of that stone, creating lesser crest stones from yourself containing knowledge of spells, skill at weapons, an affinity for animals, practically anything you have to give. If you were feeling generous, you take a shard instead of a sliver, or even grant the whole thing to someone. You can even add to these at a later date, amplifying them via an injection of your essence. But, be warned, this stone is you. It grows as you grow, and you shrink as you remove slivers and shards from it - and once given away, there is no way to reclaim them. If you wish, your children may have the same "heart" as you, though they will obviously lack your skill at creating crests. Speaking of children, if you care to give even more than a shard, this *is* how the Goddess created life.

If you have also bought Sleep It Off, then you may treat the creation of Crests and Crest Stones as the sort of overextending it is meant to allow, thus allowing you to hand them away without losing them yourself. With that said, this comes at the cost of being knocked into a deathlike coma for hundreds of years, so use wisely.

Commoner

100 cp - Made of Muscle

Those fancy nobles get to live in big houses and drink tea out of solid gold cups, but you? You come from nothing, and you've had to get by and make a living the hard way. Whether you've been working on a farm, hunting for your meals, or cutting deals as a merchant, you need to be stronger, faster, and smarter than those privileged rich kids have ever needed to be. Pick any two personal qualities, like speed and strength or intelligence and charm: these qualities are your forte, the things you're best at. You're near the top of what ordinary humans are capable of in these categories, and you need a lot less training than most people to get even better at them.

200 cp - The Sharpest Knife

Out here in the real world people have to learn skills and trades to get by instead of coasting on the successes of their families. You're a quick study when it comes to learning new skills, absorbing knowledge quickly when it's given to you and retaining it long after you've stopped being taught. You also don't really forget the things you've learned just because you don't use them for a while: after all, you never know when old hobbies like hunting or cutting purses might come in handy, or even save your life.

400 cp - Common Ambitions

You don't want to stay down here at the bottom of the pecking order forever, do you? Even if you're not a noble you still have dreams of your own, whether it's becoming a famous knight or just making lots and lots of gold, and now those dreams are one step closer to being fulfilled. You have a razor-sharp sense for opportunities that will help you advance a specific goal, like marrying into a wealthy family or finding some legendary treasure. You can set and change this goal any time you like but regardless of what it is you'll never fail to hear about opportunities to advance this goal happening in your area, even if the connection isn't immediately obvious at first glance. Trust your instincts and they'll lead you straight to fame and fortune every time... just take care that you don't get in over your head in the process.

600 cp - The Great Equalizer

Despite what the nobles and the church might want you to think it's not crests or the goddess that makes the world go round: it's gold, and *anybody* can make gold. You're just a lot better at it than most people, enough so that Anna and her many sisters would probably love to have you as a business partner. You're an amazingly competent businessman, an expert in every aspect of the field from finance to logistics and beyond. You can turn a copper piece into a pile of bullion with some time and the right investments, and you can always tell a good investment from a bad one. Any business you run directly will grow and flourish even with minimal investment, and if the worst should happen then you can make even more money than normal by dipping into less-than-legal ventures. Just make sure you don't get caught.

Mercenary

100 cp - Happily Retired From Politics

What a strange life you've led, if you consider becoming a sellsword to be 'retired'. Still, I suppose there are benefits to having no true allegiance to one master over another. After all, in the end, you can simply… Leave. Oddly enough, this applies to more than just refusing to take a contract. It would let you back out of one you'd decided was a mistake to agree to with minimal consequences both from the client and from future employers. But, more than that, this applies to other things as well. Are you a knight in service to royalty? To the church? Just the same as if you were backing out of a contract, you can simply leave your oaths to such organizations behind you. Maybe that's even how you became a mercenary in the first place? Though I feel I should point out - there's a far cry between walking away to never come back, and walking away only to have tea next week - the latter would certainly get you dragged back in.

200 cp - Can't Buy Faith With Coin

Dare you tell the expert how to do their job? No? Excellent. As a retainer, a servant, a vassal to a lord, you have expectations placed upon you. Not only for the quality of your service, but for how you serve - nobles often expect you to bend your knee, and the church would demand prayer from their flock. As a mercenary, you have a partial immunity to that. No, not even partial, working for the church you could refuse to pray - even spit and swear upon their precious goddess and not be thrown out. It won't earn you any friends, but your lack of obedience to their specific demands does nothing to deter them from seeking your sword arm again and again. You simply are that good, and so there's nothing to be done but let you have your way.

400 cp - School Of Hard Knocks

Those nobles can sit back in their fancy academy and play war with each other, but nine times out of ten when they swing their sword, nobody is even injured. But you never had the luxury to swing your sword ten times. As a mercenary you only had one swing, and if you missed you probably died. Luckily for you, you're a fast learner. When in danger, when you push yourself to your limits, when you're surrounded by the enemy with nowhere left to run, you'll grow by leaps and bounds. Practice is all well and good, but no experience can substitute for actual experience, and there's more experience to be found in a single moment of danger than in a week of practice. Going in the other direction, you can invoke this on others, simulating live combat in a safer environment for apprentices or would be students. Ideally they'd end up with a few bruises to make the lessons stick, but even without that your expertise in the area will leave you a decent enough teacher to outpace their normal methods.

600 cp - Would You Accept This As Payment?

Gold is good, especially for a mercenary, but sometimes other methods of payment can be worthwhile. And as it turns out, your clients are more than willing to pay you more than the agreed upon sum - though, not in the form of coin. Instead, your more powerful and important clients will offer you payment in the form of… let's call them blessings. The high priestess of a church might offer you a holy weapon, a god might offer you a fragment of their divine power, their crest, while a noble might offer you their daughter's hand in marriage. Just be careful about how you strike your bargains - some of these people aren't afraid to 'bless' you first and then demand your services. Still, perform well and you'll be handsomely rewarded. Perform excellently and in addition to your pay something priceless might become yours.

Foreigner

100 cp - What The Horse Dragged In

Let's be honest, the people of Fodlan are incredibly wary of outsiders and foreigners. The citizens of Duscur, which I might add is now a part of the Kingdom of Faerghus, are practically reviled and hated to the last child since the death of the king. Luckily for you, it seems you're far more durable than you ought to be. Both in the sense that their words fail to matter to you for more than a brief moment, and that their blows - and there are some who might try that - would fail to truly injure you. Why, someone could tie you up and drag you behind their horse for a while as they screamed every insult they knew at you, and you could just stand up, brush yourself off, and walk away with a smile.

200 cp - Respect for Nature

People in this era are afraid of new ideas and strange people from distant lands. Part of this is a lack of friendly relations with those distant lands, but part of it is the stasis lock the Church of Seiros has had Fodlan under for the last thousand years. Luckily for you, you've found yourself with a mild immunity to the harsh punishments and potential execution that comes from preaching a religion other than that of Seiros and the Saints. Not enough to save you if you were foolish enough to do so to an actual clergyman, but enough that those you discuss your respect for nature rather than some nebulous goddess that may or may not exist with will not turn you in on the spot, instead taking the opportunity to politely tell you to shut up. Or to actually listen. It really depends on who you're talking to.

400 cp - Never Underestimate An Outsider

Savages and heathens, the lot of them! Barely worth the time it takes to kill them, dirty savages that they are. Or, something like that is probably what the most 'noble' of nobles would say about you and yours. Long story short, people have a bad habit of underestimating you, your skills, allies, gear, the whole shebang. After all, they're better than you, so your stuff is automatically worse than theirs. Nevermind that you might be their perfect equal socially, or even outrank them. To a lesser extent, this also allows for you to escape with greater ease - from a battle, from a war, for the consequences of your own actions, anything really. After all, the honorable thing to do would be to stand and fight. By the time they've realized that for once they were right about you being lesser, you'll be long gone. Hopefully to fight another day.

600 cp - The World Needs To Be Bigger

Fodlan has long been stuck in a rut thanks to the shadow war between Nabatea and Agartha. One attempts to improve society in one manner, the other thinks that such a thing would be bad for their plan and counters the attempt. And of course, both of them regularly stomp down on uppity commoners and nobles who try to do the same without their blessing. You on the other hand, come from outside Fodlan, and as a result have lived a life without such interference. More importantly, you know how to break it. Introducing new ideas that have long since been squashed, revolutionizing one field or another, even opening diplomatic relations with a country that you have long been at war with. It helps if you have an opening of one kind or another, but once you do? You can split that nation of closed minds open.

Noble

100 cp - Spite and a Smile

If there's any skill that every noble in the world can be said to know, it's how to laugh and smile even when insulted, and then verbally decimate someone with a single sentence. As a result, you've learned how to hide your own emotions behind a veneer of civility and charm, showing the world only a dashing smile no matter how tortured your soul may be - or how much you want to brutally murder your so called 'allies'. On the flip side, you're also quite good at detecting this in others, determining just how much of what someone said, or how they said it, was genuine. Perhaps not what they are really feeling, but certainly enough to know how fake someone is.

200 cp - The Harsh Labours of a Nobleman

Yes, yes, I know, nobles don't really do harsh labour. They occasionally find themselves in the field of battle, and that is harsh, but they usually bring a hundred minions and an overpowered weapon to keep themselves safe from harm. No, the true foe that a noble can never escape is polite pleasantries to people they hate, and paperwork. The paperwork never ends. Still, it seems a foe that you are exceedingly capable of slaying, because your skill at all manner of statesmanship is enough to the point that you could run a country - a beyond full time job - in your spare time as you concentrate on your schooling. Politeness, an equally difficult maze to navigate, you have slightly less skill at, but still enough to at least defend yourself from those trying to make you look foolish or unworthy of your station.

400 cp - Of Good Standing And Good Breeding

Crests, crests, crests! That seems to be what makes a noble these days, and actual nobility doesn't even factor into the equation! Why, some families will straight up disinherit children born without one! How fortunate for you thank you seem to be of excellent breeding. Good looks, a magical bloodline or superpower… Your chances of inheriting those sorts of things has risen considerably. Please be responsible with this since it's likely drawn from the suffering of numerous ancestors of yours. More to the point, when you do inherit, you get a bit of extra power out of them. Not by a terrible amount, but a Major Crest in your hands - or, blood - is maybe ten percent more powerful than your parents or siblings? Somewhere around there at least. Additionally, this also helps with passing it on, ensuring that your children will inherit as much of your good sides from you as possible instead of being hit or miss.

600 cp - Serve Me Serve Me Serve Me

The world is currently in a somewhat awkward place - all three heirs to the nations are in one place at the same time, and will remain there for more than a year. As a result, they've unintentionally made something of a game about it - each of them has brought resources and allies, and each one is intent on securing even more, preferably from those brought by their rivals. Regardless, you're charismatic like the Lords of old, though not to the same level they are. Instead, your charisma is something that shines over long periods of time, making lifelong friends in a few short weeks, turning your enemies into allies - perhaps even into a lover? - and generally swaying all but the most fanatical to your side for the sake of accomplishing your dreams. Those on your side might just become fanatics themselves.

Faction Perks

Black Eagle

100 cp - Bitch In Eagles Clothing

Let me tell you a secret - Edelgard, the emperor to be, has… plans. Plans that don't involve the Church of Seiros. Or rather, plans that assume the church has been removed from play. Whie Adrestia's relationship with the church is already strained, there are very few who would actively support attacking them. Normally, knowing a secret such as this would get you into a great deal of trouble, but as it turns out you have a level of skill at subtlety that renders that moot. You're also a somewhat decent spy, disguising one action or message as another, more innocent one. It may be something as simple as placing an essay on taxes atop a letter to your hidden allies when someone comes to visit, but when you've the paperwork to run a nation on your desk? You'll have oh so many opportunities.

100 cp - Will You Join Me?

Radical. Heretical. Utter blasphemy against the Goddess, and yet people can't help but let you speak. Maybe it's a sick fascination with how you came to the conclusion that this was a good idea, or maybe it's them sharing your opinions. But, when the moment comes for you to reveal your dark designs and ask the common man to rise up and join you? They actually listen and give it serious thought. Hell, even your rivals will stand down just long enough to let you explain. Well, so long as they don't hate you fanatically at least. Removing one's gut reaction from the equation allows rational minds to prevail, though some may refuse you on principle unless you have a bribe of something important or assurance about something important. Or even if you do.

200 cp - In Bed With Snakes

With the Church of Seiros as the most powerful force in all of Fodlan, acquiring allies to strike out at them can be… difficult. Only those wronged by them in the process of maintaining that power would even try, and the church tends to execute rather than exile. This only leaves a small handful willing to do so, the heretical snakes that 'corrupted' Nemesis against the Goddess. As you might imagine, they make for poor allies, but I suppose you don't have much choice. Still, in the interest of not being torn apart from the inside or played the fool by them, you now have a sort of talent at backstabbing. The execution I leave up to you, but the planning involved comes easily to you, moreso if you hate them or suspect them of similar plans.

200 cp - I Trust Her More Than I Trust You

I mentioned before that even with bribes, even with promises, even with friendship, people may refuse to join you. But, what if someone else stepped forwards first? Someone they trusted even more than they trusted you? Surprisingly, that's an entirely valid technique of securing their allegiance. Focus all your efforts to come to know a person, to make them trust you and to trust them in return, to become friends rather than allies, and you'll find yourself with not only their allegiance but that of their closest friends as well. How many you can gather this way depends more on them than on you, their own charisma turned towards the goal of making their friends into your friends, but even if they were a fool you'd still end up with one or two people stepping up beside them.

400 cp - Dancing Diva

In the capital city of the Adrestian Empire lies the Mittelfrank Opera Company, a collection of singers, dancers,and musicians of all types. And you are the star of their show - or at least, you hold the potential to be one. Or maybe you were one and are now retired? I suppose it matters not. Whether you sang on center stage, were the lead actor in a play, the most talented musician in the orchestra, or maybe even a blend of all those things is something I leave up to you. However, even more than that is something special, a class you might know as Dancer. Singing in the middle of battle may seem odd at the best of times, but those who hear your song find themselves reinvigorated, not only fighting twice as hard for a brief period of time but also fighting… more efficiently, perhaps? They certainly seem to be a bit lighter on their feet after listening to you.

400 cp - Connected
Some day in the future, when you least expect it, you'll meet a person. You've never met, and yet the two of you know each other. Not the kind of knowing that comes from rumour and hearsay, but it will almost seem as though your likes are theirs. Perhaps you might have even been born on the same day? If I were more romantic, I'd call this person your soul mate, but the truth is nothing so grand. Simply put, you are connected to them, resonating between the Crests you share. In truth, this extends to everyone and everything, the commonalities you share with them speeding the rate at which you grow closer. A favorite color, meal, fighting style, the power carved into your souls. The more connections between you the more effect this has, and with enough you could convince them to stand by your side as you set the world on fire.

600 cp - Raging Storm
Look, I'll be honest. In order to get away with this you'd normally need a specific weapon. A weapon that doesn't actually exist as of yet, but let's put that aside for now since this whole thing is already ridiculous. You're fast. Extremely so. Why, under the right set of circumstances you could lay low an entire battalion of troops in a few short moments, possibly even several. The key to this is simple. All you have to do is land a blow. If you do, then you receive a burst of energy that lets you simply keep moving when by all rights you should be recovering from overextending or pulling back your weapon. I should warn you that this is oddly hard on your weapons, reducing them to battered and broken shells of their former selves over the course of this one battle. But maybe you'd consider such a thing worthwhile? If you were familiar with ancient history and the tales of other lands, you might have heard of a similar though lesser technique known as Galeforce? A technique that is wholly inferior to the Raging Storm that is your skill in battle.

600 cp - Insurrection of Jumper
The world has been as it is for too long. The rich grow fat, the peasants starve, and those you are responsible for suffer without end. This cannot stand, and it seems you will be the one to change it. Your speciality, it seems, is upheaval. Rewriting the laws, the system, even the entire country, dragging it kicking and screaming into a brighter future. ...Or cutting that future down, if you should desire to grow even fatter at the expense of the unimportant. Both of these outcomes will require you to have a level of charisma, skill at politics, and likely a deft hand at blackmail. Luckily, you have all of those things. A certain princess would envy you for these skills, no doubt. I do hope that you assist her in her plans - she needs all the help she can get. But I'll leave you with two last boons - should you find yourself needing a skill not listed here as you turn the world on its head - beyond simple power at least - then I'll grant you and anyone utterly loyal to you a certain level of accelerated growth to help you gain it.

Blue Lions

100 cp - Boar Prince

People all have their oddities, little quirks that make you unique and that set you apart from others. ...And the Blue Lions have an unfortunate number of very obvious quirks. As a result, this means that each of them is slightly more tolerant to those same oddities. And while it's not entirely by choice, everyone else is also more tolerant of said oddities because really, what can they do to stop them when the Lions spend half their time trying and failing to do just that? ...Anyways, moral of the story, people give you a lot more leeway when it comes to politeness and social grace than they would give to basically anyone else. And yes, this does mean you could potentially insult royalty to their face and get away with it.

100 cp - Dedicated To The Task At Hand

And on the flip side from their colorful personalities is the fact that every single one of them is a master of their art. Well, for their age at least, it's hard to call them a master when they're still in school. But I digress, two students from Faerghus's school of sorcery, a master of Reason and a master of Faith, the sword obsessed Felix, even Sylvain can be said to devote himself utterly… Albeit to flirting and not learning. Still, it takes a decent chunk of willpower to devote yourself utterly to a specific task and to play it forward without any regard for the potential fallout. Willpower that you have in spades. Pick a simple task, be it training, studying, or yes, even flirting. No matter how much it hurts, how much it might hurt, how sore you are from the last time, you always have the motivation to go out and do this thing you've chosen.

200 cp - Childhood Friends

Let me tell you a story. It's called 'once upon a time, the prince had playmates, and all of them are now his classmates'. It's not exactly a story for the ages, or even unexpected, but it is somewhat amusing that all three of the children he played pretend war with are standing beside him now. Maybe you were friends with one of them, or even Dmitri himself. But, that's a side benefit at best. The real power here is twofold. One, your close friends let you take a few extra liberties with them. Like how Felix constantly insults Dimitri, or how Ingrid considers it her solemn duty to reign in Sylvains flirting. Granted, both of those are a bit… Harsh, but my point stands. And secondly, when you fight beside those friends, you both develop a slight ability to simply know what the other is doing, maybe even is about to do. Or even what others are doing, some hidden instinct driving you to block a fatal attack aimed at the other that neither of you could have seen coming.

200 cp - School of Sorcery Graduate

I do believe I mentioned this place. Perhaps I should explain myself? In the capital city of Faerghus lies a school of magic, not too unlike Garreg Mach itself with the Officers Academy. However, while Garreg mach teaches the arts of war and diplomacy, the school of sorcery teaches magic and only magic. And a member of the Blue Lions, one Annette Fantine Dominic, managed to force her way through it's grueling coursework over the course of a single year. While Annette lacks any inherent talent for the art, she is stubborn to a fault and more than willing to put in the long hours. Similarly, you now have the ability to run yourself into the ground… without actually paying the price for your stupidity. At least, for most of it. Not only is this more effective than it ought to be, but you have a few days grace to pamper yourself with extra sleep and making up for missed meals before you crash.

400 cp - Army Of The Dead

Your kingdom conquered by an age old enemy, your lands occupied by traitorous nobles, and your army smashed, poisoned, or otherwise killed, what exactly is a person supposed to do after all that? The answer should be obvious - get revenge. It's by no means an easy task, doubly so when you just lost almost all of your resources. Still, you aren't exactly the sort to just lay down and die. With that in mind, making the sort of comeback you would need to get away with doing it seems to be a speciality of sorts. After a while, let's say four to five years, the common folk will wish you were back, most of the nobles will think this wasn't such a great idea after all, and you could essentially pull a decent army together out of the mists. You just have to wait, and that really would be the sticking point for you, wouldn't it?

400 cp - Wild Boar
Humanity truly is the most disgusting thing you've ever seen, isn't it? We invented all the nasty things that fill the world, drugs, crime, even murder. Death, perhaps not, but murder? That one's on us. We like to pretend that we are some great paragon of virtue, but in truth no such thing exists. So why not abandon those trappings of humanity and unleash the beast that's just waiting inside of you to come out and rampage? Or maybe it's less of a philosophical choice and just you being ludicrously angry? Well, it seems to work either way, so I suppose it doesn't matter. The angrier you get, the less intelligent decisions you make, the more you give into your gut instinct, the stronger you become. Go completely berserk and you could dish out three to four times as much damage as you normally would - or maybe instead of stronger, you get angrier? Amusingly, this will increase by a small amount the more charisma you have. Or rather, the more you have and cast away.

600 cp - Atrocity
Another technique that by all rights ought to belong to a single man weilding a single weapon, but is now yours. And oh boy, does it live up to its name. With this particular skill to your name, there is nothing you excel at so much as killing. The mere activation of this technique amplifies your strength and raw power, allowing you to cleave people in half with a single blow. Sadly, a single blow is all you're likely to get from all but the most durable weapons on account of them shattering under the strain of being handled by you and having such force channeled through them. However, there are two other things you should note. First, while fighting in such a manner, your defenses will obviously falter some, traded away for the sake of power. And second? Things die. That's not just an exaggeration. While this is active, you are bane to all living things. Hell, even the unliving are weak to your blows, almost as if you kill them on some spiritual level and not just physical. When you fight, things die. There is no other way to describe you.

600 cp - Great Redeemer
No matter how bad things may seem, no matter how far you think you have fallen, I promise you that it's never quite that bad. The phase 'the night is darkest before the dawn' exists for a reason after all. If you can weather the night, then the day will make all your pain and suffering worth it. No matter what atrocities you hold to your name, no matter how much a beast you seem to be, you are still human and you are still worth saving. Your friends and allies know that, even if you do not. Go ahead, toss yourself headlong into madness in exchange for power. They will do everything in their power to pull you back out. They will not abandon you out of fear or disgust, or even hatred over things you were driven to do rather than did of your own free will. And more importantly, they will not leave your side until the bitter end.

Golden Deer

100 cp - At The Round Table

The politics of the Alliance are constantly shifting, each noble house trying to vy for one of the five seats at it's council of lords, the round table. There is backstabbing aplenty, and just as many underhand deals. But for all their petty squabbling, the Alliance is not nearly so divided as they might seem. In turn, you have an odd skill for convincing folks to put aside their differences and their dislikes in the name of peace and sanity. As your foes watch, you may bicker like children, but when they draw their blades you act as one to run them through. Of course, there are limits to this - utter hate and loathing is something you cannot overcome, not in such a short time.

100 cp - You See Right Through Me

It's one thing to be caught in a lie. It's another thing to admit to lying, and then to tell another lie. But that's too far ahead, so I'll take a step back. You have an interesting talent for lying. Maybe you sell yourself as weak in order to goad others to defend you. Perhaps you lie to yourself in order to lie to others, creating a false persona to catch them off guard. One could say that ceaseless flirting is it's own brand of lying, small things day in and day out to create a reputation. It could even be that you lie when accused of lying, throwing the mere existence of truth into doubt. Whatever brand or style you chose, the fact remains. You are an excellent liar.

200 cp - Another Man's Treasure

You know how the saying goes, right? The one about trash? Well, you seem to be the living incarnation of that skill. See, you have a number of skills that all seem to be focused around one thing, and one thing only. Repair, reuse, repurpose. From the somewhat normal things like your everyday sewing skills to slightly odder ones like being able to turn every single part of an animal into something useful all the way down to horse hoof glue or wolf tooth sewing needles. Even basic weapon maintenance is in here, though 'maintenance' probably isn't the right word for banging a broken sword back into something usable for a few more swings. Though, your ability to haggle with said sword as scrap metal for more 'repair' materials probably helps. Perhaps it would be better to call you efficient?

200 cp - Never To Be Seen Again

Should the worst come to pass, you'll need a way out. But not just that, you'll need somewhere to lay low and to be unnoticable. When war comes calling, some people answer that call… and some of them just vanish into the night. Guess which one of those you are? But as I was saying, you need to lay low in that scenario. Luckily for you, you've got all the skills you need to do just that. A bit of stealth and trickery, an unassuming slump, maybe a fake stutter… You're just an average, ordinary, unnoticeable individual. Why would the war effort ever want you? Though, you should probably keep in mind that this works best when you aren't actually near said war - a merchant selling weapons is more likely to be swept away by fate or bad luck than one selling silk and spices.

400 cp - Dragon Signs

Information is a weapon, so perhaps you should look into acquiring some of it? And given how important Crests are to the upper crust of society, that seems like a reasonable topic to look into. While I might not be able to give you a piece of paper saying how smart you are, I can give you a decent chunk of knowledge on what Crests are, what they do, who has them, and the infinite mystery surrounding where they came from and what determines if it gets passed on. Given enough time and resources, you might even be able to grant or remove Crests. But, that's a long way off, and would require a great deal of trial and error - and most people really won't want to be one of those errors.

400 cp - The Man History Erased
The history of Fodlan is not a terribly solid thing. The War of Heroes occured, there were ten nobles, five saints, one mad king, and… that's about it. Nobody really knows what happened or why beyond the most fairy tale of explanations, where they were just plain old evil and everybody lived happily ever after because the goddess said so. But, there is one man, still alive today, who might have something to share. Maurice, one of the ten nobles. Mind you, he's in a pitiable state. Turned into a demonic beast, the same way that someone attempting to use a relic weapon without a Crest is likely to do. Unlike him however, it seems you were able to undergo such a thing and keep your mind intact. Or rather, if you were to do such a thing, which quite frankly I don't recommend. You will need a relic weapon to act as a focusing agent, but the power of this form is not to be underestimated. More importantly, you have the ability to create a miasma that attracts other beasts like flies, though not the ability to control them.

600 cp - Fallen Star
A third and hopefully final time, a skill that by all rights should not be yours and yet it is. This time, I'm afraid I have no power to offer you. No ability to lay low your foes in record time, nor even something as simple yet effective as 'you stronk now, like stupidly so'. You'll just have to outsmart your foes. Or more specifically, you'll have to whittle away at them as you dodge, dodge, dodge, and then dodge some more, because that's what it turns out you can do now. You dodge like an absolute madman, twisting this way and that, ducking and doing some backflips as every single one of the people that you fight simply fail to land a blow on you, time after time after time. Why, you could be chained to a rock and outnumbered two or three dozen to one and still walk away without a scratch. A useful skill, I assure you.

600 cp - Never Leave Victory To Chance
Fighting an army by yourself… Even if you had that power, would it be worth it? One person all by themselves would take ages to deal meaningful damage, even if they could cut men in half, or move and fight faster than a warhorse. So don't. In that situation, wouldn't it be better to lie, cheat, and steal your way into having an army of your own, that you could pit against the other? Well, lucky you. As it turns out, you're something of a mastermind when it comes to the battlefield. Knowing when your own foes will cut and run, how best to taunt, when and where is the best time to cut your losses, and even how to straight up abandon the cause in favor of saving your own skin. It's not exactly a nice skillset, but if it keeps you alive you must be doing something right. Right? But anyways, what you seem to specialize in is stacking the deck, setting up traps of your own all the while you dance on past the ones set by your foes.

Ashen Wolves

100 cp - Champion of the Downtrodden

Half of Abyss is made of thieves and bandits, and yet to the remaining members they might as well be knights in shining armor. Additionally, the actual knights are seen as a potential threat, with them just as likely to be delivering supplies as they are to have finally decided to burn Abyss to the ground. A curious state of affairs, wouldn't you agree? This unusual state of affairs is something you've learned to turn to your advantage, inspiring true and honest loyalty from profesional backstabbers, cynics, and their ilk. It's not an easy task to convince someone who was abandoned by the world that there is someone who cares, and that someone is you, but it's worth the effort.

100 cp - Falsified Information

What are our forces, good sir? Why, we have none at all, just those struck by illness and other unfortunate sorts. Don't mind the merchant selling blades, he's only just arrived. Heh. Or at least, something along those lines is what I expect you to say. If you're confused then allow me to explain. You're an amazing liar. Not the normal kind that totally didn't steal your pie, but the kind that isn't talented, isn't skilled, isn't any good at whatever thing they want you to help with. In short, it's entirely about downplaying yourself. Why, with this you could convince someone who had seen your crest activate that you didn't have one, or that you had a different one.

200 cp - Abysskeeper

The mechanisms that guard Abyss are as old as Fodlan itself, and twice as picky. As a result, they have an unfortunate tendency to simply not work half the time, no matter how many times you throw the level or try to force the gates open. Thankfully the Ashen Wolves have devoted a significant amount of time to understanding the layout of the Abyss, and have learned the magic touch needed to use them anyways. In turn, you've learned how to use rusted and heavily damaged equipment as if it were in perfect working order at least once or twice before it breaks down. And once it does, you have a skill at exploration, using shortcuts, and finding secret passageways to help you keep moving.

200 cp - The Light Of Day

Well now, I knew that some residents of Abyss were down on the times and were only here because they had nowhere else to go, but I didn't think that any of them had the drive to rebuild their life so that they could leave. Much like the bearer of the Crest of Noa, you have an odd form of drive that boosts your prowess in battle. With that said, it's tied to your emotions. If you're in a good mood, boldly proclaiming your inevitable triumphant return to the surface world, you'll find your blows landing with more might, your magic freezing colder or burning hotter. If you're sad or depressed, tearfully apologizing for every perceived slight, your defenses will be raised instead, your closed off attitude taking the edge off the blows raining down on you and blunting the bite of enemy magic.

400 cp - Hapi or Sad?

Here's another good reason to hide yourself away in the Abyss - someone kidnapped and experimented on you, and you were too afraid to go home lest they find you again. Luckily you seem to have gotten a more refined version of the process the bearer of the Crest of Timotheos went through. As a result, the monstrous demonic beasts that roam the land are drawn to you. When in battle, they will always attack you if you are in their range, sacrificing some of their already frail reason in their attempts to get at you. It makes it easier for your allies to land blows as the beasts ignore them, but it's risky for you. Additionally, if you let out a great sign, whatever draws the beasts towards you will temporarily surge, causing a small handful of them to come running towards you. To try and kill you, it's not as if you have any control. No, your blessing is the ability to turn this off, though it takes a few hours to fully dissipate, and a few more to replenish should you need it again.

400 cp - King of Debts
What's this now? Pay up the money you owe, or else? Who do these fools think they're talking to? As if you would ever do that! Those morons are underestimating your skill at getting out of dodge when the taxman comes to collect his dues - or the same for loan sharks. See, you're insanely skilled at all manner of not paying for things. Not in the sense of stealing, though you do have some base skill at that as well, but more in the sense of grabbing it and running. Eating your dinner and leaving before the bill arrives, for example. Despite the horrible reputation this likely causes, people are still willing to treat you as if you were a paying customer, right up until it's painfully clear to their wallet that you aren't. Those loan sharks I mentioned? They'd be willing to give you a small ransom on word alone - just be wary of the mercenaries and bandits trying to claim the bounty they'll probably put on your head. Thankfully you also have an uncanny sense for when to get out of dodge in order to not pay your debts.

600 cp - Aces Up My Sleeves
If there's one rule to live your life by, it's to never show your hand unless you've got a full house or something equally impressive. Lucky for you, you seem to specialize in bringing extra cards to the table and using them to cheat heavily. Or, in less poetic terms, you're a liar, a cheat, a steal, and an utterly brilliant tactician. Doubly so when it comes to the mind games of war and those who are foolish enough to call you their ally. Stabbing them in the back as you call them friend and send your minions to ruin their lives is merely a matter of waiting for the perfect moment to strike. On the other hand, if you cared enough you could stab them without leaving a mark and prepare for a double backstab. Oddly enough, if you do that then your allies will forgive you nigh instantly, though possibly not before socking you in the jaw for making them worry.

600 cp - The Rite Of Rising
Each year, a celebration known as the Goddess's Rite of Rebirth occurs, to make the passing of winter. However, a similar yet utterly different ritual exists, known as the Rite of Rising. It's purpose is the same, the rebirth of the Goddess. However, despite Serios's attempts at forging a physical body for the Goddess, she fails again and again and again. The ritual does not work. But, it does do something, and that is something you can take advantage of. The Umbral Beast, a staggeringly powerful Demonic Beast, born from the unholy fusion of four Crests and a holy maiden meant to become the Goddesses new form. The beast can summon illusionary copies of itself, and consume those illusions to heal itself, and due to its nature as being born from blood can control all the blood nearby. You have been given a ritual similar, but not identical, to the Rite of Rising, one designed to leave you in control of yourself. All you need to do is hunt down those bearing the blood of the Four Apostles, the Chalice of Beginnings, and perform the ritual.

As a small side note, the Umbral Beast as it is known to the world bears the power of four, maybe five, Crests, and is stronger still than the Immaculate One, Seiros herself. If you were to introduce more Crests into the equation? Well, you'd need to redo the ritual from the ground up, but you'd be even stronger for it. And uglier.

Officer Academy

100 cp - Make Your Own Curriculum

While each student has their own ideas for what they think they'd be good at or what they want to learn, they usually leave it up to their teacher to determine how best to manage their growth. Some of this is trust given on faith, the teachers of the Officers Academy aren't exactly hired for being unsound of mind after all. And some of it is trust that is earned, if the masters of Faith and Reason don't think you should learn their craft, well, there's not much reason to argue with them now is there? And to a certain extent, that's now you. Call it the rope you need to hang yourself if you want, but when you come up with a crazy training scheme that involves two pegasus, nine and a half horses, and seven heavy armor helmets, they go through with it and complain about it being too crazy to work after it fails. If it fails.

100 cp - Great Expectations

Speaking of strengths and weaknesses, while people often assume they know their own, there's always the possibility that they have a hidden talent they don't know about. These things are now something you specialize in determining. The length of one's stride, the direction they lean when they thrust a lance or a sword, or even far more obvious things such as the size of their muscles, all of these are things you can use to determine their strengths and weaknesses, both in the sense of what weapon they would be suited for as well what kinds of fighting styles might be a good or bad idea. You also have an unnerving sense of exactly how much those under your guidance have grown, if you ever want to compare the students of today to themselves of yesteryear.

200 cp - I've Heard About This Topic

While Hanneman and Manuela of the Officers Academy may be experts of Reason and Faith respectively, that means they are only competent at teaching a single topic out of the eleven arts of war that Fodlan recognizes. One could argue that it's actually three topics on account for their lesser talents, but that still is pitiful. With that in mind, you seem to have mastered the art of advising. While you may not know much about, let's say axes, you are still capable of extracting useful advice, tips and tricks, and anecdotes, based on having watched others fight with them. Obviously this works better the more you've seen, so live combat would be ideal, but even without that you still manage to be startlingly insightful in order to hand your students the eureka moments they need to grow.

200 cp - Hot For Teacher

Let's be honest, young minds are so impressionable. And with the amount of faith they place in you to help them build their future, is it any wonder that the two of you would end up as such close friends? Keeping that in mind, you now have two gifts to help with that. The first is that time spent teaching your students also qualifies as time spent bonding with them. A private tutoring session might as well be a date, while normal classes are perhaps equivalent to a game night of some kind. Mind you, that assumes that you attempt to engage them as people and not just your responsibility. The second bit is that your effectiveness as a teacher actually rises slightly as your relationship with them does, though this won't ever improve you past half again your normal ability.

400 cp - A Teacher of Great Renown

Fame, reputation, and image is a powerful force. Wielded properly, you can walk into places you aren't supposed to ever be in, simply take things from people too awed or scared to object, or maybe even cause foes to flee rather than fight you. And in what amounts to a completely unprecedented event, you can use this fame to augment your teaching abilities. For a famous crest researcher, a master of Reason, all of your students might take a sudden jump in competency on the topic. A mercenary might instead find the weapon skills of your students rising. This is something you can control, so feel free to play about, but keep in mind that fame is now a limitless resource. You might not grow less famous for spending your renown on your students, but if a thousand people know your name, then you can only do this ten times. You'll need to earn more time in the limelight to keep using this power.

400 cp - Fight Hard, Study Hard, Play Hard
No matter how good a teacher you are, an unmotivated student is one that not even you can teach with any skill. If they refuse to learn, to put in the effort, then what are you supposed to do about that? Well, I suppose you could always try to bribe them? Wait, what do you mean that's actually a valid tactic? Um. Anyways, you seem to have mastered the art of getting people into the right mindset to learn. Amusingly enough, every trick and technique you might use here has the side effect of making them like you more, thus restoring their motivation and trust in you as a teacher, and allowing you to throw more and more difficult tasks at them. Additionally, as a small added benefit, you know how to motivate people past their normal limit. It's probably not good to push them too high, but if you wanted to drag them through a training session two or three times longer than normal, you know how to get them to agree to that. Lots and lots of tea.

600 cp - Knowledge is Power
When people normally say this, they're probably thinking about spies and backstabbing and maybe about outmaneuvering their political opponents. You on the other hand take this very literally. As long as you know more about a topic than your students, your teaching skills are roughly doubled when teaching that topic. Beyond that, your students are more likely to have self study sessions that provide them with a eureka moment of some kind, the push they needed to learn a new technique or spell. Additionally, when teaching people the skills they will need for a combat class, this has the potential to straight up grant them additional physical prowess - a slow student in a fast class would just suddenly become faster, and a frail person in a sturdy class would suddenly find themselves not so frail. Lastly, this also works in the opposite direction. If you are learning from your students, they are treated as having all your teaching perks.

600 cp - An End to Nightmares
Your students may come to you seeking knowledge but they bring many of their own burdens with them, from bad habits and personal biases to horrific traumas and scars etched deep into their hearts. As a teacher it is both your duty and your calling to guide and protect your students, and if that means protecting them from themselves then so be it. You possess the empathy to recognize a wounded soul when you see one as well as the means to heal such wounds. When you impart lessons to your students you can choose to shape their hearts as well as their minds, nurturing courage in a cowardly heart or soothing the wrath of a soul consumed by vengeance. Over time your words and deeds can shape the character of your students, so great is your influence over them. The deepest wounds will require the greatest patience and effort to heal but there is no nightmare you cannot banish given enough love and support for those in your care. Even more so than a teacher, this gift is a sign of a great spiritual leader in the making. Use it well.

Knights of Seiros

100 cp - Gatekeeper

The Knights of Seiros are charged with doing good deeds for the people of Fodlan, so first and foremost you'll need to find somebody in need to help them, right? You've got a great eye for faces and an ear for rumours and the like. If anything of interest is happening within a few miles of you, you'll know what happened and who did it within the hour. The only thing faster than light is rumours after all. In a slightly different direction but the same vein, you easily notice when something has changed - clothes, a haircut, even the manner that someone walks in. This makes you a pretty decent watchman, doubly so if you think there might be people trying to infiltrate your base and spy on you. It's up to you to stay on guard though, so no going on break at the critical moment!

100 cp - The Good Fight

While the knight's true nature is not nearly so heroic, their rank and file truly believe in the cause, and their commanders are mostly genuinely good people, if a step short of the knight in shining armor they seem to be. As a member of the Knights of Seiros - or a former member, possibly - you share that aura of greatness. When you save someone, you do it dashingly, possibly spouting a quip. When you fight, it seems like a mountain is bearing down on your foes. Even your training routines seem grander than they really are, doubly so if it's made for an apprentice or squire. Lastly, you have a slight talent for giving inspiring speeches without giving a speech - though that might fall under quips. Suffice to say that you leave a good first impression in almost all circumstances.

200 cp - An Unexpected Inquisition

The Church of Seiros is the official religion of Fodlan, but alas, it is not a single entity. So too as the Adrestian empire has fragmented, the church has as well. The clergy of the empire grew corrupt, and those of the alliance began to meddle in dark magics in an attempt to dethrone Archbishop Rhea. As a Knight of Seiros, you are above the politics of the factions to a small degree. In an odd way, I mean that literally. Traitors and heretics, former members of your organization, those that have broken faith, all of them become slightly easier to fight. Maybe it's your fearsome reputation, that none get away from you. Maybe it's the mistaken belief you will accept them back into the fold if they surrender. Or maybe it's even that you, jumper, their friend, would never kill them? ...Still, their foolishness leaves them weak, and ripe for you to deliver punishment for their crimes.

200 cp - A Chance To Start Again

Joining the Knights of Seiros isn't an opportunity offered to just anyone. And yet, if you're worthy of having that hand extended to you, then it seems that they will extend it again and again. If you have the reputation, the skill, the devotion, then you will be invited to join the knights. And you have even more, you might acquire a high rank, but that is beside the point. If you should ever decide to leave, they would welcome you back with open arms a decade or two down the line. Regaining positions you've held in the past is now trivially easy, though if you were thrown out in disgrace that's something else entirely.

400 cp - Zeal

Those who would take arms against the Goddess must be cut down, that is the simple fact of the Knights of Seiros. And you are the sword that will cut them like so much wheat in a field. When you choose to, words and emotions fall away and cease to matter. The charismatic fool will not be able to convince you to betray the Church no matter how close you were once, and no amount of screaming and begging from the guilty will stay your hand. In short, in the service of whatever lord you serve, your willpower is greatly enhanced to damn near unbreakable. That is not to say that you are unthinking - if you wish to question your superiors, by all means, do so. But do it later. There are some who would call this fanaticism, but they're all heretics so who cares?

400 cp - The Goodwill of the Land

Well, more like the goodwill of the people, but to a certain extent both are accurate. See, when the knights go out and do good deeds, they get rewarded. Some big old karmic scale, one that sees fit to grant them a few hundred gold for every life they save. Not directly of course, but in the form of smaller things. Maybe the bandits had a mining operation, and the villagers are insisting you take a bundle of the rare materials they dug up. Maybe they carved up the demonic wolves that you killed and gave you most of the meat. Hell, maybe a merchant you saved gave you a shipment of tea that they were transporting. Individually these gifts don't mean much, but they add up when you can't step outside your house without tripping over the gifts people give you for saving them. Speaking of, if the bandits have nothing to take and the villagers have nothing to give, you will literally trip over something valuable that your karma earned you.

600 cp - You Work For Me Now

The Knights of Seiros often find themselves fighting off pirates and bandits, defending some poor innocent town from those vagabonds. And while there is no shame to be found in putting a murderer to the axe, they don't always have that option. Thus, the matter of repayment for their wrongdoings, aka forced conscription into the Knights of Seiros themselves. Combined with the fact that some will turn tail and flee the moment their boss is killed, screaming about how they were forced to do it, and it becomes painfully clear that they aren't exactly a tight knit group. And that's why the people that you could have killed but didn't feel an overwhelming debt towards you for letting them live. So much so that you could turn those runaways into a battalion of more knights, given a few months to discipline and train them. I should probably point out that this is designed to work on the mooks and minibosses - the leader types, or those utterly opposed to you, will never bow.

600 cp - Strongest Man In The World

It should come as no surprise that the Church of Seiros would make a dedicated effort to not only maintain the knights, but to make the knights worth maintaining. The grateful commoners and the nobles searching for glory who join are all well and good, but none of them truly have the spark of greatness the church wants. You on the other hand, do have it. Your physical prowess is immense, almost on par with the strength granted to the Archbishop by the Goddess, and your very presence seems to demoralize and weaken those you fight. Every blow that you land or they miss compounds this. One blow as equals, and instantly they begin to fear you. Two blows, they are noticeably weaker than you. Three blows, and they can no longer harm you. By the fourth, you could end their life in a half hearted swing of your blade. There is a drawback to this, however. As a power drawn from divinity, it will rise and fall in accordance to your service to the gods. Alone, you are mighty but still mortal. In their service, armys will crash against you and fail, like waves on the shore. If you desire the position, you may choose to be the Captain of the Knights of Seiros.

Church of Seiros

100 cp - Kind To A Fault

The Church of Seiros is defined by two things. The first is kindness, and the second is strictness. The church welcomes all and gives much to anyone in need, even going so far as to create the knights and send them out to deal with bandits and other marauders. Doing a good deed a day is quite literally a basic part of their tenants. But, on the other hand you have their political position to consider. And anyone who raises their hand against the goddess is a heretic of the highest order who must be cut down without mercy. One might imagine that the two sides of the coin balance each other out, but for you it isn't so. Do enough good deeds, be kind enough, and the people around you will quite literally forget the fact that you ordered the murder of dozen people just the other day. Some of them might even refuse to believe you could ever do such a thing.

100 cp - Secrets Behind A Smile

While the snakes may slither in the shadows and dare not step into the light, the fact remains that there are shadows everywhere, even inside Garreg Mach itself. And thus the dance begins, not one of the body, swaying hips and spinning cloth, but one of words. A web of lies, woven day by day until those you speak with are so sure that they know everything about you. But the truth is that you've been lying for so long that they know nothing about you, not even your real name. To you, lying is as easy as breathing, possibly even more so if the topic is genuinely important to you instead of something you don't wish to talk about. Better still, you can remember the lies you tell with remarkable clarity, rarely if ever tripping over yourself in your quest to deceive. It's a terribly lonely life, but I'm sure you have your reasons.

200 cp - Truly Devout And Faithful

But that's enough talk of hidden things, let's return to kindness. Or more accurately, how you are kind and loving to all the people of the world. Except bandits, because fuck bandits. Ahem, sorry about that. Anyways, as someone devoted to the church, it's inner workings are something you have long since internalized. You know how to do a number of simple chores, such as cooking, cleaning, gardening, to slightly more occult things such as medicine, singing hymns, rituals to ask the goddess for a blessing, even a small amount of faith magic. On top of all that, you seem to radiate an air of tranquility, something that pairs extremely well with just enough life experience to pass as a counselor or advisor of some kind.

200 cp - The Next Archbishop

Given what I have said about your ability to lie and decieve, I suppose it doesn't really need to be said that if those are what every member of the church needs, then the church must not actually be very trustworthy. And no one lives and breathes that truth more than the Archbishop of the Church of Seiros, Rhea. While your knowledge of their laws are almost without flaw, as if you had helped write them yourself specifically so that you could do as you wished, that is not your true power. Simply put, the higher a rank you possess in an organization, the fewer of their laws and rules actually apply to you. As a king you could commit no crime, as the archbishop you could commit no sin - your actions are the will of the goddess, after all. Just be wary of those not under your reign, for they can and will take offense if you go too far, and try to bring you to justice.

400 cp - The Line Between Heroic And Sacred

The upper ranks of the Church of Seiros have something… inhuman in their veins. It sounds worse than it actually is, because that inhumanity is the goddesses own blood - or rather, that of her daughters, Seiros. And you have learned enough about the how and why of this blessing to turn it to your advantage. Should you ever find yourself crafting a weapon, you may imbue it with whatever holy power you possess. Anyone who uses the weapon with your permission will find it growing stronger in their hands, dealing more damage and potentially even healing them twice over, as Sacred weapons are wont to do. But on the other hand, if they use it without your blessing? Then the weapon will bite into them just as much as it bites into their foes. Additionally, this is not limited to just blades. Anything you create can be given this twist - or anything created from you.

400 cp - Saint of Blacksmiths
Speaking of weapons made by your hands, you've learned to make weapons of power. If you call yourself a master of Reason, then forge your spells into a Levin style weapon. Should you wield Faith in enough quantity, then create a 'Sacred' weapon that will heal the user. Or perhaps you have a holy bloodline to your name - or even in your name? Then you could tie even more power into your own blood, usable only by those who share it. Normal blades may not be your specialty, no Killer or Brave weapons are to be found here. But magic? Sacred, maybe even Regalia? By all means, for those are yours to command. Well, they will be once you make them.

600 cp - Lies of Liberation
The greatest lie in the history of Fodlan, is the history of Fodlan. Nemesis, the King of Liberation? He was a thief, little more than a bandit before Agatha forged the Sword of the Creator for him. And even after, his only blessing was one of immense violence. But he also forged the empire that still stands to this day, and the commoners are suckers for a story about a hero rather than a villain. A carefully crafted story, but a story nonetheless. And so that is your skill now. Stories. It helps to be a few hundred years old, but it's not truly necessary. But, with even a drop of power and influence to your name, you could rewrite the course of history. All you have to do is tell a good tale from a position of even a little power. And of course, perhaps you should burn the heretics along the way?

600 cp - Divine Dragon
I know the people of Fodlan, especially the church, call themselves the children of the goddess, but I never expected you to be someone with a legitimate claim to the phrase. You, my friend, are what Fodlan knows - or rather, barely remembers - as Nabatean, the real children of the Goddess. Your body is hardy in the extreme, able to fight on par with trained warriors through raw power alone. Alternately, if you prefer to then you could instead have that same amount of magical power - it would take a dozen mages to match you. But the real power is one as old as time - that of a dragon. Your form can warp and twist into a mighty creature, a dragon on par with the Immaculate One, also known as Seiros. I'm sure the benefits of such a state speak for themselves. However, there are some benefits you may not know about, so allow me to mention those if nothing else. You possess a Crest. Perhaps one belonging to the Saints, but I encourage you to take one from another land as your own. Anyone who you share your blood with, alongside their children for generations to come, will also share that Crest.

Those Who Slither In The Dark

100 cp - I Am Never Wrong

If there's one thing that defines Agarthan civilization, it's an overwhelming sense of self superiority and an inability to acknowledge that things might possibly be their fault and not someone else's. And since you're apparently one of them, you share that skill at self delusion. Any situation where you fail, do not win, are defeated, outdone, or otherwise do not achieve a flawless victory is one that merely encourages you to hate your opponents all the more. That might not seem like a very useful skill, but that hate and spite is what has kept them alive all these years, refining new techniques and inventing new depths of madness to dive into. Some might call this obsessive and self destructive, but you'll find your hate making you ever so slightly stronger when you turn your talents towards vengeance.

100 cp - You Are Never Right

But of course, your own personal grudge is just that - personal. And that's not nearly enough. You want - no, you NEED to dedicate your entire family, your entire country, to the singular goal of getting revenge upon the false goddess. And so it is. Your family feels your pain, your children hate the ones that hurt you just as much as you do, and in the end, a thousand years later, the hatred will still be flowing. You may need to be slightly wary that your dream does not distort too much throughout the years and generations, but the hatred of a thousand generations will only burn your foes ever more when the time finally comes.

200 cp - The True Face of Evil

If you show your face to the world, you will be struck down. That is the simple truth Agarthans live with, when the entire world must bend to Seiros's whims, and her hatred of you burns almost as brightly as your own for her. Then, don't. Use someone else's. And now isn't that a clever idea? You're an accomplished actor, not the kind that says things or doesn't react, the way a noble would, but rather one that mimics. Given enough time and information, you can turn yourself into a perfect copy of someone. Combine that with your new skill at illusions and surgery and nobody will ever know that you aren't really 'yourself'.

200 cp - Tragedy of Durscar

And now that you can walk in the light, isn't it time that you did a little dance and started doing some damage? There are so many people out in the world that are in need, and you'd be the perfect assassin, thief, seductress, all sorts of nasty things… all they have to do is let you help them. And with your lying mouth, people are stupid enough to let you. But of course, this doesn't just mean that you can help them, because as it turns out, once you're doing a person a favor, they're willing to ask for another, more extreme favor. And then all of a sudden you've gone from stirring up trouble over on the borders of the kingdom to assassinating the king and getting an entire nation to take the axe in your stead. All you need is time and a fool, and the blame will never fall on you.

400 cp - Linger Not In The Light

No matter how good the disguise, no matter how many fools you use as a shield, the fact remains that if you act you risk being found out and caught - and not even as an imposter, just as the cause of the tragedy you've brought about. But to be caught is to die, so let's not do that, alright? Normally this is where I would say that you know how to use Warp and Rescue, but both of those are faith spells and are thus utterly anthema to you. So instead you have the technological skill to create staves, with these spells built into them, alongside other technologies - amulets that when broken Warp you away towards a predetermined location, or even a suit of armor with the Rewarp ability worked into it. And more importantly? You've learned how to craft all sorts of wonderful toys, the spells of faith twisted into an artifact of dark magic.

400 cp - Embrace The Darkness
Those Who Slither In The Dark have long since passed the line in which by all measure of sanity and basic human decency, they should have stopped. But they did no such thing. And as a result, they have learned far more about the world than even Sothis herself knows. More importantly, they found a way to force people out of it, into the space between dimensions, into Zahras. It's not a spell to be cast lightly, not even for one such as you, requiring a human sacrifice to open the 'portal' and a great deal more power to hold it for even a few seconds. But, hey, you don't care how many people you kill to get that power, so by all means, cast this as many times as you have sacrifices.

600 cp - God Shattering Star
Nabatea may have been the shining jewel of civilization in it's era, guided by the 'goddesses' own hands, but Agartha... Argatha was it's equal. They learned every lesson she could offer and met every marvel made by their hands with one of their own. And then they went further, delving into the darkness, accomplishing feats 'god' would never have imagined. And with their knowledge, they butchered the Fell Star and made its power their own. Your education in their arts is something similar, for you have the tenacity and ambition to kill a god, and the knowledge to take it's corpse and turn it into something amazing - to you, of course. Others may not feel the same. Still, taking a small part of its power and handing it out as you will, forging a sword or a shield from its corpse… it's almost a pity there are no others. Perhaps you'll have better luck in other worlds?

600 cp - Husk
Handing out gods' toys after you steal them is one thing, but with something like that, all you've done is redistribute the power to new hands. Wouldn't you much rather take that power for yourself and become unto a god in your own right? That is the next logical step when it comes to surpassing god, is it not? Thus, you will need the tools to create a new god to replace the one you have laid low. Your knowledge of dark magic has risen considerably and left you with an understanding of Crests that not even the children of the Fell Star can equal. One might go so far as to say that you can create a new Nabatean from the corpse of another, but that would just be silly. You'd be creating an Agarthan, turning the power and legacy of your foes into your own inborn power. It's not exactly a painless process however, and your first few attempts are likely to be empty husks, so perhaps you should look into acquiring some test subjects? For you and yours, only the perfected form will do.

General Perks

You may discount two perks of each rank in this section, with 100's discounting to 50 cp.

100 cp - Edge of Dawn

The wind howls, the rain roars, the earth groans… Nature is a symphony all it's own, but as always men seem to think they can outdo anything found in nature. And for once they seem to have actually succeeded. Unfortunately, it simply isn't practical to drag your own orchestra around for those moments when you desire musical accompaniment to your actions. It just so happens however that you do not need to - after all, you now have the ability to play the songs from Three Houses whenever you wish. I'm afraid this provides little benefit in and of itself, your allies barely acknowledging that your personal theme is playing beyond a smirk or two at the impending asskicking, and your foes failing to grow overconfident when their theme rings out. But still, there are some truly beautiful songs here.

100 cp - "As Expected"

Some people say that words have no place on the battlefield, that breath not spent fighting is a waste. They have a point, but sometimes words can be a weapon to stab your foe with. Morale is very important to consider, and if you can stab someone there, they might just run away. Which is why you've learned to spout witty one liners effectively nonstop as you fight. I don't know how you're not running out of air to breathe let alone fight, but there it is. Though, coming up with those lines is all on you. Can't help you there, sorry. And with all that said, you might want to not actually spout them all the time, maybe save them for special occasions, like stepping over the corpse of someone who just tried and failed to kill you.

100 cp - Blessed Appearance

For a world stuck just before the start of a technological revolution, there seem to be very few who don't look as though they have access to modern grooming techniques. Long and luxurious hair, damn near perfect teeth, curves and edges that are quite frankly out of place for what ought to be a dirty smelly era. Maybe it's a blessing from the Goddess after she decided she didn't want to rule over any ugly people? It would explain why the snakes are so pale at least. Regardless, your looks now act as though you spent a few hours a day carefully grooming yourself into whatever style of look you wish. For others, it probably looks as though you woke up, tossed your hair over your shoulder, and when it landed it was brushed and braided. Don't ask me how, it just works.

100 cp - Casual Appearance

And on the other end of the spectrum, we have your clothes. I mean, honestly? Going into battle anything other than fully armored is usually a horrible idea. Maybe if you're one of the ones who focuses on not getting hit over not being phased by the blows, but even then you want something. But that's besides the point, because let's be honest. If you tried to wear anything other than armor onto the battlefield, you'd walk off it wearing scraps. And yet, somehow you went into battle wearing a damn maid outfit and walked off without a spot on you. For some reason, fashion seems to be far more durable than it has any right to be. Or maybe it's regenerating, I don't know. But you can go into battle wearing whatever ridiculous things you want and it will not slow you down the slightest bit. Well, beyond the fact that you aren't wearing armor if you're wearing your evening finery instead.

200 cp - Sealing
What do you fight for? How do you fight? Some people fight to kill, other's can barely stand the thought. Some people fight like the knights they are, honorably and with great courage. Others fight in the dirtiest manner then can, to ensure they'll walk away. You, on the other hand, seem to be able to mix these together. You could be a knight, yes, but you also have a knack for blows that disorient or even cripple your foe. An archer could aim for the legs to slow his foe down, or an axe wielder could fight with blows that batter and bruise with every swing to make it hurt all the more. Whatever you choose, blending these debilitating blows into your fighting style is as easy as breathing. Just keep in mind that this tends to fade away if they disengage for more than a minute, and that you do actually have to land a blow - there's no benefit to be found in missing. You can purchase this multiple times.

200 cp - Defiance
On the opposing end, what if you are the one injured? What if you are the one being whittled away into nothingness, until you can't even raise your weapon anymore? Then, you defy. Defy fate, defy your foe, defy anyone who brought you to this point. Defy your own wounds even, get back up, and smash them to pieces. This will to live enhances you, giving you extra strength when you have none left in your body, speeding you up when by all accounts your legs ought to be broken, or even allowing you to refuse to be wounded anymore than you already are when on the verge of death. Just be warned, because this will to live only comes into play when you are in danger of dying. And of course, if you should somehow be healed, then your drive to defy will fade and the boost along with it. You may purchase this multiple times.

200 cp - Rival Issues
It's a time honored tradition in this corner of the multiverse that when someone joins your army after having been your foe, they inevitably become weaker for it. Maybe they left their legendary weapon behind, or maybe they got stabbed somewhere on the way out the door. Maybe they tripped, hit their head on a rock, and forgot all of the amazing super powerful magic spells they've spent the last year flinging at you, and now they're just an ordinary mage. It's honestly kind of sad. And now it's something that has been turned to your advantage. Instead of losing things, they gain them. A soldier you recruit gains a surge of speed or strength, steals a powerful weapon or magical tome, or does some damage on their way out the door. It's not much, maybe a week's training and a mildly rare item, but it's something you have that your enemy doesn't anymore.

200 cp - Spirits Of The Fallen
Allow me to be blunt with you - can you see ghosts? Wandering spirits of the dead, bemoaning their poor luck, swearing vengeance against those who killed them? Well, no, you can't. If you can, you're probably hallucinating and that's something else. But, it's understandable if you think you do. After all, places haunted by death just seem to increase your luck. A bloody battlefield is somewhere no one wants to be, and yet it seems to be your friend, giving you gifts and advice as easily and as often as breathing. A weapon you walk past is still usable, a corpse conceals a Vulnerary with enough left for a single dose, a burnt crate contains a few gold coins. Enough for lunch, perhaps? And the corpses themselves… The dead seem to be good instructors, because observing the ways they died genuinely seems to help you improve your skills in similar areas, a particularly well placed blow inspiring you to train harder. It's a little strange, make no mistake, but it's oddly useful.

400 cp - In Defiance of God and Nature
The Hero's Relics are mighty weapons, but in the hands of those deemed unworthy by the goddess they can be just as dangerous to the wielder as to their foes. The relics are ugly things, made of twisted metal and some unnatural kind of bone, and without the stabilizing power of the Goddess flowing through your veins, the weapon will twist in your hands, biting into you and quite literally draining the life out of you for every swing of the sword. And yet, in your hands these double edged weapons are not so sharp as they ought to be. Perhaps instead of taking their pound of flesh with every swing, they might bite into you every tenth attack. It's not much, but nine extra swings could mean the difference between life and death. Additionally, this odd resistance applies to weapons beyond the Hero's Relics, such as the Devil weaponry, though to a somewhat lesser extent.

400 cp - Mighty King
If you wish to know the true measure of a man, watch for how he treats those beneath him. For most, this phrase is meaningless drivel, but for you? It is something more than that. Somehow you gain strength from those you lead. Placed in charge of an army, this very likely would equate to nothing more than a miniscule increase in your prowess. However, if your most faithful and loyal followers were to receive a divine blessing, or a “divine blessing”, then you would gain a tidy sum of raw power so long as they stayed faithful, loyal, and most importantly, alive. The boost you gain is all encompassing, but small. A Major Crest would grant more than a Minor Crest, but sadly there would be nothing to gain by having two subordinates blessed by the same god - only the more powerful of the two will qualify for this.

400 cp - Our Liberation
The world as we know it was forged by a society of madmen and dark mages, determined to wipe out those they deemed inferior to themselves, and the somewhat tyrannical rule of those they failed to do away with. The hammer with which the madmen meant to forge this world was Nemesis. A lowly bandit given weapons, money, magic and mages to weld them, every natural advantage that they could find - and a stolen fragment of divinity. For whatever reason, such world-forging powers - be they good or ill - seem to have developed something of a soft spot for you. Maybe you are just powerful enough, just clever enough, to escape that original designation of inferiority. Maybe your actions have created a spark of trust in the paranoid heart of Saint Seiros. Either way, should you be willing to become their sword, there is every chance that the world itself could be yours. And if you hold no love for war in your hands, worry not. They can find other uses for you, or will bow out gracefully, disappointed but understanding.

400 cp - Adjutant
Ah, I see - you are no great hero of lore or a myth in the making. You are that hero’s butler. Well, that’s something of a joke, there’s no reason you can’t be great besides him after all. Still, this confers two benefits to you. The first is that you are now exceptional at tasks meant to support your lord - cleaning armor, tending to his horse, organizing his filing system, badgering him to actually sleep instead of reading political treatise long into the night, and that’s on top of whatever a more ordinary servant might be called to do. The second aspect of this is your ability to follow your lord onto the battlefield. While attached to him in this manner, foes will almost completely ignore you. Not entirely, but no attack will be aimed directly at you. The reason for this is that to attack you is to attack your lord, and simply singling one of you out is no longer possible. There is a benefit to this, but it is to him - while you stand at his side, you may choose to enhance his blows in one of three ways - his blows may become harder, the blows of others will become lighter, or a weak but constant healing effect will be applied to him.

If you wish to forsake having a master, you may abandon your skill as a servant to allow you to act as an Adjutant in battle to anyone, or even to assign someone to fill that role for you.

Crests

Unless you take the relevant drawback, you may only take a single crest

100 cp - Minor Lost Crest

While Fodlan may treat the Crests as the marking of nobility - nay, a requirement - there do exist those with crests who are not nobility. One particular merchant by the name of Anna for example, possesses the Crest of Ernest. There are others who gave up their lands and titles, or those rare few who gained a Crest, but I digress from those. If you desire power without attachment, then perhaps you would be interested in one of the lost Crests?

The Crests available to you are those of Ernest, Noa, Aubin, Timothoes, and Chevalier.

200 cp - Minor Noble Crest (One Free for Nobles)

A sort of middle ground as far as it comes to crests. Of the twenty one Crests that the nobles of Fodlan have, five are lost. Three more of them belong to royalty. From the remaining thirteen, I invite you to take your pick. I will note that while some Crests belong to more than one noble house thanks to a thousand years of political marriages, I would highly recommend that you choose a Crest in line with whichever nation you intend to end up serving. It would be rather odd for someone with a Crest found only in the Alliance to come from the Empire after all. Though, if you're working for the Church instead then I suppose it wouldn't matter.

Specifically, your options are the Crests of Dominic, Fraldarius, Cethleann, Daphnel, Gloucester, Goneril, Cichol, Gautier, Indech, Maurice/Beast, Charon, and Lamine. If you are a member of the Knights/Church of Seiros, you may also pick Macuil.

400 cp - Minor Royal Crest (Discounted to Nobles)

Surpassing the Crests of the noble families are those of royalty, the family that founded an Empire that spanned a continent and the two forces of will that broke away to form their own nations. Well, I say 'nation', but the truth is that the Alliance isn't quite that powerful due to its lack of solid leadership. Regardless, the Crests that mark the founding families of Adrestia and Faerghus, as well as the current most powerful member of the Alliance, are now available to you.

Your three options are the Crest of Seiros for the Empire, Blayddid for the Kingdom, and Riegan for the Alliance.

200 cp - Major Crest (Requires a Minor Crest)

But perhaps simply having a crest is not enough for you? After all, they could always be more powerful. That's where the split between Major and Minor Crests comes in. In truth the difference is not all that great, but there is a slight increase in power as well as a greater affinity with a Relic or Sacred Weapon. More of a circumstantial bonus, but assuming you possess this as a noble, then your parents would rather you inherit than any of your siblings without a Crest - or even with a Minor one.

The only Crest not applicable for this is the Crest of Flames, as for that one you have it or you don't.

400 cp - ‘Minor’ Crest of Flames (Discounted to Drop In and Blue Haired Commoner)
The Crest of Flames, the Crest of the Goddess, of the Creator, of Sothis, the Fire Emblem. Whatever you wish to call it, the Crest grants it’s wielders a level of control over the flow of time. At its simplest, it allows you to heal yourself by returning you to an uninjured state. Slightly more advanced, one can speed up their personal time and deliver faster blows, or slow down their opponents for an instant to disrupt the flow of combat. Unfortunately, that’s where the simple and easy uses stop.

From there, instinctive use of the power for short bursts will no longer be enough. You’ll need a great deal of practice, trial and error… Or a teacher. But where on earth would you find one of those? Without one I can’t imagine you being able to actually do any of this within the time frame of the jump, but I shall describe it for you anyways. The next level of power obtainable from the Crest of Flames is the Divine Pulse, the ability to travel backwards through time. Oddly enough for such an ability, there is no difference in cost between going back five minutes and going back five years, as it is more a matter of skill. With that said, you can only use it so many times in a row before needing to rest and recharge, and trying to use it mid combat drains you even faster.

400 cp - ‘Major’ Crest of Flames (Requires ‘Minor’ Crest of Flames, Discounted to Drop Ins)
In truth, there is only one Crest of Flames, but the skill at which it’s users have been able to draw forth it’s powers creates a massive gap between it’s rightful owner, Sothis, and basically everyone else. As such, the highest uses of the Crest of Flames are locked behind this purchase. Past the artificial ‘Minor’ state of its existence, a ‘Major’ Crest does not offer much in the way of new power, instead primarily increasing the range of what you can effect and how much you can affect it.

Specifically, dragging the smoking crater from where someone tried to nuke you back in time with you in order to fix the landscape. Or perhaps you’re dragging the undamaged part of history forward, or simply speeding up it’s time so much that it heals over in the blink of an eye. It makes little difference in the end, though I will point out that even the Goddess found doing so to be exhausting. It’ll be a long time coming before you can even approach this level of power.

At this point this is more of a footnote than anything else, but three times per jump upon the event of your death you will be able to use the Divine Pulse to go back in time and avert said death. This does rely on you having charges left to use at the time, so I would recommend not running out.

100 cp - Crest From Another Land (Free Divine Dragon)
While Fodlan’s twenty two crests are all well and good, there exists the possibility that you may already have one. Or at least the effect of one, if not the name and exact mechanics. Thankfully, that’s where this option comes in. If you have any, then you may take a divine blessing or bloodline that you possess, and turn it into a Crest - something that your children can inherit from you. Perhaps in a far away land, a goddess by the name of Naga gave you a blessing? There is no limit to the number of Crests you can create this way, though I will remind you that a person can only possess a single Crest. Alternatively, if you have no such blessing to translate into this system, you may choose to copy the effects of any crest bar the Crest of Flames.

You cannot upgrade this using ‘Major Crest’ to get even more power from your blessing, but you can choose how much of that power constitutes a Minor Crest as compared to a Major one for the purposes of passing it on to your children.

Classes

Classes denote a character's overall combat specialization, ranging from lords commanding their armies to armored knights and cavalry. Each class grants skill with the associated fighting style and makes it substantially easier to become a master that style through future skill gains, for instance an archer will find it much easier to become a master sharpshooter than any other class.

Commoners, Foreigners, and Mercenaries get one class of choice free. Other discounts as marked

200 cp - Lord (Discount Noble, Noble only)
The Lord has been a classic for aspiring princes and princesses who hope to change the world since times immemorial. Almost a physical manifestation of the weight of charisma they bring to bear, the Lord is just as likely to cut a foe down without hesitation or mercy as they are to turn them to their side. Sadly, the current crop isn't quite that good. Still, if you choose to walk this path you'll receive a substantial boost to your sword skill and leadership skills, as well as a boost to growth in those areas.

200 cp - Mercenary (Free Mercenary)
Surprisingly, the Mercenary class is not always the one used by the sellsword mercenaries. It is somewhat common, but not always. Still, the Mercenary class tends to be one focused around defense in some manner, be it straight up being more durable, or finding ways to turn opponents' attacks to your advantage. So long as you wear the armor of a Mercenary, you'll find your skill with swords and axes growing substantially faster than they normally would, along with a small boost to your strength and speed.

200 cp - Thief (Discount Commoner)
Thieves may seem a strange sight in the employ of the nobility but a wise lord knows that they have their uses. Your skills are found primarily in the picking of locks and the art of battlefield assassination, making yourself seem less threatening than other foes until your daggers plunge into a target's back. This class will grant you some skill with the bow and sword but less than an archer or mercenary, making you more of a speedy generalist with useful utility skills.

200 cp - Cavalier
A familiar sight on any medieval battlefield, Cavaliers are the mounted knights of Fodlan's armies. Wielding spears and swords from atop their faithful steeds, a cavalier's mobility is unmatched by any class save for pegasus and wyvern knights. This class grants some skill with spears and blades but more importantly it grants you a mighty warhorse and the skills to command it in battle.

200 cp - Pegasus Knight (Female Only)
Pegasus knights are flying cavalry who wield lances and swords from atop their noble steeds. Unique among the armed forces of Fodlan, all pegasus knights are women because their mounts will only allow maidens to tame and ride them. Their mystic steeds grant them superior resistance to magic as well as great speed and mobility unmatched even by their cousins, the wyvern knights. Though they lack in strength and defense, a pegasus knight's capability for hit-and-run tactics is among the best in Fodlan.

200 cp - Brigand
Contrary to the name, Brigands are not necessarily bandits or marauders. The term has come to be associated with self-taught fighters, often peasants who turn the strength they've honed from farming or felling trees into use on the battlefield. These rag-tag melee specialists are a hardy bunch, able to take a licking and keep on ticking while mowing down their foes with axes or even their bare hands.

200 cp - Armored Knight
Armored knights are often the first sort of soldier one thinks of when imagining medieval warfare. Decked out in the heaviest plate mail, these knights wield axes and lances against their foes, often paired with a shield to augment their defense even further, and their defense is so formidable that the attacks of lesser foes often glance harmlessly off their armor. Though their armor weighs them down, experienced knights eventually grow so accustomed to it that they can wield heavy and impractical weapons as skillfully as a master fencer.

200 cp - Archer
Archers are the backbone of any army's ranged support. Whether they're raining a volley of arrows down on enemy formations, sniping commanders from afar, or providing cover against attack by pegasus or wyvern knights, a corps of skilled and dedicated archers is an invaluable part of any army. Archers gain skill with the bow to the exclusion of any other weapon but their dedicated focus allows them to strike with precision even at extreme range.

200 cp - Brawler (Male Only)
Brawlers are an odd sight on modern battlefields, men who are brave or stupid enough to wade into the thick of combat armed only with their fists or at most protective gauntlets. Yet these warrior-monks are undeniably effective and devastating in close quarters combat, unleashing attacks with speed and ferocity that few other classes can match. However they suffer on the defense and lack for strategic options outside of their bare hands.

200 cp - Mage
Fire, thunder, wind, the classical trio of elements wielded by the masters of Reason. Unlike distant lands that rely on physical tomes to boost their magical powers to acceptable levels, you've internalized at least one of those three basic spells, although your stamina is greatly reduced as a result - no, not your physical stamina. You can cast the spells you learn barely ten times, though as a Mage you are actually given ten uses of Fire, for a potential of twenty. No other spells though. Most people start with nothing, you should consider yourself lucky to know even two spells, potentially three. Your skill with Reason and your magical power will grow slightly faster while you bear this class.

200 cp - Priest (Discount to Drop In)
The white magic counterpart to the mage, they wield life energy itself for the purpose of healing, a power granted to them by Faith. Faith in oneself, in the goddess, in your allies, it makes little difference what you have faith in so long as you have any, though casting more powerful spells will require more Faith, a difficult prospect for some. Regardless, you've learned the most basic healing spell, Heal, and much like Mage are able to use it twenty times when you hold the class, ten otherwise. Besides that, you also know Nosferatu, the energy draining and self healing magical spell. Past that, I suggest quite a bit of study. While you bear the Priest class, you'll find your skill at Faith and your magical resistance growing slightly faster than normal.

300 CP - Custom/Advanced Class
Beyond the rank and file soldiers there are many who've devised unique fighting styles for themselves, such as commanding magic while heavily-armored or wielding a bow and axe from the back of wyvern. If your preferred method of fighting is not listed here you may choose to create a custom or advanced class by mixing the specialties of any two normal classes. You might combine the Pegasus Knight's aerial mobility with the Brigand's prowess with an axe to become a Wyvern Rider or the magical specialties of a Mage to become a Dark Flier. You may also consider taking a class and modifying it to be more like itself in line with the Promotions of old, such as making a Thief into an Assassin.

Some classes are gender restricted. You may freely swap to the appropriate gender if you buy one, but will obviously be unable to buy the opposing one.

Items

All Origins receive a 400 cp stipend for this section alone.

Origin Items

Drop In

100 cp - Goddess Regalia

...Are you sure that you are not a god? Because only one person has ever worn this outfit before, and the current Archbishop of the Church would personally and brutally murder you for having it without her knowing. Or do a little dance of joy. It honestly depends. Oh, and the last person to wear it was the goddess Sothis, for the record. Regardless, this primarily blue and gold outfit doesn't actually have much in the way of practical uses, though it does make it easy to display a front of calm dignity.

200 cp - Altar To A Pagan God

How interesting. Given the Church of Seiros's fanatic ways, I'd wonder how this made its way into Fodlan, let alone why it's still in one piece. More importantly, how does it work? Oh? Yes, I do mean that. It works. The Altar accepts sacrifices - not the blood kind thankfully, but more material goods. Various kinds of tea, healing tinctures, rare materials and ores, even most kinds of weapons. And in return, it transforms the sacrifice into a weapon or rare item. It has a somewhat limited list, but most of its items can be 'bought' endlessly, though some of them can run out of stock until a decent amount of time passes. Luckily for you, this statue also seems to collect any sacrifices aimed at you, offering them up to you before transforming them into it's strange form of currency.

400 cp - Fragment of a Broken Heart

Well now, this is quite the prize. By all appearances it's a shard of the material crest stones are made from, something that ought to be quite useless. But, it's not just from any old crest stone. It's from the Goddess's own heart, the crest stone of the Fire Emblem. Holding onto the shard allows for a decent boost to magics founded in the manipulation of time, though with those being so rare in this land you probably want the second use. Once per month, this shard can be used to reverse the flow of time by a small amount, not even half an hour. This can even be activated automatically if you die, taking you to an black expanse with an empty throne before sending you back and becoming inert till the next jump.

600 cp - Ruins of a Bygone Era

When the Goddess descended from the sky and arrived in Fodlan, she did so in Zanado. In years past, it was a vibrant and green place, and only became more so due to the presence of the Goddess and her children. The humans came to see, stayed to worship, and together they built a shining jewel of civilization. But that was then and this is now, and so Zanado is a wasteland bearing only ruins. Or at least, that's what most people think, if they even know that it used to be great at all. Buried beneath the rubble, ruins, and the dust of a thousand years of obscurity lies the remnants of Nabatean civilization. A small city, carved into caves and cliffs, though admittedly not one meant to be lived in by humans. Nabateans are basically dragons, after all. Thanks to the effort of a small handful of them, part of it has even been restored to a livable state - you yourself could hide here for the entire decade and not run out of food or supplies. More importantly, the original Holy Tomb is here, and it has been repaired as well - if you were to sit upon the throne in its heart, you would be able to hear a seemingly endless number of voices, all praying for one thing or another. This place was once the Goddesses personal chambers, and if you have the gall and power to claim them as your own, you would be able to answer the prayers dedicated to the Goddess in her stead. I've been waffling over whether you were or were not a god of some kind this entire time - if you take this, then the answer is yes.

Commoner

100 CP - A Cabin in the Woods

Nobles may have their wealth and mansions but commoners can barely even exist without at least a roof over their heads. This humble abode is nothing special, just a cozy and well-made cabin fit for a small family. A commoner wouldn't own the land the house is built on but the local lord doesn't seem to notice that you live there and doesn't demand any taxes from you. However the house also improves itself as your wealth and income increases, growing from a small log cabin to a house to a small villa fit for a minor noble if you can improve your relative social standing.

200 CP - Trusty Weapon

This unassuming weapon has no awesome power or storied history, it's just a common steel weapon such as an axe, spear, blade or bow. Even so, it may yet help you forge a legend for it. For all its seemingly-common make this weapon is surprisingly sturdy, barely suffering wear and tear even when matched against the likes of a relic weapon, and rarely needing to be sharpened or maintained either. Over the course of a few battles it will also take on a single quality which its wielder finds advantageous. If you slay many armored foes with it you'll find that it penetrates armor more easily, while a slayer of demonic beasts will find that it strikes truer against those foes instead. This weapon may hold one such quality at a time, and you may exchange an old strength for a new one in between battles.

400 CP - Herbal Remedies

Injury and disease are frightful things in these medieval times, when a broken leg could mean a hungry winter and the common cold could be fatal. While faith in the goddess can lead one to magical cures for such things there isn't always a priest handy when you need one, and for that reason the common folk have come up with a number of remedies to help take care of themselves. This item is a doctor's medical kit, full of herbal vulneraries, medical concoctions, and even a few cure-all elixirs. There's more than enough here to cure whatever might ail you and in sufficient quantities that you could stop a plague in its tracks. This item's contents will also refill themselves once a month. Forget this war business, maybe you should try being a travelling doctor?

600 CP - Blacksmith's Forge

War may be hell but it's also a business opportunity if you look at it the right way. All those soldiers need armor and weapons and all manner of other supplies to keep the engine of war well-fed, and here you are, proud owner of a blacksmith's forge (and the resident blacksmith) ready to meet that demand and make a killing off of it. This humble shop is no ordinary storefront though: the facilities here can not only forge new weapons but also upgrade old ones. Even common iron blades can become mighty weapons that cleave armor or channel magic beneath this blacksmith's hammer, and weapons that are already powerful can become works of legend. These upgrades require rare materials of magical origins, such as what you might find on the corpse of a demonic beast, and the more powerful a weapon is the more and rarer materials you'll need to upgrade it further.

Mercenary

100 cp - The Afternoon Off

While Mercenaries are often thought to be rough and tumble, it turns out that when they're off the clock they drop most of that harshness. If they're going to risk their life for money, then they're going to party hard as well - hence the absolutely massive pile of booze that you seem to have gotten your hands on. I don't even want to know how much of a tab this must have rung up, because you easily have enough for thirty people, and it refreshes daily. I'm afraid very little of it is of a high quality, but that's tavern booze for you. But of course, some of you may not want to sit around all day drowning in your cups, and so there is also a fishing rod of sturdy make and a small supply of bait for you to go fishing with. Both the rod and the booze are such that using them is slightly more relaxing than normal - though in the alcohol's case, this simply means a hangover appropriate for one tankard and not fifty.

200 cp - Handful of Contracts

While I suspect that most of your work is something you go out and find or otherwise stumble across, there are those who will seek you out if your reputation is good enough. That's where these contracts come in. See, there's actually one from everyone, and they refresh every so often. Beyond simply being a steady supply of work, albeit not the highest paying, these jobs are somewhat noticeable to the rich and powerful, quickly earning your way into their good graces. On the other hand, if you were to not focus on a single client, you could build up a reputation of neutrality.

400 cp - A Little Village Named Remire

To the world you could be as famous as there is or nobody at all, but to these people it seems you are something of a local hero. Did you pass through and slay a bunch of giant wolves or drive off a bandit company that had been plaguing them? Either way, the village gave you a small house of your own. Call it a vacation home if you like, somewhere to lie low between jobs. They even keep it clean when you're away, though no matter how much a discount they give you they do expect some pay. Beyond that, this village is the perfect place to fade away into obscurity. As long as you don't take any jobs, people won't come looking for you - just be careful not to decide to go do something important, because the plot might just come knocking on your door.

600 cp - The Broken Blades

Up until now you were a lone wolf, going about and being awesome all by your lonely self. But somewhere along the way people must have realized how much better than them you were, because they tagged along in the hopes of learning from you. End result, you are now the leader of a company of mercenaries several hundred strong. Several battalions worth of men, and not small ones either. And thanks to the sheer amount of trouble you've managed to get them into - and out of - they're actually really damn competent at their job. Not enough to be a 'hero unit' like most nobles, but they manage to actually be better than the best that money can buy - else, why would anyone hire you?

As a bit of an added bonus, if you purchase both this and Broken Blades, the village gets a slight upgrade to account for your crew - a number of merchants, a stockpile of weapons and other useful items, stables for all the horses you probably have, even a few other minor things such as a small distillery. It still retains its backwater status, though it is weakened somewhat due to covering hundreds of people instead of just you.

Foreigner

100 cp - Book of Idioms

While travel can be wonderful, leading you to new places, sights, scents, tastes, new experiences, there is always the issue that the more exotic places rarely run on the same rules and regulations that your homeland does. In simple cases, this often means different customs, greetings, how to hold polite conversation, what topic not to speak about in public. In others, all of the above but it's in another language. Hence this book. While it's not exactly a strict translator's guide, it is full to the brim of explanations on those social customs, as well as the various reasons for their existence. It also speaks on the difference between 'having a gut' and 'having guts', for the times when the same words can mean three different things. Call it an urban dictionary, if you will. Not nearly so stuffy, but just as useful.

200 cp - Traveling Gear

And of course, when you are traveling, you need the appropriate equipment. It's not as if the wilderness will conveniently summon up a quaint inn with a warm meal whenever you want to take a rest. No, you have to make do with what you brought with you. Luckily for you, it seems that every country bar Fodlan itself has at least a basic understanding of the natural world, and thus you are equipped with the tools to survive it. From simple things such as a durable set of cooking implements, a small number of spices, a bedroll, and perhaps a tent, to a small mountain of odds and ends that might possibly one day be useful in such a situation, except that situation only comes about once or twice a year. Thankfully the provided backpack somehow manages to contain all of this without over encumbering you.

400 cp - Almyran Navy

For a nation supposedly full of godless heathens, Almyra is also one of the most technologically advanced nations we know of, bar the agathians of course. Or at least, their weapons of warfare are the most advanced we know of, bringing gunpowder to what would otherwise be a sword fight. In short, you now have an army, one that seems to be armed with weapons belonging to the future, decades away from being made, if not centuries. This can come in a style of your choice, a higher quality of weapon and armor for any force you may already have - well, by the standards of this world at least - or a new force, such as the Almyran Navy this item is named for. The addition of gunpowder weapons is an advantage only a handful of individuals will be able to overcome - those with relic weapons, and those with even more technology. A short list.

600 cp - Subordinate Nation

In truth, the name of this is somewhat unrealistic since while Fodlan may be the center of the world, it has far too much infighting to ever conquer the rest of the place. Instead, this simply refers to one of the many nations that surround Fodlan - and yes, in most cases, are subordinate to it. For the Kingdom, places such as Sreng and Duscur, if that second one can even be called a nation anymore. For the Empire, Brigid and perhaps Dagda. For the Alliance, their neighbor and often rival, Almyra. As a foreigner, one of these nations is now your homeland - and now, your inheritance. Some of them lack a proper royalty, but your family stands at the top and one day soon, so will you. This offers benefits, obviously, but also some drawbacks, such as the captive princess, Petra.

I'll offer you a choice between taking the nation with you in future jumps, or entry into the ruling family of a similar 'foreign' power in each jump. You can even swap between them as you wish, though you cannot use both at the same time.

Noble

100 cp - A Nice Hot Cup Of Tea

A low born individual might be content with a bottle of swil, but as a member of the upper class you have a more refined palate. Hence your acquisition of this delicate looking yet robust tea set, as well as no small amount of tea and various confectionery to go with the tea you will no doubt be making soon. While I'm afraid there's no magical enchantment to make the tea heat itself to the perfect temperature, it does have the odd ability to loosen lips somewhat. Not a truth potion or the impaired judgement of alcohol, simply having made them - and you - more relaxed and comfortable, it's easier to speak freely, when one might normally refuse to do so.

200 cp - Manor Estate

If you are nobility, then I assume that you have a grand manor of some kind, both to hold the things you use to flaunt your wealth and as one such showing off in and of itself. If you do not have such a thing and desire one, then look no further. This house was designed to hold a noble family at their height of its prestige, and as a result it's large enough to hold a few dozen people, each with their own room that could easily house a commoner family. The entire building is one big display of wealth, and it's something you can quite literally taste come mealtime. And of course, no noble household would be complete without a small army of maids and manservants to keep the place tidy.

400 cp - Retainer Battalion

No matter how good you are, it is rarely a wise idea to go into battle alone. And that is where these men and women come in. A battalion of just over one hundred highly trained soldiers of a class that matches whatever your family is renowned for - if your family is famous for its calvarymen, then you have a team of those to support you in battle. Though, one could say that they are just there to make you look good. As a small added bonus to whatever gambit they've brought with them, your actual skill at leadership and tactics receives a small boost so long as this battalion remains intact, and will fade to nothing if you make enough mistakes to get them all killed.

600 cp - Hero's Relic (Requires a purchase of 'Minor Lost Crest', 'Minor Noble Crest', or 'Minor Royal Crest')

There are those who say that a nobles right to rule is hogwash, that there is no difference between them and the common folk. The existence of crests disproves that theory, and the existence of this weapon will kill it stone dead. You now possess one of the weapons belonging to the Ten Elite, otherwise known as the Ten Heroes, and the founders of the Adrestian Empire. There are actually eleven of these weapons, since Nemesis himself had one as well. However, I'm afraid that you do not get to pick which weapon you receive, as it will default to the Relic appropriate for whatever crest you have - this is meant to be inherited, after all. If, for some reason you have a crest with no designated Relic, then you will be given a brand new one, such as Aymr, the fake Relic weapon of Seiros. Please do not ask where such a weapon came from.

Notably, the only weapon that cannot be purchased here is the Sword of the Creator on account of it standing above it's brethren. A fake relic weapon can be provided if you wish, but the sword itself is not here.

Faction Items

Black Eagle

100 cp - Noxious Handkerchief

“It probably belongs to someone who is callous in their methods.”

I guess you’re not exactly the kind to be considerate of others when carrying out your goals, not if this is something you carry around. Anyways, the handkerchief is soaked in an extremely odd perfume… and by that I mean a drug of some kind, because pressing this up to someone's mouth and nose knocks them unconcious in fairly short order. I’m afraid that the drug doesn’t stay in the fabric for very long, but since you can simply pull another out of your pocket at any time it doesn’t matter all that much.

100 cp - The Saints Revealed

“It probably belongs to a history buff.”

I hadn’t taken you as one for the history books, but I suppose the Empire is the oldest and strongest nation in all of Fodlan. Though, given that two thirds of it have broken away, maybe not? Regardless, this history book actually has a handful of first hand accounts of the Saints mentioned in the title - it’s quite old, to have their words in it. Assuming those words are actually theirs, of course. Still, this book has one major advantage over any other history book. It’s unedited, unredacted, and almost certainly unwanted. Do try not to let Seteth see it. You’ll receive a similar book in later jumps, since the history of Fodlan is unlikely to be useful in future worlds.

200 cp - Accuracy Ring

A surgical strike and information thought lost - or erased. What interesting things you own, it almost makes me wonder what you could be doing with them. Still, if they are yours, then perhaps you’ll find this useful - after all, you clearly want a better chance of hitting your target at the perfect time and place. With that in mind, so long as you wear this ring that’s been enchanted with Reason, you’ll find your attack sliding towards your enemy over so slightly, arrows curving in the air and spells practically tracking their targets - albeit in such a minor way that you would only notice if you already knew it was there.

200 cp - Death Knighthood

At first glance, this suit of armor might seem to be little more than something a foolish noble designed to look stylish. It's mostly black and red, and comes with a helmet for concealing your identity. In truth, it's meant to do exactly that, conceal your identity. The armor is of a high enough quality that basic iron weapons will fail to do much of anything to you, even when wielded by someone strong enough to break said weapon over your head. It also has a few minor enchantments woven into its make that preserve your identity even further, distorting your voice and hiding your scent. Or if you prefer, you can sacrifice those protections for a simple suit of concealing armor and a weapon of might equal to your lost protections. Regardless of that choice, you also gain an exceedingly well trained horse, one that seems almost able to run up straight walls, if only for short distances.

400 cp - Grondor Field, The Eagle and the Lion

In ages past, the first Emperor of the Adrestia fought Nemesis on these grounds, and years later it is where the battle of the Eagle and Lion occured, marking the founding of the Kingdom of Faerghus. A historic location, to be sure. And for you, this field marks the first location that enemy armies must march through. Even if logically they would rather go somewhere else, even if there was a daring but dangerous pathway they could take, their first strike will always pass through Grondor Field. Said field might have to move to make that happen, but that’s okay. And since you already know they’ll pass through here, the field has been trapped to hell and back by your men. It’ll be like walking into a meat grinder. Not impossible to pass through, but costly. Very costly.

Blue Lions

100 cp - Training Logbook

“It probably belongs to someone who trains relentlessly.”

Could this possibly belong to you? If so then I must congratulate you on your immaculate record keeping when it comes to your self improvement. Truly, some of the things written here are astounding. As for you? Well, so long as you continue to keep track of it all for a month or more, you’ll find a very small boost to the rate at which you grow. Not much, but it is there. Just don’t train so long into the night that you forget about this book or you’ll lose the boost!

100 cp - Toothed Dagger

“It probably belongs to someone who likes rare weapons.”

What a unique weapon you have there. It doesn’t look like it’s of Fodlan make - is it from another land? Sreng or Duscur perhaps, or maybe even Brigid or Dagda? Well, I suppose it doesn’t actually matter. Instead, you should be thankful for it’s unique trait that makes it something worth having. You see, the dagger grows stronger the longer a fight drags on - or more accurately, the more broken weapons you are holding. If you were to take five blades into battle and smash all five of them to pieces, this little dagger would grow to be the equal of an iron sword - not terribly impressive on it’s own, but the fact that it means you have six usable weapons is something no one will be expecting.

200 cp - Critical Ring

Well if that’s how you want to be, then by all means, be that way. Train yourself long into the night and early in the morning and carry as many weapons as you like. If it helps you land a single blow with more skill and power than anyone else, then I suppose it’s worth it. But, wouldn’t you rather have this lovely little thing? Slip this ring upon your finger and you’ll find yourself noticing more than you normally would. What stance an opponent defaults to, how long they take to return to their ready position, when they’re about to overextend… All things you can take advantage of given half a chance. A normal blow from you is bad enough, but with this? You stand a better chance of ending the fight in a single, likely fatal, well aimed blow.

200 cp - Zoltan Weapons

A set of four weapons, Sword, Lance, Axe, and Bow, all made by a master craftsman in ages past. Individually, each of them is a stronger weapon than even the silver blades that populate the upper echelons of society, but these also stand out for their rarity. I'm afraid there are no tricks here, no odd abilities or special powers, just pure good old fashioned steel. Or, whatever these are made from. They do start out in their reinforced state for what it's worth, but that's all I can give you. I suppose you could always try selling them for a quick buck since they’re basically stupidly expensive and I doubt you need all four of them?

400 cp - Arianrhod, The Silver Maiden

Once upon a time, a kingdom broke away from an empire. They warred for a time, and eventually peace was forced upon them by the church. On the border between the two nations, the empire began to build a great citadel, a fortress to defend their border. Or to amass a force to invade and reclaim their stolen lands. Definitely one of the two. In an unexpected turn of events, as soon as the fortress was complete the lord whose lands it was built on turned traitor and joined the kingdom. That same castle is now under your control. It's walls are thick and it's garrison's large, capable of acting in both its intended purposes, as a garrion for invasion and a bastion to defend. And, in an amusing twist of fate, it never runs out of supplies or soldiers as long as you are at war - it's reserves seem to draw from the enemy's own. As long as they're still fighting, the fortress will remain in good health.

Golden Deer

100 cp - Mild Stomach Poison

“It probably belongs to a schemer.”

If that description fits you at all, then this likely belongs to you. A bottle of some noxious concoction, likely of your own making. Not truly enough to ever kill anyone, even with the full dose, but if you want to truly inconvenience someone for a few days and make it so that they can’t leave their porcelain throne? Well, go ahead and pour it in and congratulate yourself on a job well done. There’s enough for eight people in this tiny little bottle, and it refills weekly.

100 cp - Bag of Seeds

“It probably belongs to someone who cares for animals.”

Were you planning on having a delightful conversation with the birds later today? If so, you might need this - else, the birds might fly away before you get a chance to talk! Well, there’s more than just seeds here, there’s also a few apples, some sugar cubes, snack food for all sorts of creatures. As you might imagine, it makes it much easier for you to become friends with animals if you’re feeding them such treats. Just don’t overindulge them lest they become fat, all right?

200 cp - Evasion Ring

Bribery and trickery? Well, if those are your normal strategies, then I suppose this will be somewhat appealing to you. See, as long as you’re wearing this ring, you tend to be a tiny bit luckier when it comes to avoiding things. Not actual luck, that’s a different ring entirely. Bandits that take a swing at you and miss, monsters that want to catch a bite to eat only for you to dodge at the last second… You know, that sort of thing. As a small bonus, it’s easier for you to add some flair to your movements as you do so, turning a simple dodge into a cartwheel or a backflip.

200 cp - Portable Ballista

Normally a Ballista would be a fixed unit, more a part of the landscape than something one lugs around with them. Most Ballista aren't this thing. A clever contraption that basically requires its own small battalion to move around, it lacks the same great range and sacrifices a bit of accuracy, but it's still pretty good for what it is. A weapon that can hit foes with decent power from farther away than most mages. Of course, if you wish to mix things up a bit then you could always grab an Onager, a slightly weaker weapon that's driven by magic instead of might, but deal splash damage to anyone nearby.

400 cp - Fodlans Locket, Dividing the World

Sreng, Dagda, Brigid, Duscur, Almyra, Albinea, Morfis, there are lands aplenty outside of Fodlan itself. Though I will admit that Fodlan is the largest, even if one accounts for it being split into three fragments, each their own nation. However, only a small handful of these truly touch Fodlan itself - Sreng and the destroyed Duscur in Kingdom territory, and Almyra in Alliance territory. What you've come into possession of is a mighty fortress sitting atop a mountain range, and right in the middle of the only path through it. While I'm afraid the fortress is in the worst spot possible to defend you from internal strife or even the other nations of fodlan, it does make it damn near impossible for foreign powers to invade you without first taking the Locket. And this fortress won't allow any such thing.

Ashen Wolves

100 cp - Loaded Dice

“They probably belong to a skilled swindler.”

Well that’s a great way to describe you, isn’t it? After all, the Abyss is somewhat famous for being a lawless place, with the rule of the wolves being the only real order there. So I suppose one of the wolves cheating at dice is somewhat small in comparison, but also to be expected. With that in mind, I’ve found your dice. Go on, take them. I’m not sure who made them or how, but they always roll the number you want to see, no matter how unlikely it may be. Makes it awfully easy to win almost any game - just don’t get caught.

100 cp - Basket of Berries

“It probably belongs to someone who is nostalgic for the flavors of the forest.”

How on earth did you get these down here? Abyss isn’t exactly fertile soil to grow food, and there’s a critical lack of sunlight to even try. Must have been expensive as hell to get your hands on. Still, in a land without any natural growth beyond a bunch of moss, fresh fruit is one hell of a luxury. This basket will automatically fill itself with one berry of choice - chosen now - at the start of each day. Not exactly an infinite amount, but possibly enough for a full meal each day. Oddly enough they also give the eater a vision of sorts, reliving memories of better days.

200 cp - Skeleton Keys

Hey, with the way Abyss and it's people act sometimes, you can forgive me for calling it a city of thieves. Even if it is better than it used to be thanks to the wolves and a handful of the Knights of Seiros. Anyways, you've apparently gotten your hands on a cache of tools from it's wilder days. More specifically, a large number of keys. Door keys, chest keys, a few odd variations from far away lands, and of course a set of lockpicks and a crowbar for the times when the keys fail you.

200 cp - Chalice of Beginnings

Well now, where did you find this particular treasure? Underneath the bridge to Garreg Mach? How strange. But still, what a find. This ornate chalice has a handful of magical powers to it that make it a wonderful thing to own - though I will warn you, you should probably not let the church find out you have it since it is one of their older artifacts. Doubly so for the Archbishop. But, the chalice, when filled with the blood of Crest bearers, will automatically defend the wielder using the blood inside of itself as both a sword and shield. When acting in your defense it will prioritize attacks that are ‘effective’, taking the brunt of those attacks away and only letting part of it through. When attempting to counter, it will lash out at your foe, sometimes slicing and sometimes letting loose bullets of blood to strike at them - it mostly depends on distance.

If you buy this item in conjunction with the Rite of Rising, then the four bloodlines needed to utilize it to transform into the Umbral Beast, Noa, Timotheos, Aubin, and Chevalier, will appear in future jumps.

400 cp - The Abyss

Garreg Mach stands in the center of the world, atop a mountain range. And inside that mountain, lies the city of Abyss. I wish to call it an underground city, but quite frankly most of it is still above the ground due to the height of the mountain. But… Abyss is no ordinary city. It’s a city of thieves, of the homeless, of the sick and blighted, of those unwilling or unable to show their faces under the light of day. Your new best friends. But despite the stigma each and every denizen of the Abyss bears, the city functions as a normal city ought to. There are children playing, merchants hawking their wares, a bar where men drink away their sorrow. Even a few members of the Church reside here, including a former teacher at the Officers Academy. Mind you, attacking this place is a fool's errand thanks to a thousand years of tunnels, most of them abandoned or collapsed. And the treasure at its heart? Well this is the one place in Fodlan where the edicts of the church hold no sway - you can find almost anything here, the ultimate black market. And their library is full of… Contraband. You’d love it, I’m sure.

Officer Academy

100 cp - Wellness Herbs

“They probably belong to an adult with a taste for liquor.”

Is being a teacher really that bad that you need to resort to these? Well, at least they work as advertised, because you’re going to need them if you’re that drunk. Allow me to explain - this bundle of herbs is meant to be used as tea leaves, creating a hot cup of the cure to your hangover that will allow you to not suffer through massive pain as you attempt to teach a class filled with the hellions that caused you to get drunk in the first place. Thankfully you have enough of these to do this every day of the week, and you get a new supply of them every week. Just… try not to let the students see you drunk, it would be bad for your image.

100 cp - Sketch of a Sigil

“It probably belongs to someone interested in magic and Crests.”

You must really love crests if you have a whole book full of them. I don’t think I’ve ever seen so many in one place, not even when their wielders gather for parties or politics or what have you. Unfortunately, the information contained in this notebook is scarce at best, little more than ‘they exist’ and a list of those you know to have each one. Fortunately, as you observe them and the effects of their crests, the book will automatically write down everything you find to be of note, though it will prioritize potential uses and ways they might grow. You are supposed to be a teacher after all.

200 cp - A Pair of Unusual Gems

In a somewhat odd turn of events, you will not be getting a special ring of one kind or another - your students might find it odd if you were to give them that. Instead, with your ability to persevere and assist in their growth in mind, I’ve decided to give you these two odd gems instead. Both of them promote the growth of whoever might be holding them, though you can only use one at a time. The first gem increases physical gains by half again the base amount, while the second doubles your mind - that is, the rate at which you learn new skills. Both of these are useful, though I would recommend that you not focus on a single one of them. Better to be balanced than something like skilled but weak or unskilled but strong.

200 cp - Friends of the Four Legged Variety

Garreg Mach has an unusual amount of cats and dogs for a church. Maybe someone thought it would be a good idea to eek out a little bit more goodwill from the goddess by taking care of them? Regardless, you now have a veritable swarm of cats and dogs, and even an owl or two. While I’m afraid the dogs aren’t exactly hunting dogs, all of the animals are haphazardly trained to bring you interesting things that you find. Don’t expect much in the way of edibles, but the occasional forging material like smithing stones or rarer ones like Venomstones, or more immediately useful things like vulneary or pure waters are fairly common. The owl is a little different since it seeks out things too big to move and takes you to them instead of bringing you to them.

400 cp - An Encounter With The King Of Beasts

Throughout the wilds of Fodlan roam a number of Demonic Beasts wandering about as they destroy everything they can reach in instinctual rage. Some of them are… Naturally occuring, for lack of a better phrase, taking the form of giant wolves and birds, while others are monstrous dragon-like creatures known as Black Beasts. It seems to be just your luck that a trio of these beasts, one wolf, one bird, and one lizard, have managed to rise above their peers and become kings of the wastelands. Should you manage to seek out and slay these Demonic Beasts, you’ll find a damaged and rustem weapon embedded into their corpse. Repairing that weapon will net you a surprisingly good weapon, often silver or some rare variety of blade. However, should you not have a hand in taking down the beast, instead entrusting the task to your students, the weapon will instead turn out to be one of superb quality. In another lifetime it might even qualify as legendary, but here they are simply some of the best bar a heroes relic. Assuming you go out and seek these beasts, you’ll find an average of one weapon per month - though of course, if you haven’t the time and don’t wish for the destruction, the beasts will simply fail to appear.

Knights of Seiros

100 cp - An Introduction to Magic

"It probably belongs to someone who is not good at magic."

As a Knight of Seiros, you actually have little need to learn magic. True, there are healers and mages in your ranks, but those are mostly drawn from the mages and priests of the Church of Seiros rather than your own soldiers. As a result, most of the Knights have little talent in the art of magic. Their current captain, Alois, even has less than that, finding it nearly impossible to use magic at all. This set of books was compiled by Hanneman to help him overcome that weakness, and while it was only moderately effective, it's still enough for someone with negative talent to learn a basic spell or two.

100 cp - Noseless Puppet

"It probably belongs to someone who enjoys woodcarving."

People need a hobby you know, and what better way for a Knight to stay sharp than to pick up a hobby that involves sharp objects? Hence this basic set of woodcarving equipment, a few different knives and chisels, some blocks of different woods, even a book or two on the topic. Actually picking up any skill in the area will be up to you, but with this you should have all the tools you need to accomplish it. Oh, and free time. You'll also need some of that.

200 cp - Goddess Ring

If either of the above items belong to you, then I must congratulate you on seeking to constantly better yourself in such a manner. And if those are yours, then this must be as well. This silver ring is heavily blessed by various church members, to better keep you safe in battle as you seek to improve the world around you alongside yourself. So long as you wear this ring, you'll find its blessing granting you two things. The first is that you will find yourself a tiny bit luckier, mostly in the form of enemy mages missing their mark when they aim at you every so often. The second is even more valuable, a constant but weak healing spell that will trigger every few minutes as it seeks to keep you alive and in the fight. The ring will save your life more than once, I guarantee it.

200 cp - Statues Of The Four Saints

Deep within the halls of the cathedral of Garreg Mach are a set of statues. They're somewhat worn down over the years, but a priest was recently assigned to repair them. Anyways, praying to these statues will yield a small blessing - praying to Cethleann would give you a boost to your lance skills, faith magic, luck, and charm. Meanwhile, Indech's blessing would be the bow, your fists, and heavy armor usage alongside defense and resistance. Praying to more than one statue is possible, but unless you've left a sizable offering, the blessings will not stack. Or perhaps you could assist the priest in repairing them to earn the favor of the saints that way? As a small side note, it should be said that praying to any statue offers a small boost to how fast you grow in general, not just the specific skills the saints favored.

400 cp - The Knights Of Seiros

The Knights of Seiros may be the Archbishop's sword and shield against heretics and heathens such as the Agarthans, but their public orders are to go out into the world and do good, like the shining knights they are supposed to be. As such, I offer you the knights themselves - and presumably the rank of Captain, if you've the skills to hold that particular office. If not, perhaps a lesser rank for now? Still, the knights as they are under your command are as they ought to be, living to serve. Even in a fragmented state, all wandering about, they're still a force to be reckoned with - and greater still for their ability to recruit. Granted, most of these recruits will be the peasants the knights helped out, but every hand helps. Additionally, while an influx of gold is always helpful, the knights are basically self-sustaining due to the rewards, donations, and charity they receive for their good works.

Church of Seiros

100 cp - Unfinished Fables

"It probably belongs to someone who likes writing stories."

Did you write this? Or perhaps a family member of yours? I hadn't thought that of you. Still, I approve of such efforts - with how on edge the world is these days, someone attempting to create instead of destroy is always welcome. Now obviously the book is only half finished. And horrible. Like, it's so bad it hurts to read, and you might die laughing if you try to take it seriously. But I digress. During your attempts to finish the book, you'll receive a very small boost to your writing skills, as well as an odd talent for speaking of true events that happened hundreds of years ago and possibly worlds away as you paraphrase them from a clear reference to the saints to an amusing fairytale. Simply put, this book helps you write stories based on previous adventures of yours.

100 cp - Antique Clasp

"It probably belongs to someone who is not up on trends."

This is yours? Truly? Not just something on loan from the Church of Seiros thanks to your years of service? Is it an heirloom of some sort? Some backstory, perhaps? The Church of Seiros is one of the oldest organizations in all of Fodlan, and not even the Adrestian Empire is its equal. It stands to reason then, that it would have the largest collection of relics and items from the bygone era of the War of Heroes, the age when Nemesis reigned. Since you apparently work for them in some capacity, you've managed to amass a collection of jewelry, gemstones, and other accessories that are most likely hundreds of years old. I'm sure you can find at least some use for that.

200 cp - Prayer Ring

Speaking of things old beyond compare and unbelievable yet true, I'd like to present this trinket to you. A simple and unadorned ring, but supposedly it was created by one of the Saints. That would certainly explain the power that it contains. The blessings conferred to this ring - and thus, to you - are twofold. So long as you wear it, you'll find a weak but continuous healing spell applied to you. The effect is less than even the weakest of dedicated healers, but unlike them the Saint's power will not allow it to run dry. Secondly, the ring itself is a physical form of a miracle. Once per day, upon taking a blow that ought to have been fatal, the ring will allow you to survive the blow. Injured to the point of death, yes, but still alive and able to fight back - or to run away, since you're still critically wounded.

200 cp - Phantom Squadron

I don't know whether to call you lucky beyond comparison, the favorite child of the goddess, or an utter madman. Either way, it seems you have an honor guard of sorts, made from dead souls. Possibly literally, with the souls as fuel for these blank faced phantoms. I simply don't know what these are or how they're made. Regardless, they're unfailingly loyal to you and have no emotions for foes to prey on. You can't even keep them down for very long, as with enough power they will simply reform by the dawn of the next day and try to kill their target all over again. Keyword, with enough power. You, presumably, do not have that, and thus this small group of them is all you have. May I suggest having them guard a place of power, so as to draw energy from the land?

400 cp - Sacred Weapon

The Hero's Relics are powerful, make no mistake, but they are not the end all be all of Regalia weapons to be found in Fodlan. These Sacred weapons are the very same ones that were once wielded in battle by Seiros herself and the Four Saints. These weapons all heal in the same way that the Goddess and Prayer rings do, and if you have the crest from the Saint who bore them in battle, that is amplified even more. Some, the weapons of the Saints - yes, there are others - also have a second trait, such as being a brave weapon. Feel free to pick one and claim it as your own. Or, if you have 'Crest From Another Land', you can choose a new one to call your own.

Those Who Slither In The Dark

100 cp - Kronya's Knife

"..."

A weapon as dark and twisted as the heart of its owner. While the weapon itself is no great miracle or blasphemy, it does have a trait that makes it ideal for its intended purpose. Kronya herself was an assassin, and the knife makes that clear. It's sleek design makes it easy to hide, and the strange materials it's made from leave it with the sharpness to pierce right through all but the heaviest of armors that the people of Fodlan might wear. Even a slight scratch is enough to inflict a great deal of pain, and a solid blow will topple even the mightiest of giants.

100 cp - Heretical Armor

"..."

Made from similar materials as the above knife, the armor of Agartha is of unparalleled make, a truly exquisite level of craftsmanship and metalwork. If only it's makers were not so dead set upon the destruction of life as we know it. Still, with armor made from this material, a great deal of the blunt force of the blows from physical weapons is simply bled off and absorbed by the armor itself. Sadly the material fails to do just as well on magical attacks. If you already have a suit of armor you may remake it with this material, increasing it's durability by a small amount.

200 cp - Ill-Gotten Names

Somewhere out in the world exists your new best friend. An individual of wealth and influence, but… Not enough. It's never enough for those who think they deserve more after all. But, they struck a deal with you and yours for more, and as a result, you've begun to infect their life. All of their comings and goings are recorded, every friend and every foe, every secret lover they sneak out to meet and every underhand deal they strike. And the purpose of these records? Why, so that you can kill them in the dead of night and step into their shoes. There are actually several names here, one for each of the major regional powers of this world, and you may find more or less in later worlds, depending on the number of factions. Keep in mind that more names will generally result in less important ones.

200 cp - Dark Seal

Truth be told, I'm not entirely sure how the Seals work in Fodlan. One assumes that they are proof of knowledge, granting an opportunity to take a test to qualify for a 'class' instead of just fighting with whatever you can get your hands on. But, I find myself having a hard time believing that the Church of Seiros would ever administer a test for this kind of magic. With that in mind, this item becomes twofold. First, holding it acts as a key that allows passage into the dark corners of the world, the kinds of places that would accept such a token and grant such knowledge. And second? While the seal itself will not miraculously give you the class, you can absorb it in order to learn a basic dark magic spell, Miasma Delta.

400 cp - Dragon Bones

In times long past, the children of the goddess roamed freely, going where they wanted and doing as they pleased. They know better these days, but you still have something that would no doubt shake them to their core and terrify them beyond all compare. Spare parts, the leftover corpses of their kind - more specifically their mother, none other than the false goddesses herself. Or at least part of it, since most of it went into making the Sword of the Creator. Enough to squeeze out one, maybe two small relic weapons out of it, alongside a few vials of her blood. Her crest stone is not here, long since confiscated by the church and their dogs.

General Items

50 cp - Training Weapons
Now listen here, you absolutely do not want to be caught without a weapon. Not unless you're a master of unarmed, which I rather doubt you are. Anyways, that's where this collection of wooden weapons comes in. Supremely easy to use in combat, though as a result they lack quite a bit of power. One of the problems with being hard to hurt yourself with is that it's also hard to hurt them with. I don't actually recommend trying, but if you have no other weapon… Anyways, you'll find a sword, lance, axe, a pair of knuckles, and a bow in this set, so hopefully you can use at least one of those. As a small added bonus, they have a small learning boost built into them, though it's only enough to take a complete novice from having no idea what they're doing to at least comfortable holding the weapon. After that I'm afraid you're on your own.

50 cp - Replica Relic
Ah, I see you're something of a collector. Did this particular beauty catch your eye? Well, if you have a particular urge to buy one of the relic weapons but don't have the skill or breeding to use it - or want to foot the bill, then that's where these come in. You see, this is a fake. A display piece. It's visually indistinguishable from the actual relic weapons - well, other than the creepy aura and occasional growl they give off - but I'm afraid they absolutely aren't combat worthy. I mean, you could try to use it in battle anyways but they have even worse stats than a broken weapon and obviously lack any of the actual weapons special traits. Again, display pieces. Still, a fake relic weapon or three hanging over your fireplace looks nice enough. Maybe you could trick a thief into stealing the fake instead of the real one, if someone ever tried? Not that a proper wielder could ever mistake a fake for the real deal.

50 cp - Vulnerary
This small blue vial contains a weak healing potion known as a Vulnerary. It's not all that great, seeing as even the weakest healer can outdo that with relative ease, but the fact that it can be bottled up and saved for later is quite nice. Granted, even a dedicated healer only has twenty or so charges, and a non dedicated one merely has ten - the three doses this literal lifesaver has may be weak, but you can buy a dozen of them for the price of hiring a decent healer. Anyways, you get a new Vulnerary every week regardless of whether or not you've actually used yours up, so feel free to stockpile them in case of an emergency. Just remember that a dedicated healer can heal two to three times as much, alright? ...On the other hand, they usually can't heal themselves.

50 cp - House Colors
A pendant, bracelet, brooch, or scarf, in a color suiting whatever faction you might belong to. Yellow for the Alliance, red for the Empire, blue for the Kingdom, and white for the Church or the Knights. While I'm afraid this trinket has no practical use in battle, it does actually make you slightly more charismatic. Displaying your allegiance makes your allies like you a bit more, and it still works on your enemies for some reason - maybe they think you're a good sport for making sure to bring a target for them to aim at? Beyond that, it provides an even smaller boost to the common soldiers under your command, raising their morale by just a tad.

100 cp - Devil Weapon
Now, a good old iron or steel weapon may be your old reliable, but some people have the skills needed to pull off a higher form of war, using strange and unusual weapons to devastating effect. This weapon - your choice between a sword or an axe - is extremely powerful and falls short of only an utter masterwork like the Zoltan weapons, or a Hero's Relic. However, this weapon is… Almost alive. If you seek to go for a killing blow, the weapon will strike true. Anything else, and you'll be hard pressed to land a blow as the weapon seems to fight you. Additionally, the weapon is harmful to use, draining you of energy in order to fuel it's bloodthirsty rampage. If you've skill, courage, and a dedicated healer, it can be an amazing weapon. Just be careful not to overdo it.

If you desire to do so, you may freely combine this weapon with another weapon of the same type that you own, even one bought in this jump.

100 cp - Venin Weapon
A Venin weapon is, quite frankly, a weapon that has no place on the battlefield. It's almost as weak as a simple iron weapon, and is twice as fragile. However, the poison that this weapon - your choice of a sword, lance, axe, or bow - was quenched in during its making means that any foe you manage to strike with the blade will likely not last much longer. Oh, they may last a few more moments, attack you a few more times, but the poison here is no weak thing. How unfortunate for them to have crossed paths with this blade. And how unfortunate for you that anybody who is anybody will have a way to not be affected by that poison. Damn elite snobbishness. ...Like I said, no place on the battlefield. Maybe this would be better as an assassin's weapon?

If you desire to do so, you may freely combine this weapon with another weapon of the same type that you own, even one bought in this jump.

100 cp - Brave Weapon
I'll be truthful, I'm not entirely sure how this weapon - your choice of sword, axe, lance, or bow - is supposed to work. It seems to have something to do with the incredibly high quality material and the extremely odd method of construction. I mean, there are holes in the weapon. You can see right through it. I guess this makes the weapon faster somehow, but relies on the wootz steel it's made from to not sacrifice too much power in the process. Still, the effect it has on the fighter, allowing them to strike twice, is something that is not to be underestimated. After all, a quick enough fighter could potentially attack four times in a single exchange of blows, something few people have the skill, power, or raw durability to withstand.

If you desire to do so, you may freely combine this weapon with another weapon of the same type that you own, even one bought in this jump.

100 cp - Steward Corps
Are you feeling alright? Do you require a hot meal, some tea, maybe a massage followed by a long soak? Well, since you've apparently decided to acquire the services of a small army of servants, those things are entirely possible and you wouldn't even have to lift a finger. But of course, it's no exaggeration that I've called this group of servants an army, not when they're capable of following you onto the battleground as a battalion. As for actual numbers, there's forty five of them in total, all butlers or all maids, and each of them has a basic level of training in how to fight with knives and how to use faith magic. Powerful they are not, but perhaps they could help you take out the lesser fighters, the trash? Sorry, I had to make at least one cleaning pun.

If you buy any other properties from this jump, the number of servants will increase until you have enough to staff those locations as well.

600 cp - One Third Of The World (Discounted to Golden Deer, Blue Lions, and Black Eagles)
Congratulations, you're moving up in the world I see. After all, you've gone and gotten your very own nation, Fodlan itself. Or at least part of it, since the land is currently divided into three major factions. Coincidentally, those are the three factions that get a discount on this, the Black Eagles for their empire, the Blue Lions for their kingdom, and the Golden Deer for their alliance. You may choose between buying 'just' your faction's area and having that and only that follow you into future worlds, or if you manage to conquer/unite the three nations before the end of the jump, you can have the whole thing. Just keep in mind that your social status during your time in this jump is dependent upon certain choices - if you want to start off ruling the empire, you'd need the crest of Seiros for example.

To ensure you a level of comfort if not authority, you have a lesser version of ‘Manor Estate’ and ‘Retainer Battalion’ for free, with both of them receiving an upgrade if you have the full versions as well.

600 cp - Garreg Mach Monastery (Discounted to Knights/Church of Seiros, and Officers Academy)
The world may be divided in three, but in the center of the world atop the tallest mountain sits the throne from where Seiros once watched over the world, Garreg Mach. The Cathedral marks the home of the Archbishop of the Church of Seiros, a woman who I have no doubt you are now on excellent terms with. It also houses the Officers Academy, the premier school for nobility and knights in all of Fodlan. In addition to the main church itself, you'll also receive three smaller churches, one for each of the major nations of the world, and a number of small chapels all over the place. By default these churches will continue to worship Seiros and Sothis in future worlds, but you may replace that worship with a religion of your choice - yourself, perhaps? - once the jump ends.

Garreg Mach comes with lesser versions of ‘Phantom Squadron’ and ‘Knights of Seiros’ to defend it, with both of them receiving an upgrade should you have the full versions as well.

600 cp - Shambhala (Discounted to Those Who Slither)
The last of the seven great city states that Agartha once ruled their lands from. A great underground city, completely self sustaining and hidden away. One who lived here would never need to see the sun thanks to advanced agriculture techniques and meat substitutes. Though in truth while you may never need to, the reason why you wouldn't is fear that should you ever show your face above the ground, the false god that destroyed the other six cities would destroy you as well. And that's why this place is more of a military base than a city, and is stockpiled with all sorts of weapons. Plagues to generate goodwill with by ‘discovering’ the cure, automatic armors for when troopes break rank and flee, even the dreaded pillars of light that created Ailell. There is more potential violence stored away here than in all of Fodlans thousand years of history. Perhaps it is time to unleash it?

Shambhala comes with lesser versions of ‘Ill Gotten Names’ and ‘Dragon Bones, with both of them receiving an upgrade should you have the full versions as well.

600 cp - Sword of the Creator (Discounted to Crest of Flames and Divine Dragon)
The first weapon to ever be crafted by the Agarthans, made from the spine of the woman they called the devil. It's use led Nemesis to go from a mere bandit lord to king in his own right. On its own, the blade is capable of transforming into a whip, but as with all Relic weapons it's true power is revealed when someone bearing the appropriate crest wields it - in this case, the Crest of Flames. Once that condition is fulfilled, the sheer amount of energy this sword puts out, combined with it's range, allows the wielder to potentially clear out entire battalions of troops in a single swing. At full power, with the Goddess giving you her full support? This blade can cut mountains. As a side note, unlike other Relics, this Sword of the Creator is still slightly alive - while all Relic’s are somewhat fragile and require regular maintenance to use their full potential, this blade seemingly heals over time, restoring itself to full if left to rest for a month.

Companions

50 cp / 300 cp - House Leader
Nobody should be without allies, friends, someone to trust or a shoulder to lean on, especially not in such tense times as we live in. That's why I intend to offer you just that, allies. Whether you're meeting up with an old friend or making a new one doesn't actually matter to me. For a simple 50 cp per person, they will receive 600 cp to build their new life with, in addition to an extra 200 cp stipend just for items. If you should purchase eight such friends, I will round the price down somewhat to a mere 300 cp. Past that point, if you wish to spend the points you can in fact continue to purchase more companions, but there will not be a second discount.

Companions cannot purchase additional companions, but they can take the drawbacks 'The Cost Of A Crest' and 'Running Out Of Time' on the stipulations that they buy one or two Crests respectively.

50 cp - Call To Arms
To have your own forces is well and good, but there are few armies that cannot be made better by simply having more soldiers. Or in other words, your friend group is nice and all, but go out and make some more. That's where this comes in. At the low low cost of 50 cp per person, and their agreement to come with you, you can take one individual from Fodlan, Brigid, Almyra, any such location within the world of "Fuukasetsugetsu", as a companion. There is actually another question you could ask. A one time only offer, just for you. If you ask someone to marry you, and they say yes, then you can take them as a companion for free. Just the one person, mind you. Not even if you manage to legalize polygamy.

100 cp - A Gleaming Blade
My my my, what a horrible person you seem to be, if you're willing to do this to someone. This fine young lady is someone you handed over to Those Who Slither at some point in the past, or perhaps a reward for a task you did for them. Either way, she's an accomplished liar, a skillful assassin, modified to be stronger and faster, and of course batshit crazy as a result of all the work they did to her. The only saving grace to her near addiction to violence is her skill at disguising said personality and her unfailing loyalty to you, being quite literally unable to comprehend the idea of betrayal.

For an additional 100 cp, this can take a slight upgrade from being some pretty but ultimately nameless village girl to being... Well, someone more important than that. Instead, this can potentially serve as a canon companion option, allowing you to do horrific things to the backstory of a (human) character of your choice.

200 cp - Lions, Eagles, and Deer, Oh My
You know, buying companions one at a time can be a slow and expensive process. How would you like for me to speed things up some? This is not the purchase of a single companion, but rather up to nine of them in one go - and in one slot, if you wish it. These potential companions must share a theme of some kind, such as all being residents of the Kingdom or the Empire - or, members of the Blue Lions or the Golden Deer. As before, this does require their agreement in order for them to come alone, so perhaps you should invest some time in earning their loyalty? Additionally, you may only take this option thrice, for a total of twenty seven companions.

300 cp - Jumperlad/Jumperlass
Well then Jumper, I suppose you'll be wanting to companion Jumper nex - wait, hang on. Who is this? It's clearly you, and yet it's also not you. Noticeably, they're the opposite gender as you are, but otherwise their skills and talents are a perfect match for the ones you have acquired in this jump. Even their flaws are a match for any drawbacks you might take. Is this a sibling of yours that I've somehow managed to forget about? Or did someone delve into secrets best left forgotten and create a copy of you? Well, either way, if you wish for them to become a companion then by all means, you may take them with you. They are a tad expensive though, on account of how they aren't supposed to exist.

Drawbacks
No limit bar your tolerance for pain

+0 cp - Blue Haired Commoner? (Requires Mercenary Origin)
Oh? So you've decided to go with this? Well, if you wish to do so then I suppose I have no right to naysay you. Still, this comes with it's own issues. As you are now stepping into the shoes of Byleth Eisner, Ashen Demon, child of Sitri and Jeralt Eisner, you suffer from their issues. Specifically, something is quite literally draining the life out of you, resulting in a slightly frail constitution, dulled emotions, and extreme difficulty in expressing what few emotions are left to you. The good news is that these issues will fade away over time as you discover and understand the source, but for now I'm afraid you're practically a robot. On the other hand, this does offer a number of benefits as well.

If taken with The Beginning (Of Jumper's Issues), you may take this drawback as a Drop In instead of as a Mercenary, representing your technical replacement of Sothis instead of Byleth.

+100 cp - Goddess Damn Nobles
High society. Class. Why do you need to have these things? Why does everybody seem to expect you to be the pinnacle of politeness? Why can't you just say that the dumb thing is dumb, or that you don't give two copper coins about the fact that the colors of your hair, dress, and sword don't match? Well, circumstances will now do their best to force you into scenarios where politeness and manners are the only course of action you can take, no matter how much you may dislike it. Just, try not to drown yourself in all the tea the nobles will insist on drinking with you. Or going bankrupt buying that tea.

+100 cp - Bar Tab
While it's a somewhat common turn of phrase to say that someone drinks like a fish, it's one that you have unfortunately become acquainted with, possibly through no fault of your own. Yes, you could be an alcoholic who downs entire kegs in a single sitting - and who has racked up a tab of appropriate size. Or maybe it could be a family member of yours. What matters is that the bill was skipped out on, and people are going to hound you for payment. Those merchants that will do business with you will watch you like a hawk, and any that have anything to do with food and drink will refuse you service until you've paid 'your' debt. I don't recommend entering any bar without a full wallet and the expectation of it being drained. Before you actually buy anything, even.

+100 cp - Bilet's Heart
If you were someone else, a person soon to be a teacher, I would say that something was draining your emotions away from you for some sinister purpose. Unfortunately for you, you are not them, and as such that reason does not apply to you. Or maybe you are, and things are about to get worse. Either way, your emotional capacity is basically zero. You don't feel happy or sad, you never seem to have learned how to smile, you aren't that great with jokes or turns of phrases. The long and short of it is that you're a very boring and dull person, and unlike the professor, you won't be getting over it anytime soon.

+100 cp - Natural Sunlight
Feast your eyes upon the light of day, mole person! I know you've not seen it in oh so long, so you'd best take this opportunity to soak up some sun. Who knows when it will come again. Er, are you okay? Look, I know that - oh. So, funny story, but you have a rather unusual issue. It's not quite a multiple personality disorder, but it's something similar. Indoors, you're fine. Outside, under the sun? Your bravado caves in on itself and every other word out of your mouth is an apology for how pathetic you are. Alternatively, you're always like that but not nearly so bad. Alternatively to the alternative, going outside is likely to give you a panic attack as your brain goes into overdrive trying to count all the ways you could die. Take your pick, it will suck no matter what you do.

+100 cp - Those Who Meme In The Dank
I have something to ask of you. Have you managed to rescue Seteth and Flayn from the McDonald's PlayPlace yet? Yes, I am aware that Fodlan doesn't have those. Either it does now, or things are just that silly. Normally you'd think that an impending continent wide war would be something to take seriously, but as it turns out, no one is. Or will. Or possibly can, if the sheer amount of utter nonsense going on around here is any indication. Why does Claude want lessons on dabbing? Why is Edelgard giving lectures on the mole and lizard people? Why is Dimitri searching for a weapon that surpasses? Will you ever get these people to take things seriously? Probably not.

+100 cp - The Cost Of A Crest
Are you sure? To some, this might mean a free Crest, but quite frankly it would also make it not worth it. See, Fodlan loves crests. Looooves them. And it hates anyone without one. Well, the nobility does at least. So as a result, the nobility have done some pretty questionable things. Admittedly Crests are not the only reason for nobles to be shitheads, but it's unfortunately the most common. And it's now one you share. Even if you're a Drop In, there's someone who's going to attempt to screw you over in a few different ways. Maybe your parents want to keep the Crest in the family, or your siblings loathe you for inheriting when it skipped them. Maybe it's one of your companions, I don't know. But if you need the points for a Crest that badly, then enjoy your traumatic backstory.

+100 cp - Takin The Day Off
Well, I suppose the maids and cooks must love you for spending so much time helping them out, but you do know that menial stuff like this isn't your actual job, right? Don't spend the day fishing when you should be training, or gardening when you said you would help a friend with something. ...Or you could ignore me and do both of those things instead of something actually productive. Or maybe you're just stupidly lazy and all this 'work' is a distraction from the stuff you consider to be actually difficult, like picking up a weapon for more than ten seconds? Anyways, long story short, you're easily distracted from important stuff by trivial things. I'd call them side quests but they aren't even that important.

+100 cp - The Fragility of Mortality
With time, all things fade away. A golden era will find dusk crawling ever closer, bringing it's ruin with it. A proud bastion will be worn away to ruins by the wind and the rain. A simple sword will rust if not cared for properly, and will crack and break if used with any level of regularity. It is simply the nature of things. And for you, my poor friend, it is something that happens far more often. Swords are meant to last through a few battles if used lightly, or perhaps a single one if subjected to the whims a master of certain combat arts might use them for. For you? Any weapon you pick up, from a simple training weapon to a legendary Relic will be destroyed on the doubletime in your hands. Using one normally would see it shattered by the end of the day, while the arts of war would shatter it instantly. Of course, you can try to continue using it for a few more swings after that, even a broken sword can be used as a club. Just be careful not to rely on it, because your weapons will reduce themselves even further should you try that. I highly recommend you not use a Heroes Relic or Sacred Weapon in such a manner, lest it be damaged beyond repair.

+100 cp - Jumper Did It!
Congratulations Jumper, you're the fall guy! It's kind of like being the go to guy, except instead of helping them out voluntarily, they just throw you behind them as the cops try to catch them so they arrest you instead. Speaking of, that's kind of why one of the four big factions of Fodlan, Empire, Kingdom, Alliance, and Church, are after you. If I had to guess, you probably assassinated someone important, or tried to at the very least. There's a bit more politics to it, but at its simplest no member of the aggravated faction will willingly work with you without a pile of blackmail taller than you are. And if you're actually forced to that extreme, you can expect them to go get their own pile so that you can finally be executed for your supposed crimes.

+200 cp - Those Who Rave In The Dark
On the one hand, who the fuck came up with this shit? They are literally playing their own theme music as an intimidation tactic. On the other hand, it seems to be working. After all, in this day and age the phrase 'drop the bass' doesn't really exist, so you can imagine the surprise, confusion, and general panic it causes in your allies and armies when your foes do just that. Which is all every time. Don't ask where the music is coming from, it doesn't actually matter, just be aware that your enemies seem to have mastered every form of intimidation tactic and psychological warfare there is in the book and then wrote their own sequels on the topic.

+200 cp - Inhale, Exhale, And Tighten Your Grip
The power of the Crests is not something that should be underestimated. It can allow individuals to continue casting magic long after they should have run out, drawing upon a well of energy inside their Crest. It can heal you in the middle of battle, or grant you a surge of might to lay your enemies low. But, if you do not have a tight grip on it, then it can go out of control. An uneven flow of energy could cause your spells to blow up in your face, healing could cause cancerous growth, and your strength could flare up when you want and need it the least. Truth be told, you don't even need to have a Crest to take this drawback, though it does provide an easy solution as to what exactly is going out of control. But, any power of yours, from your magical skill to a 'gift' from the snakes would be valid, so long as it's something you use often. Or maybe it's stuck in the 'on' state, and you cannot turn it off? I leave the choice up to you.

+200 cp - Running Out Of Time
Well, the test results are in and I've got some bad news. You've been kidnapped and experimented on by crazy scientist cultists. Eh? The test results themselves? Doesn't actually matter. Anyways, as a side effect of this experimentation, you've been granted a Crest. As a side effect of that, your lifespan has been drastically decreased, your body has become somewhat frail, and your hair has turned white. Additionally, you probably have some form of mental disorder, likely PTSD or similar. The good news is that this is an incredible amount of power - doubly so if you already had one - but it comes at a cost. That decreased lifespan of yours? If you don't find a way to get rid of your crest, you'll die in about eight years, well before the jump ends. Also, you have white hair.

You must have at least one crest to take this drawback, and you have the option of taking a second one if you do. The 'Crest From Another Land' is not a valid first pick, but can be your second.

+200 cp - The Beginning (Of Jumpers Issues)
I have good news and bad news. You don't actually have to do anything this jump! You can just sit around and do nothing! Or more accurately, you kind of have to on account of being a disembodied spirit. That does rather kill the mood, doesn't it? As I was saying, you are stuck as a ghost. Now, you are haunting someone, which does grant you a small level of influence over the world, but you yourself cannot actually do anything. Of course, you could 'bless' them with a small portion of your own powers, but that's likely to be a pain in the ass to do, and exhausting to maintain. Don't think you can simply elevate them to godhood and call it a day. Additionally, if they die, you fail the jump. Try not to let that happen.

Beyond that, whatever other drawbacks you take will instead affect the person whose head you're stuck in instead of yourself - or possibly even the both of you, depending on the drawback.

+200 cp - Sytry's Frailty
Something went wrong with your birth, a complication of some kind. Or maybe you merely fell ill as a child and never quite recovered. How matters not, only the effect. You are weak. Slow. Frail. Not so much that merely lifting a weapon would actively harm you, but even a light blow runs the risk of seriously injuring you. Your skill at weapons or magic is unaffected, merely your ability to take a hit. And possibly your immune system - I don't recommend getting sick, though you likely will with relative frequency, your body unable to fight off said illnesses with the same ferocity a healthy person would have. Honestly, I don't think you should do much of anything in the way of heavy labour or going on an adventure if you do this. The blow to your body those would cause would leave you bedridden for days. You could maybe try keeping a decently skilled healer on retainer?

+200 cp - Romance Of The Three Houses
In ages past and far away lands, it's always been that a small group of supremely talented and powerful fighters have cut their way through the opposing army until they had won the battle. It is only a relatively recent turn of events that have led to the battalion system, where one is escorted into battle by a number of weaker soldiers, to serve as support. In line with a similar yet different style of battle, that of Musou, your foes now benefit from the effects of having not one battalion, but several each. Even foes that would have no right to have subordinates, such as a single bandit on the road, will suddenly find themselves with a few hundred lesser allies and elevated in power such that they could kill a dozen men without taking a scratch. Try not to be cut down like wheat before the scythe.

+300 cp - Those Who Dubstep In The Dark
Under normal circumstances, the Archbishop of the Church of Seiros would outlaw certain items on account of them being far too dangerous. Oddly enough, the heretical snakes would follow this to a certain extent, only using the most basic of weapons in their battle against the church. Perhaps they might make a sword sharp enough to cut an iron weapon in half, but still a sword. Unluckily for you, your arrival has led to someone - by default this is the snakes, but if you are a snake yourself then obviously it will be someone else, likely the church - to up their game when it comes to warfare. For now, you should expect weapons technology a few hundred years into the future - Firearms in particular, and not measly gunpowder ones, but other technology will also be there. Not something that you cannot overcome, but it certainly creates an uneven playing field.

+300 cp - The Fifth Saint
I question if someone who takes this is even worthy of being called a saint, what with all the sins they commit in the name of the Goddess. You can say such things are the will of the Goddess, but she has not spoken to any living being in almost a thousand years. And you claim to know her will? How arrogant. But, such a claim also serves as a relatively simple - and if you happen to be a high ranking member of the church, believable - explanation as to why you do the things you do. The real reason is likely mired in a deep seated trauma, but that's neither here nor there. With that said, you seek control. Influence. To steer the path of civilization. It is the only thing that brings you peace, knowing that so long as you are in charge, those events of the past cannot happen again. In simpler terms, one might say that you are addicted to control, to keeping secrets from the 'unworthy'. But of course, this is not the end of things, for it is not human nature to be led when they could lead. And so, whenever someone slips your reigns, your rage leaks out and you go from whatever persona you have crafted be it kind and loving or strict and harsh, to a berserking madman demanding their heads on a platter for defying you - excuse me, for defying the will of the Goddess.

+300 cp - Absolutely Maddening
Well, I guess you're just a sucker for punishment. You and everybody around you, because that's who's going to suffer for this. Well, one can only hope that you have some form of meta knowledge or a plan going into this, because it's not going to be easy. The short version is that the difficulty has been raised. The long version is that all of your foes are stronger, you are weaker and grow slower, and your allies are weaker and grow slower. Not only that, but all the actions your enemies take seem to be more effective - while you struggle to train, they recieve epiphany after epiphany on the art of war. While you scrape up the coin for weapon repairs or even new ones, they get lucky and strike gold or maybe get a discount from a merchant who likes them. While you plead and beg with your so-called allies for an extra battalion of soldiers… Well, they have a seemingly infinite number of bandits ready to kick your shit in at a moment's notice. Every way the deck can be stacked against you, it is.

+300 cp - Ruptured Heavens
By default, this jump begins somewhere near the year of 1180. This is no longer true. You begin in what I can only call the year -20, before the 'current' calendar system was invented. You begin when the Goddess still lived, when Nabatea was the shining jewel of Fodlan, it's capital city. Before Agartha rose to power, even. Your job, depending on your alignment, is simple. Either keep Sothis alive or bring her back to life, and completely wipe out the Agarthans and rebuild Nabatea. Or kill her, her children, her city, and erase every last trace of them from existence. And with that in mind, obviously this is more difficult than it sounds. Side with the Goddess, and the Agarthan ideology will begin to infect everywhere and everyone. Side against her, and Seiros's rituals to bring her back will actually start to work. Oh, and you'll need to find a way to survive until 1180, which is also the deadline for your success or your failure.

+500 cp - Those Who Id In The (Darkness)
Those Who Slither In The Dark believe themselves justified, that the kind and loving god Sothis was proclaimed as was nothing but a lie, one that would eventually turn on them and destroy them. So they struck first, and failed miserably. But it seems that for their next attempt, stories from a far away land have inspired them to new heights of depravity, and so they have built something horrible. In another time, you might have found them bringing Nemesis back to life, their champion to fight against you. Now? Now they pile on the dark magic, the heretical rituals, their blasphemous breakings of the laws of nature, and bring you… Sothis. And yet, she is not Sothis. After all, Sothis did no bleed raw dark magic, nor did she have six glowing purple eyes, the ability to cast a curse that instantly kills any who say her name no matter how far away they might be, to raise the dead in a perverse mockery of life, or influence the minds of any and all who bear a crest. And yet, all of these things are now true of this grim creation. In fact, there is so much concentrated dark magic to be found in this infernal lifeform that the walls between what is real and what is not are starting to break down. It will take you some time to find even the rumours of its existence, but once you have I do not recommend you tarry for even a moment lest it begin to feast upon those who brought it to life and grow ever stronger, or summon the dark beings that it draws power from to its side.

T H E E N D

Regardless of whether Fodlan exploded into war, or even if you won that war or not, I congratulate you on surviving your time here and wish you luck in the next life. Speaking of that…

Stay Here
Move On
Go Home

Q&A

Q - Can I actually use my new [Insert Weapon here] or do I need to grind skill ranks?
A - If you buy a weapon, please assume you have the weapon rank to use it.

Q - What do I buy to get ranks in Magic?
A - Magic is kinda weird ingame, so you'd need to buy a class.

Q - What happens if I break or otherwise lose/destroy one of the weapons I bought?
A - If it's broken and you don't repair it then it vanishes and you get a new one in a month.

Q - Does that include the Relic Weapons?
A - No, those will be replaced after a month.

Q - What's the upper limit to the Rite of Rising, using all 22 Crests?
A - I have no idea, actually. You're probably weaker than Grima/Anankos, but those are decent comparisons.

Q - How the hell do Crests actually work?
A - Each crest has a keyword from the dragon sign, such as Charon and Lightning, but idk what they mean.

Q - Except for the Crest of Flames which is time manipulation.
A - I assume it to be so, but the powers I gave it I totally made up.

Q - How long will I be sleeping if I combine My Personal Emblem with Sleep It Off?
A - Cp value of the granted perk(s) in years? I don't actually know, Manakete sleep cycles are wacky.

Q - What happens if I take Blue Haired Commoner, The Beginning, and Ruptured Heavens?
A - ...You're in Sothis's head?

A - What happens If I take Those Who Id In The (Darkness) and Ruptured Heavens?
Q - Every evil dragon ever is here and is trying to kill you.