Fire Emblem Valentia
By NikaMoth



Many years ago, the Divine Dragons on the continent of Archanea ruled amongst the less powerful races. But one divine dragon, Duma, cause much chaos with his aggressive tendencies. Many times he was told over and over again to slow his warlike activities. Every time, Duma ignored these orders. The dragon ruler Naga exiled him, for she knew the fate that eventually befell all dragons who walked the path of war. To enter in a mindless state of near-permanent rage and impulse. She permitted Duma's sister, Mila, to follow him to the continent. She also handed Duma a blade carved from one of her own fangs, so that when this fate befell Duma, the humans would have a means of slaying him.

The sibling gods found humans on Valentia, and chose to guide them. But they had very different ideas on how to rule humanity. Mila thought a gentle rule was needed, while Duma thought a harsh rule was needed. So strong were their convictions that the siblings chose to part ways to opposite ends of the continent. Les the two siblings fight endlessly and destroy the continent. Mila ruling the southern part of the continent under the Kingdom of Zofia, while Duma chose to rule the northern part of the continent under the Rigelian Empire.

Zofia's people grew happy and compassionate, but became weak and depraved. Rigel's people became powerful and strong, but lost all compassion.

A peace existed between the two countries, despite their different ideologies.

Until King Rudolf of Rigel invades Zofia and sealed the goddess Mila in a sword granted to him by Duma. Unknown to the people is Mila's fate, until years in the future. Her connection to the land is severed, and so the ecosystem of Zofia is thrown into chaos.

A drought has brought pain to the people of Zofia for many years, and most have forsaken their worship of Mila.

But not all is lost. The Deliverance, a rebellion comprised of nobles and other citizens of Zofia, have been fighting against Rigel's incursion into Zofia. But when they lose Zofia castle to a betrayal, all seems lost for them.

Until a boy named Alm joins the Deliverance in his grandpa's place.

Meanwhile, a girl named Celica lives in a monastery in the islands of Zofia. She is the surviving heir to King Lima of Zofia, and seeks to go to Mila's temple to learn why this drought is happening.

If events go as they are fated, then Mila and Duma will realize that humanity must rule itself. And so they will pass the crown to Celica and Alm. Zofia and Rigel will be united into one kingdom, the Kingdom of Valentia. Alm and Celica will marry, and Alm's rule shall last for one thousand years. The kingdoms' philosophies shall also be united.

You will have **+1000 CP** to help you survive this war. Your age and sex is whatever you choose.

Choose the country where you grew up in to get discounts (Zofia or Rigel) for free, and roll a d4 to see where you've appeared based on the country you selected. Or pay 50 CP to choose from both lists where you will appear. It is entirely possible to defect to the other country during your time here if you wish.

Zofia

1. **The Islands**

A scattered archipelago of islands to Valentia's southeast, the people here enjoy a fishing lifestyle. It used to be peaceful, but pirates have popped up here. There is also a monastery on the biggest and southernmost island, where Celica lives when the story begins. You may choose which island to appear in, or you may appear in the port on the mainland.

2. **Ram Village**

A village on the very southern tip of Valentia, the climate there is perfect for wine. Nobles all around order shipments. Even Rigelian nobles seek it. But thanks to the drought, it's been long since Ram has produced tine. Thanks to its isolated location, it is perfect for exiles to hide here. Alm lives here when the story begins. It remains peaceful and untouched by war.

3. **Zofia Castle**

Here is where King Lima the IV (May the powers bless him and his name until the end of days) lived. He is dead when your tale in this land begins, but many agree he was a terrible man and will not be missed. Thus, no one misses him. Rigel has recently captured the castle from the protection of the Deliverance.

4. **Shrine of Mila**

A Shrine to the Goddess Mila, and where she lived until she was sealed in the Falchion. Here is where Celica will travel to. It is run by many nuns, who believe that Mila has merely disappeared and has not been sealed away. They'd be happy to house you, if you wish. It is a peaceful place, to the south in the desert, however is where the bandit king Grieth lives.

Or

Rigel

1. **Fear Mountain**

This mountain is crawling with monsters and Duma cultists. The sage Nuibaba is the master of the mountain, and they all answer to her. Perhaps if you were to show her great talent to learn under her, she would take you in as a student...or devour your soul, should you display too MUCH talent. Best to leave if you don't want that. But there is a young woman captured here, and she is a sage that will help you if you free her. There's a story to be had here.

2. **Sage's Hamlet**

This is a peaceful village shrouded in mist and protected by a magic shield from evil. It needs winding tunnels to reach the forest where the village is hidden. Here is where the sage Halcyon lives. He is a bored man, but if you sought him out he'd be happy to give you any answers you need or take you as a student. You appear within the barrier.

3. **The Swamps**

The swamps are poisonous. It would not be a wise idea to wade in the water any longer than you must, but the fumes are safe to breathe. The dry ground is also safe to stand in. There are mushrooms growing everywhere, as fitting for an acidic environment like this one. But it takes nasty creatures to flourish in a swamp, and that is exactly what is happening here. Necrodragons lurk here. The less nicer members of Duma's clergy live here with their undead minions. Best flee if you don't wish to deal with that.

4. **Rigelian Village**

The folk here seem to be an exception to the Rigelian philosophy of strength and coldness. Even if they are bitter at Zofia for having the blessings of a goddess to help them with their harvest, while they toil in the fields for what amounts to scraps compared to Zofia. They are more than willing to take in anyone who's willing to help with their farming. The environment is colder than the warm climate of Zofia, but it is nothing that puts shivers in someone. Currently, they suffer under the heel of the Rigelian General Jerome, who treats them poorly.

Origins

Wanderer

Perhaps an outside perspective of the conflict is needed. While you were born in one country, you've never felt loyal to one country over the other. You also don't have much of a craft, but you are a wanderer who has experienced many things in life.

Lord

You are a fresh faced youth who has set out on a mission! You've grown up secluded all your life in some remote place, but that changes today! What mission is up to you. But an adventure lies ahead of you, and perhaps even destiny has weighed itself on you. You may be new to combat, but you've got a lot of potential. Enough to really shake things up in Valentia if you pull the right strings and do the right things. Who knows. It is up to you.

Veteran
You've seen many a bandit incursion in in your time, and lead raids against the monsters. Your experience has taught you many things. But you've never really experienced a full scale war before. The sway you hold in court is immense, and anyone who matters at least has heard your name in passing. You protect and teach the next generation, for you know their time is near. The ages of your life has given you wisdom, even if you are old and frail.

Mage
Whether you have trained under Noma or Nuibaba, you've grown up cloistered in a small area for a while. Or maybe you are a court magician of some nobleman? Or you work as a priest? You are proud of your power, no matter where you come from. Whether you work in service to your country's gods or you prefer to privately study in your secluded hut, only fools laugh at the powers under your will.

Villager
The small village you live in can't even be found on most big maps, but that's fine. You make out a good life, and it's likely you don't want anything to do with the war. Even if they follow different ideals, Rigel and Zofia's villagers aren't that different. But you are the master of your trade, unparalleled in your village, and that's what matters. A delicious meal is better than a big fight, anyway.

Knight
You are a knight who upholds your country's ideals! ...Or so many believe. You could be much different, acting only in your interest. You could be a schemer in the court, and maybe you played a hand in disposing King Lima. Or maybe you really are someone who believes in your country's ideals, and valiantly fights to liberate Zofia in the Deliverance. Or you'd rather fight for the glory of Rigel? Either way, you are trained in the arts of war, and your battle prowess is immense.

Perks

Wanderer

Limited In Excess (100 CP, Free Wanderer)
Moderation is what both countries are lacking, but it's a common pitfall for all humans to make even without the poor influence of the gods at play. You will not fall to excess in anything, such as hedonism or depravity. Neither will you become so focused on strength that you forget love and compassion. Teaching this control to others is also within your capabilities. You could help snap someone out of their excess, such as reminding a hardened warrior of the people he protects and loves so he remembers how it's like to love.
Of course, if you WANT to fall into excess, that may also happen. It is your choice.

Perceptive (100 CP, Free Wanderer)
You are very perceptive! So perceptive, in fact, that you can find things that are no one else's, therefore they are yours! Usually, by focusing on the environment around you, you could find things that you usually would miss. Like an apple here and there, a discarded bottle of wine. Or maybe a lance on the ground. Small things, that are sometimes luxury items should you be lucky. Heck, no one really minds that you can take them. You can't rob someone's entire house or find rare one of a kind items, but it can be nice to find a delicious bottle of Ram Wine on the ground.

Another Way Of Looking At It (200 CP, Discount Wanderer)
Sometimes the obvious way isn't the only way. Maybe you can sneak in in the back instead of a full frontal assault. Hell, doing it this way will actually sometimes help you more than a conventional solution. Thinking outside of the box is a skill all tacticians should practice. You instinctually get a feel for all sorts of strange possible solutions

I Can Learn From Anything (200 CP, Discount Wanderer)
Inside any distinctive piece of equipment are skills you could learn. It could be a minor one, like shooting far, but everything in this world has a story to tell. A skill or a creative use of this equipment or item that helped someone solve their problems. When you gain ownership of an item or piece of equipment, you can potentially learn much about it, or gain the experience of the memories locked in the item. You wouldn't have the collective knowledge of everyone who has used it, but you could rapidly learn interesting techniques from a sword used by a legendary swordsman.

Teaching Self-Sufficiency (400 CP, Discount Wanderer)
You, like the gods, could be capable of granting a great many wondrous miracles to people who are not capable of it. Perhaps you could even teach them how to build. But one day, you may choose to depart this world. This is a time where the gods pass the crown of rulership from them, to the people they ruled. Humans. And you may pass that crown to those people you leave as well. That is why they must remain self sufficient. You will never find people forgetting the knowledge you gave them, and they may actually improve upon it by giving it their own spin when taught crafting skills.

No Experience Or History Needed (400 CP, Discount Wanderer)
You could be some random person and no one would bat an eye that you carry no experience on the battlefield or that you lack a past. What matters to them is that you're pretty good at what you do when being considered for a position. If you were to offer your services to someone, you need only display your skills to astonish them into strongly considering you for hiring. They may even ignore their previously held prejudices when considering you.

You'd have to have the skill in the first place, however.

Off Without A Hitch (600 CP, Discount Wanderer)
You're an intelligent tactician, but you're so much more than that. You see, you've got this radical luck to yourself. Fate seems to favor any big plans you pull off. The more complicated, the better. Luck won't even work against you. Rather, the integrity of the plans themselves are what would decide against you, and you've got some *smarts* about you to make sure that doesn't happen. None of your plans are perfect, alone, but it would take someone outmatching and outwitting you to win when it comes to commanding armies. They'd have to be smarter than you to even have a chance at winning.

Memory Prism Collector (600 CP, Discount Wanderer)
Scattered about are the crystallization of memory prisms, short moments from the past that can reveal much hidden information and pain in someone's past. They are the crystallization of intense emotion and turning points in destiny, a solidified form of what has come to pass. You will see many visions and harrowing tales with these prisms. An incriminating conversation. And you will feel their emotions during this conversation. You could gain much insight into how someone's mind works with the prisms you have collected to yourself. These flashes of memory will become very relevant to your journey, and could answer many questions you have. Such as a talk between a king and his loyal advisor where he breaks down with worry over what will happen to his people if he loses. Or maybe a conversation between two gods where they agree to go their separate ways.

These prisms will always be helpful and give you very interesting clues and tidbits that could turn the tide of your battles or tell you vulnerabilities people have. They will always give you full context on what is happening in these memories.

You can find memory prisms in future worlds, which can reveal important events that happened in the past if you gaze in them. You may also view them using Mila's Turnwheel if you have the item, but it is not necessary. But is easier, as only one person may view the memory prism at a time without the Turnwheel. Multiple people will view the prism on a hologram if you pair it with the Turnwheel.

Lord

A Hero's Duties (100 CP, Free Lord)
You've been trained in more than just combat. A soldier does not merely fight in the battlefield. He must march through the cold mud of a forest as rain flies in his face. He must learn to fend for himself if there are no healers around to help him. He may, some day, command his others in the battlefield. He must be ready to do all these things and more. Indeed, you've been trained in military tactics, medicine, weather, terrain. You don't forgot the important stuff out of combat, like taking care of your equipment or helping

your horses. You could impress others with how good you are at the other duties of a soldier, even with little experience or deeds to your name. You exceed that of your peers in this, especially when cleaning. You could clean years old muck off of things.

Perhaps, were you to meet a certain thoroughly skilled Great Knight in the future with a distaste for bear meat, he would hunt you down to ask you for tips.

Reunited At The Crossroads Of Fate (100 CP, Free Lord)
Whatever it takes, you don't care. You'll find the one you love no matter what. Indeed, fate will arrange for you to meet with those precious to you, like your friends, and maybe your enemies for a bout of revenge. If you wish, of course. Even if a landslide were to separate you, you will continue to press on, knowing that you will meet them again soon. In future realms you explore, you could run into their versions of the friends you left behind. They won't remember you as you remember them, but it would be nice to run into a familiar face now and again.

A Hero's Fire (200 CP, Discount Lord)
Your voice blazes with the passion only a few in history could hope to have, let alone share with others. You quickly earn friends to your side by impressing them with your sheer conviction. You could shoulder even the burdens of what being a hero is, such as fighting those you love or learning you have slain your long lost father. For your fire is everburning, and not even rain can douse it.

My Hero (200 CP, Discount Lord)
You are always arriving in the nick of time to save people, and somehow those precious to you will escape death at the hands of those who have captured them. Or at least, they will be in a state where fate can help you save them should they become changed from who they are, such as possession. For you are the Hero of this tale, and a Hero rescues their friends without them dying.

Rare Talent As Both Mage And Fighter (400 CP, Discount Lord)
There is no reason why someone should not wholly devote themselves to only one subject, such as sword-fighting, and neglect their work in another subject, like their magic. But time and energy are not infinite resources, and that can be a problem. Not anymore. Now you can rapidly advance in two subjects at once by just training in one. You may switch any of these subjects at any time. A wizard learning his craft could become physically stronger just by studying his magic as long as he makes progress, or a warrior's magical power grows with his instincts and reflexes. You could also combine these two subjects to enhance the other. Like expelling magical fire from your sword.

With Mila's Divine Protection (400 CP, Discount Lord)
You attract those who would defend you, such as people far more powerful than you. Fate itself seems to protect you, and only a suitably dramatic enemy could hope to harm you with them at your side. Pulling exceptional people to your side to aid you in your cause happens regularly as fate arranges for them to help you. Although sometimes you will have to seek them out and pull strings to get them to your side. Just sitting around expecting people to fall into your hands will not work, and you may have to put some elbow grease into getting them to help you.

Mila's Divine Power (600 CP, Discount Lord)
The Earth's Mother's power is derived from her status as a Divine Dragon. But while Duma was stronger in battle, Mila's light could outshine even him. It could heal mortal wounds, snatching the still-living from death's doorstep. But it does not only do that. So powerful was her purification powers was that even the powers of the war deity Duma could not withstand them. She has blessed you with this power.

You may charge any weapons or spells you cast with holy might, driving out any evil forces possessing someone and purify them of corruption by running them through with this power. Typically, they would die, but Mila's power will ensure they still live. You could run someone through with a charged sword and they would still survive with this power.

I Must Learn Mila's Will In All This (600 CP, Discount Lord)
You are entirely capable of setting out on a journey to investigate the cause of many ills. You are smart and reliable. There is so much more than just...fighting. If you set yourself to a cause, luck itself will allow many opportunities for you to further it. If you must investigate the source of the drought and you have a clear solution to it, you will at least reach it in some way. Or if your solution was wrong, fate will nudge you in the direction to the right way. If you swear revenge on a foe, you will be able to find a teacher who will teach you the fighting style that could be his exact weakness, for example.

Of course, there will be bumps and challenges in the road. But if you survive them, you are guaranteed to reach it in some way.

Veteran

Mount Kick! (100 CP, Free Veteran)
A knight is never without his loyal steed. Your steed has been at your side for many years, and it knows you as well as you know it. Your mount will always fight with you by your side, and will augment your fighting style. It can kick your enemies for you and is capable of leaping in the air at a moment's notice. It will never get in the way of combat, and will always try to assist you in combat. It also will not die when fighting with you, either. It would take someone intentionally aiming at it for it to it to really die.

A Knight Of Wisdom (100 CP, Free Veteran)
You have been through many years and have accumulated much knowledge and experience in those times. You give off an aura of security to those around you. Those weaker than you are drawn by your side, under the leadership of a kind and caring individual like yourself. At least, that's what you appear to be. It's enough for people around you to give weight to your words and to look up to you.

My Name Matters Not For The Nonce (200 CP, Discount Veteran)
You have to keep your identity a secret, sometimes. Thereupon, you have a skill for concealing your name and anything that could identify you. As long as you keep a mask right over your face and conceal your eyes, you'll be okay if you make an effort to keep up your masquerade. But this can come off as...shady. It doesn't help that you can display strange behaviors. But as long as you act in their interest, the people you're helping don't care. They will trust you.

Famous Knight (200 CP, Discount Veteran)
Fame comes to those who have a glorious history. You are no exception, as your name is known in your starting country for your illustrious history. If you have an established history in future worlds when, it's very likely that you did something extraordinary in the past or had an glowing history of excellency. It never drastically the world, and it's not like you're some big name hero known internationally. But you'd expect a few people to know your name when you appear in future worlds, and for them to have glowing praise for you.

Disappearing Act (400 CP, Discount Veteran)
If you must, you could just "disappear" given the sufficient time and preparation. Not in a combat situation. Disappearing requires time you just don't have in fights. But if people come at your doorstep looking for you, given a sufficient distraction you can adequately sneak off with enough belongings to survive comfortably for a war-weary soldier. No one will really know where you are, either. There will be no evidence to point to where you went. It would be like you just vanished.

...Of course, that doesn't stop those tracking you from running into you later on. Do be careful to make sure that doesn't happen.

Savior Of The Innocent (400 CP, Discount Veteran)
Some say you're too old for the battlefield. That you're frail. That the young will outgrow you, some day. You don't deny that, but what happens in the future doesn't matter right now. The young are weaker than you at this moment, and that is why you must protect them. The the weaker the people you are defending in relation to the foe threatening them, the stronger you get in defending them. Become their savior.

I Have Never Known A Truer Friend Than You (600 CP, Discount Veteran)
You give off an instinctively trustworthy aura and could probably befriend anyone, even Kings who are miles above you in terms of stature. Your knowledge and wisdom sounds just right to them. That humble yet strong tone in your voice. That trustworthy vibe you give off, and your chosen words. They know they can trust you with the protection of their infant children, or fulfilling their plans. Perhaps you may even be granted high positions in court or given many opportunities you otherwise would not have. For you are a wise and loyal friend to all.

Are You Ready? (600 CP, Discount Veteran)
A hero must be trained in everything, but the anxiety that they will never be strong enough to meet the challenges they face can worry you. It is not an unfounded one, but now you can ease that worry. For not only are you a good teacher, your students will be blessed with luck until they reach the point to where they can stand on their own beyond from what you have taught. But even then, destiny could miss them. Not anymore. Your students can gain the potential to become great heroes under you if they didn't have any before. Their luck will not protect them from tragedy, and perhaps they could ultimately fail, but their exploits will be known far and wide.

Mage

Improbable Outfit Mastery (100 CP, Free Mage)
Mages are an eccentric sort and eschew practical clothing for robes and flowing, fluffy dresses. Some practical mages will wear the occasional breastplate, but hardly anything more. Not only that, you march in some serious environments, like swamps. Now you can march on the battlefield without your long robes and impractical outfits hindering you, or being destroyed by the ravages of war or the environment. Your speed will not be hindered by your heavy clothes or armor.

We Shall See Who Cowers In The End (100 CP, Free Mage)
You answer to no one but a power higher than yourself and the others. You are freely allowed to be critical of those who would otherwise have you executed or demoted for such disrespect. For Duma is above them all, and you only obey him. Everyone else comes second. This doesn't protect you from a hideous tongue lashing or receiving discipline for your words, but being able to freely criticize even the arrogant is a boon in of itself. Nothing stops your advice from being ignored by those you give it to.

Our Spells Will Find Their Mark! (200 CP, Discount Mage)
Valentian magic has its way of navigating terrain all on its own. A neat trick you're now able to apply to other systems of magic. Your foes can't hope to hide from you via terrain, as far as your magic is concerned. It's possible to miss, of course, but only through your own skill and not because someone jumped behind a bush or hid behind a grave. Heck, your spells could phase right through the walls to find their target. Distance is still an issue, however.

Healing Tile Paint Creation (200 CP, Discount Mage)
The mages of Valentia knew that some platoons have a significant lack of healers. Either that or the fortification they are cramped in just cannot fit mages. In order to get around this, they created healing tile paint. But also in general you are exceedingly skilled at mixing up magic inks and potions. They are enhanced in your hands. You also have been taught how to make this healing tile paint, and it is a great boon.

Indeed, this glowing paint is more than just pretty art supplies. If you paint a room wide sigil on the floor and stand in it, it could steadily heal you and others were they to stand on it. This lasts as long as most of the sigil is unharmed, but the paint is strong enough to hold up against the stresses of the battlefield. You not only know know how to make the paint and where to find stuff to make it with, you could teach others to make it as well. A good bucket of paint covers about three square meters total.

Nosferatu (400 CP, Discount Mage)
The main flaw with Valentia's magic system was that casting magic came at the cost of losing one's stamina, and eventually one's own life if the spell was too powerful when they were close to death. But one never needed to cast a lot of magic outside of combat. But in a war, it's impossible to avoid combat. Mages developed this lifetaking spell to get around that weakness. This Nosferatu spell can be used to heal yourself from any wounds if you use it to sap people's lives, including undead for some reason. Your Nosferatu spell can eventually grow powerful enough to steal the lives of others without needing to inflict wounds on them over time.

Star Shard Creation (400 CP, Discount Mage)
The Astral Plane is a plane of many wonders and possibilities. The celestial energies that float around it give form to dreamlike worlds inside it. In it's purest form, it is a crystal called a Star Shard. While one would have to travel into the Astral Plane to collect them, you can coax the energies out of the Astral Plane to crystalize in your hand. These Star Shards come in many varieties that nurture someone's growth in a specific aspect when training or fighting, like magic/physical strength or speed. They can also boost multiple aspects, but these aspects are weaker than usual. Perhaps some day you could gather all of them and combine them with a black pearl to create the Star Jacinth. An orb that gives far more than the sum of its parts when training.

Your connection to the Astral Realm persists when you leave this world, allowing you to access it through out of way portals to it. Any abandoned or neglected area is enough to find them.

My Life For Mana (600 CP, Discount Mage)
You know Valentia's magic intimately, and have achieved mastery of the system. Instead of drawing on charge of the magic in an item and relying on the talent of the person, they draw on the stamina of the person themselves. Now you can apply this idea to other magical systems, and teach others this ability. No matter what their magical talent, they can use this. For a good example, you may now even summon up powerful minions at the cost of your own stamina. These minions are the standard strength for their race, and you may summon up to four Fire Emblem units of a single class. You may train to gain the ability to summon more minions with this, and could probably even summon a generic warrior in the present setting.

Blessing someone with great strength and sending an illusionary vision of yourself or other people to speak through for a few minutes is also within your grasp, and creating a decently strong barrier against evil is also possible.

The Teachings of Duma (600 CP, Discount Mage)
Duma and Mila were Divine Dragons that shaped the world, and they had no shortage of magical power and knowledge. Duma's arcane teachings are considered ghastly and violent by many people, but to those who practice it, it is seen as a necessity.

You have become so strong that some would say a single word from your lips is enough to snuff out life in all but those blessed by fate. You may sacrifice someone to power, making them your mindless servant in the process. You could also curse people to where if they share certain information about yourself, they will die on the spot. You may also consume powerful souls to grant yourself vast power and extend your lifespan, and create illusions of those most precious to your enemies by gazing into their hearts. You could also curse the landscape to cause earthquakes, and cause or clear rockslides.

You also, in terms of power, count as a "witch", but unlike other witches, you keep control of yourself intact.

This is but an example of the things you are capable of accomplishing.

Villager

In Rain Or Shine (100 CP, Free Villager)
Nothing can stop you from your delivery service. Nothing. Your ability to get things delivered is utterly unparalleled. If you have to go through a rockslide or across the continent, you're entirely capable of delivering any package to your clients. In a speedy manner as well.

If Someone Were To Do Something About Those Pirates... (100 CP, Free Villager)
You may not even be a footnote in someone's life, but many big things hinge on the small. Maybe not the fate of nations, but sending someone off to fight the pirates could lead them to meeting a useful ally. It's the little things that count, like pointing people in a certain direction, or upgrading a shield for someone that you seem to excel at doing. Maybe that shield you made stronger will hold in a decisive battle when it ordinarily wouldn't. Maybe that ally knows something none of the heroes do. You may just be a regular shopkeeper, but you at least are an asset to those who need help in ways that matter.

Shall I Slay More Enemies For You? (200 CP, Discount Villager)
For someone you share a close bond with, you'd do anything for them. Which is why you'll always fight stronger when by your loved one's side or find that tasks for their sake are easier to complete. Or fighting in their name. You're number one at being their sword and shield, and you'd do whatever it took to see them smile.

The Gossip (200 CP, Discount Villager)
Have you heard? No one really pays attention to what the common folk here say. No one that could do something about the secrets that get out to them, anyway. They're far more knowledgeable than the nobility thinks. Juicy tidbits easily reach your ears by simply speaking to the common folk. But this is no ordinary petty gossip. Oh no, we're talking rumors that maybe not all of the king's purportedly slain heirs are dead. Legends of a powerful sword sleeping in a shrine...guarded by a powerful necrodragon. But there is a spell out there that could kill it. What this spell is, and where these alive heirs are? Well, don't expect them to know.

Sidequest Reward (400 CP, Discount Villager)
This war has brought much suffering to the villagers, not to mention the monsters that stalk outside the villages. It can be scary to go out there by yourself. That's why you need some intrepid heroes to do favors! ...For a reward, of course. You can rope people or heroes into doing stuff for you if you offer them the proper reward, like coins or a special favor. Can come in handy when you can't go into that spooky scary cave or don't feel like it. Of course, you'd have to actually have the thing to offer it, and the reward in question must be useful to them.

It's The Reason I Seek Your Aid, In Fact (400 CP, Discount Villager)
Important people are likely to find and ask you for favors. Maybe even offer you a contract if you're a mercenary. No, we're not talking only nobles or politicians, although perhaps they could overlap with what we're talking about. We're talking those above them. No, we aren't talking gods either. We're talking about those who destiny has chosen to save the world, or perhaps threaten it if you're inclined not to be an ally to saviors. You know those people? Fate puts them in your path.

Connections All Over Zofia (600 CP, Discount Villager)
Don't doubt connections. You are incredibly capable of making everyone of a certain profession answer to you by building connections. In future lands you visit you'll even come with a few allies forged from your past in that world to help you get started. Or if you lack those allies somehow, you will find that gaining them is quick and easy. Your words carry tons of influence in a certain profession, ranging from being a bandit king to simply being the wisest sage. What this profession is, you'll have to choose when you enter the world.

Master Of The Forge (600 CP, Discount Villager)
The blacksmiths of Valentia have a keen eye for improvement, but you have completely mastered the art of improvement when it comes to anything in your hands. Even if your attempt to fix something up goes nowhere, you can be assured you at least will not accidentally damage your project in the process or significantly change it past its old state. But even then, that is unlikely.
Because when you see something, not only are you aware of its faults you instinctually know what exactly it needs to be fixed up even better. In fact, you could probably bang the impurities out of cursed weaponry, and turn rusted weapons into something truly amazing.
You'd need at least a novice level of skill in whatever it is you needed to do, which is why you may also choose two arts in blacksmithing to start out with this skill. Such as jewelry making or sword crafting or armorcrafting.

Knight

Midair Dodge Shoot (100 CP, Free Knight)
My aren't you a tricky one? You're agile enough to where pulling off flashy moves comes easy to you. Doing a backflip and shooting things is quite easy for you. You'll never be exactly boring to watch when fighting. Win the awe of your peers!

It's Not My Fault (100 CP, Free Knight)
Some nobles, even with as much effort as they can to help take care of those under them, find that they cannot simply stop natural disasters. But at least, their subjects won't hate you now. Nobody blames you or hates you for things out of your control. Like a horrible drought that brings little crops, resulting in a famine. The peasants won't revolt and set your castle on fire in response, but of course if you were actually terrible at ruling, that won't matter.

Far Shot (200 CP, Discount Knight)
Valentian bows are unmatched in the distance one can shoot with them accurately. Any ranged attack or thrown projectile that shoots from your hands shares this same aspect. Indeed, with a carefully aimed bow in your hands you can cleanly shoot an apple off someone's head over a distance of one hundred meters. Your hands do not shake when you aim either.

A Hero Mustn't Spurn A Lady's Wishes (200 CP, Discount Knight)
Being a hero, in the traditional sense by committing great deeds no matter the morality, or being a hero in the modern sense of doing good deeds, has its benefits. Namely, romantic and physical attention from those all around. If you've committed good or well-known deeds in a world, you'll have no shortage of admirers on your doorstep wanting some special attention from their hero. Or just some admiring fans of your work if you don't desire that kind of attention. These admirers will always meet your tastes.
Your lovers will never find themselves disappointed either, because you know just what to do to leave them satisfied and happy.

To Protect My Loved Ones (400 CP, Discount Knight)
Some believe family to be a weakness. That enemies can steal your loved ones and use them against you. Not anymore. Even if your loved ones have been kidnapped to use as leverage against you, or try to manipulate you, as long as your will remains resolute and you make some progress to saving them, no harm shall come to them. Even if they were to use them as a trap, you could still storm the castle and rescue them if maybe not fight your enemies.

Dread Fighter (400 CP, Discount Knight)
A blessing from Mila or Duma has helped you resist the effects of mind-altering and illusionary magics, as well as making it difficult for standard magic to seriously harm you. Your fighting style is specifically meant to dodge and weave against spells and beings stronger than yourself. You also happen to be exceedingly fast in battle, with mesmerizing movements that can entrance anyone that watches you. They don't call dread fighters "dread fighters", for nothing, after all.

The Melting Pot Of Ideals (600 CP, Discount Knight)
The Deliverance started a group of nobles and knights, but they lacked manpower. They needed not just knights, but soldiers. Soon, the Deliverance was not just an army of bluebloods, but people from many different backgrounds, like villagers and merchants. All uniting for a single cause. This necessity made many of the nobles reexamine their ideals about how one's station in birth determined everything. Not only will people under your command slowly see things your way, you can get people from many backgrounds to overcome their prejudices to work together for a single cause. Who knows, this may even help you reexamine how you look at things as well.

Plowing Through (600 CP, Discount Knight)
You are not an ordinary knight. Not by the slightest in combat. Your prowess has grown to become truly fearsome. An average soldier could not scratch you, and a whole army of them is a joke to you. You could rip and tear through them through butter, like only legends could. But to say you are merely "like" a legend is an insult for who you are. For you *are* a legend. Bards will sing of your glory as you gain notoriety for your deeds. Indeed, astonishing things you have done are a lot more likely to gain you fame as well. As the one who cut through swaths to clear a path through the army to cut down their mortal enemy, many of the bards will pass down legends of you for ages. But even with all your might, those who are significant in fate will still give you a fight without preparation. They'll have to topple a legend to defeat you, but even so...

Not all tales end with the hero alive. Remember this.

Zofia

Mila's Bounty (100 CP, Free Zofia)
Zofia is a flourishing country, thanks to Mila's connection to the land. You share this connection to a minor degree. Your bounty flourishes and becomes wholesome to the taste, particularly when shared. You have an instinctual feel with animal breeding, and you produce good results. The fish you also catch are delicious to the taste, and your plants become hardier and more resistant to diseases.

The Earth Mother's Cooking (200 CP, Discount Zofia)
Zofia is a land of plenty and abundance. Your cooking is utterly divine, and even has a faint echo of Mila's power within it. For you see, any food you create can temporarily empower those with strength and hasten their growth in any training they do. Anything you cook also washes away fatigue as well.

The Loved And Loving (300 CP, Discount Zofia)
Nowhere you go will you be deprived of love. Even if you were to suffer hatred from a thousand piercing eyes, there shall be at least one pair that looks upon you with affection in the same crowd. This does not only apply to romantic love--you shall run into someone who carries platonic fondness or at least kindness to help you with small errands at least no matter where you go.
But sharing is big part of Mila's philosophy--it wouldn't be fair for you to have so much love, and yet none to give. And this is why you may grant this luck to others. This blessing cannot specifically target someone, but it could help get them to cross paths with you or others. But to someone who has been abused all their life, it can be a great boon to find those who will treat them kindly.
But if you do not wish to reap the boons from this, you and anyone else who you have granted this blessing to may choose at any time to suspend it. You may also choose to take this blessing from a person, if you have to.

Rigel

A Hardy Soul (100 CP, Free Rigel)
Duma was strong, even for his fellow Divine Dragons. You have his resilience to a degree. You are a proud Rigelian, and thus you won't let the environment destroy you. Hypothermia, heat waves...they provide no discomfort to you. In fact, your thrive in such conditions. You're stronger than usual in unfavorable circumstances. The environment also cannot directly harm you.

Wonderous Blacksmith (200 CP, Discount Rigel)
Rigel is a country of fighters, and places their pride in the crafting of their weapons. Not only are your weapons the absolute pinnacle of normal weapons in terms of make, your weapons, when used, seem to be far more powerful than their typical variants. You are just that good at crafting. You now also carry intimate knowledge of all senses of crafting related to blacksmithing and war. You could make a killing off your trade.

Great Determination (300 CP, Discount Rigel)
Not only do you possess exceptionally powerful determination, you may grant this to others as well. Even when all seems lost, you refuse to give up. For your life has hardened you to many trials, trials that have forced you to adopt willpower to live. Else you would have died. This willpower is strong enough to carry you on the battlefield, and empowers you to fight harder and to push through difficult times.

And now you can grant others this determination to face their problems, as well, through hand contact.

Companions

A Group Of Fellow Friends (100 CP Per Companion, 300 CP For Eight)
In this war, it is likely you will need allies. You may grant the boons of this world to any loyal friends that follow you. They shall gain 600 CP each.

The Recruitment (100 CP Per Character)
This person is not fated to be in the major events that happen in this world, but if you like you may purchase a friend to come along. They come with 600 CP for you and a free origin to customize them with.

A New Ally (100 CP Per Character)
You may define your relationship with someone in the events that unfold if you wish. You may be lovers or siblings or whatever. You will need to convince them to come along with you, but that should be easy. After all, you've known them for a while. Surely they'd walk to new worlds with you?

Mila And Duma (300 CP Per Dragon)
The gods will leave with you if you purchase this, but in a far less powerful state than they were in this world. Duma is powerful warrior, and has many if not thousands of years of experience in warfare and tactics. He was not worshipped as a war god for no reason by the people of Rigel. He is a tough man, and an even tougher dragon. He is a fine combat teacher, and if you purchase him he is willing to tell you his secrets, should you convince him to come with you. He benefits from the entire Rigel perk tree and the "Plowing Through" capstone. Oh yes, and if you purchase him he'll regain his mental facilities when you leave.

Mila is attractive and kind, but she is not a delicate little flower unlike her people. She is still a dragon that was once revered as a god, and is capable of displaying great power even in her reduced state out of her realm. Mila carries much knowledge of farming and caretaking, and would be more than happy to help you out if you convince her to come with you than to sleep. The Earth Mother is a very patient woman and would be more than willing to hear out your troubles if you consult her for advice. She also benefits from the entire Zofia perk tree and the "Mila's Divine Power" capstone.

Items

You get a stipend of 200 CP to purchase items with.

Weapon (50 CP, Free First Purchase All)
You may choose one weapon from here. As long as it is not a unique weapon such as the blade Rigel granted to Zofia as a gesture of friendship or the mystic weapon a sage took with them while defending an island, it is available for you to choose from. No, you can't have Falchion, but a blessed or shadow weapon or shield is enough.

A Purse Of Gold And Silver Coins (50 CP)
Did nothing else appeal to you but you still have that 50 CP left? Then take these. They should help you live comfortably for a year or so until you find work or some other quest lands you in moolah. Or you could take these to the blacksmith and get her to upgrade your equipment. Any blacksmith you give these gold coins to will do a moderate improvement on your weapons.

Remixer (50 CP)
A USB drive with a program possessing a file in it. The file is a program that remixes any old video game program put into it to become an even better version of itself.

Zofia

Crate Of Ram's Wine (50 CP, Free Zofia)
Ram Village on Valentia is known far and wide for its delectable wine. However, it's been forever since they made some thanks to that nasty drought. But you have their perfectly aged wine, right here. Any wine connoisseur will be most impressed sampling their tastes. Comes in many different varieties and is crafted just for your liking.

Farm or Winery (200 CP, Discount Zofia)
Zofia is famous for it's great bounty from the Goddess Mila. Peasant farmers live comfortably here for that reason without even needing to work hard. Now you have a farm that has been blessed by Mila. By default it is a sheep ranch, but you may make it a winery or some other farm or ranch. Here, anything you plant here will grow easily without any special environment, minerals, or water. It also has a steady source of income as people will naturally drift to it and buy things from it.

Rigel

Golden Crown (50 CP, Free Rigel)
This is a crown that just won't come off. Unless you want it to. You can cut and fight and do backflips in battle and it won't fall off. Ever. It can come covered in jewels or be plain or in whatever design you wish.

Blacksmith's Forge (200 CP, Discount Rigel)
The everburning fire in this forge burns with the swelter of a powerful fire. Here in this workshop, you possess all the tools needed for crafting whatever it is you desire. Never will they be lost or broken, and they will never need maintenance. Resources used in this forge will last longer than they would typically do. This also comes with a helpful book that somehow records everything you've made in that forge, with the resources used plus the blueprints and directions.

Wanderer

Overhead Map (100 CP, Free Wanderer)
You have an overhead map, but yourself and hostile entities like monsters and enemy foes is represented on it. You can track their movements and your movements, as well as the movements of your allies. Of course, it doesn't tell you anymore about your foes, but it's handy for tracking them.

Lucky Angel Ring (200 CP, Discount Wanderer)
A ring where a sky blue gemstone sits, with angel wings carved in the gem itself. The wings are outstretched, like an angel taking flight. The gold band resembles The gem itself is small and easy to wear in combat. This may seem like a mundane ring, and indeed you could be correct. But somehow, you seem to be exceptionally lucky when holding it. The luck is most noticeable in combat, where you can dodge and get in critical hits often.

Mila's Shrine (300 CP, Discount Wanderer)
Mila empowers those who pray here, or Duma if you fight for Rigel. When you take people here, you can give them the combat training and magical experience of someone who has trained their life up to that point in a certain job. As long as they say a prayer to the shrine. Of course, real experience cannot be replaced or emulated--but they will be able to hold their own in the battlefield.

Amiibo Figure (400 CP, Discount Wanderer)
This is a blank figurine, but if you defeat or kill someone (Or convince them to let you copy them) once a visit to a world, you can have the figurine copy them. Then you can use the Amiibo Figure to copy them. That figure will become an amiibo of the person. You will get a new blank Amiibo Figure the next time you arrive at a world. Activating it will enable it to take on a shadowy, faceless version of the person copied. It will take a little bit of your life force to summon it, but the figure is at full strength. You can use the amiibo on any game you play and it will give you a feature based on it.

Once activated, the Amiibo Figure will temporarily fight for you for ten minutes. It will act as that person does in a typical fight, although your orders will be prioritized. The figure will be returned to its case when it is done fighting.

Collect them all! Comes with a bottomless case for them.

Lord

Gold Hilted Dagger (100 CP, Free Lord)
This gold-hilted dagger is special. People covet it. It's worth a lot, and even those who gaze upon it will instantly know it's worth, for it is just that good. It's about as good as a regular sword in combat, but even so...you'll find people will do stuff for it within reason. Like accept the dagger as payment for going with you on a dangerous journey. And it truly is valuable no matter what the world you find yourself in, just not when sold off by you. It would seem that if it's not given away as a reward and then sold, it is strangely worthless.

Miracle Ring (200 CP, Discount Lord)
This ring earns its name from its capacity to grant a miracle. Not only does it grant a limited form of regeneration where your wounds slowly seal up over the course of an hour, when you are near death, a killing blow is very likely to miss. Even if the person doing it took the time to aim and their skill is legendary, it will be likely they miss.

But to rely on a miracle is a foolish decision. Take that to heart.

Blessed Charm (300 CP, Discount Lord)
A charm that represents a promise and bond between you and a special someone. Or it could just be a charm you picked up from a mysterious peddler.
Thinking of something important to you is enough to dispel any horrifyingly powerful spells once per week when you grip this charm. This can turn the legions of the undead from an army, through the miracle of your thoughts. It's a small charm that is always on your person unless you willingly take it off or lose it. Although it will make your way back to you eventually.

Mila's Turnwheel (400 CP, Discount Lord)
Mila's Turnwheel is a device resembling a giant clock made of interlocking wheels. It is handheld and easy to strap to the hand. Despite its complexity and reliance on the spinning gears in the thing, somehow the chaos of war leave it unharmed. Anyone who intentionally tries to break it will find that it is near impossible to shatter. It can turn back time a short while, about thirty minutes back per use. It may only be used three times every five hours.

Villager

Pegasus Cheese (100 CP, Free Villager)
Cultivated from milk flowing from the the sweet, flappy teat of a pegasus, it does not give you wings but it DOES make you quite fast. Temporarily. Okay now, don't eat the whole thing. You might go too fast.

...But it's Pegasus Cheese. Why would you want to even eat it? Just to go fast? That is milk from a PEGASUS! A flying horse! ...You want it? Okay, fine. You can have it.

You will also get a fresh cart of unlimited pegasus milk for cooking/drinking purposes that give the same bonus to any food made with it. Sicko.

Villager's Pitchfork (200 CP, Discount Villager)

This bizarre, seemingly mundane pitchfork is capable of giving someone an exceptional talent in either offensive magic, archery, healing magic, fighting in general, or horseback fighting. Pick one when you give it to them, and their skill will make a massive leap in whatever you choose, and the Pitchfork will disappear. You get two per year to bequeath onto someone per purchase. This does not stack with itself, but you may give multiple talents to the same person with multiple pitchforks.

Rich Patron (300 CP, Discount Villager)
This patron will always be someone who purchases things from you, and he can even give you advice and find special resources for you as a measure of goodwill. He happens to be quite rich and has many connections. If you seek a rare ore, he'll have a business partner that owns a mine that gets that exact same ore. If you need intel on a certain company, he'll poke around and see what info he can find for you. And so forth. Brand loyalty and all.

Golden Apple Tree (400 CP, Discount Villager)
This is a tree of golden apples. These are no ordinary apples. They grow slowly throughout the year. But like gold, they never seem to rot or become infected. To taste them is to taste heaven itself. But these apples aren't just amazing to eat. A single apple is enough to rapidly induce growth in someone. People want these apples because consuming them gives you a permanent boost in overall power.
Anyone who glances upon these knows the power within them, and will gladly quest for an apple to eat them. But do take care. Consuming too many of these at once will probably make you blow up from the sheer energy flowing in you. And if you do blow up but somehow come back to life, all the energy you gained from eating the apples will have left you. Eat the golden apples carefully.

Cooking with them will not make them lose their powerful properties in case you wished to make something with them.

Mage

Boggy Potion (100 CP, Free Mage)
This clear, nearly unbreakable vial has a fizzing purple and green liquid inside it. Dark flecks spin and swirl inside the liquid. When it is opened, a pungent odor wafts from it. Don't drink it. You'll get some really bad indigestion from it.

When poured on the ground it makes a poisonous bog that is temporary and stretches 100 feet all around you. This comes with a recipe for you to make more if you wish, but the vial itself will naturally refill over a week. It is also unbreakable.

Power Enhancing Mirror (200 CP, Discount Mage)
This mirror allows the binding of one spell to it, but the true appeal of this mirror is that it greatly enhances any spell stored into it. When it is shattered, the mirror releases the spell. For example, a simple spell to summon up an undead monster turns into a whole crowd of arms clawing at an army. You get a replacement the week after.

Animus Ring (300 CP, Discount Mage)

The dark grey gem on this ring has a cloudy interior but with bright flecks of yellow, and within the sunlight it shines as bright as the sun. Like beams of sunlight shooting through the clouds. This ring allows you to counterattack no matter the distance if you've been attacked if it was aimed directly at you. It also grants you a minor regenerative ability as well.

Well of Revival (400 CP, Discount Mage)
This fountain pours water from a lion's mouth. The lion's mouth is silver and the fountain itself depicts many nature scenes. The water is cool and delicious to drink despite lacking any palpable flavor to it. It also gives off a calming aura that can cleanse the minds of those who relax by it.
If you pray here, you may revive up to three people who have died one year before you have resurrected people. You may only revive someone three times per month.

Veteran

The Mask (100 CP, Free Veteran)
This mask protects your identity. No one will find it suspicious if you wear this. It is unlikely to get knocked off or shattered in combat either. It can take any design you so wish. It also comes with instant copies if they're broken or shattered. It also doesn't need strings to hold it up, either. By default it's a white mask that covers your eyes and half of your face.

Hidden Pocket (200 CP, Discount Veteran)
Somehow on your person there is a pocket. Even when you're completely naked, you can access it. Where is it? Behind your back, of course. It's a small pocket, but nobody or nothing can steal anything from it. Any attempts to peek into it fail. It doesn't even show up when people look for it. And this pocket can be anywhere you wish. It also can't be seen by anyone but yourself and other people you've specified as being able to see it.

This is perfect for hiding small, but very important things on your person.

Hidden Village (300 CP, Discount Veteran)
A small little village protected by mist with an anti-evil barrier. Furthermore, you need to enter a tunnel and navigate the trees to enter it. Overhead surveillance can't seem to penetrate the mist, and most people just ignore the suspiciously misty patch. In fact, when the village follows you it'll be accepted as its always been on the world you arrive on. It's always been there. It's not suspicious.
The people here are friendly and self sufficient, and they will always cheerfully welcome you and hide anyone you need hiding here.

Hexlock Shield (400 CP, Discount Veteran)
Bequeathed to you for your valiant deeds. A glimmering shield laced in the scales of a dragon itself. This big shield always seems to be bigger than the arm of the person who uses it. This shield is capable of halving all offensive magic with the intent to harm you. Even those that do not touch the shield. It is also extremely light, allowing anyone to strap the shield on their arm. Even a weak mage will find use from this shield.

Knight

A Worthy Steed (100 CP, Free Knight)
Choose between Pegasi or Horses. Pegasi are frailer than actual horses but can fly. This steed will always be summoned at a moment's notice. Even if there's no way it could have arrived. It will never rush away or become difficult to control in combat. It doesn't even need to eat and may be dismissed at once somewhere else.

Well Of Power (200 CP, Discount Knight)
A lion's head fountain blessed by the Goddess Mila herself, it's structure remains untarnished even by war and time. Glittering water flows from the mouth of the golden lion's head into the pool below. Some cups are always by the well's side for people to dip in the water. The water itself is always clean and pure to drink. It's even got some minerals. But this well's true purpose is to imbue people with physical/magical strength, speed, skill, defense against physical force, resistance to magical spells, and the health to take hits. It may only bless someone drinking from its waters in one aspect at a time, and its benefits may only be benefitted from four times per month.
The bonus itself is minor and not quite noticable, but the boost itself permanent. Nothing is stopping one person from getting the monthly boosts all at the same time. Of course, then it'll stop being able to boost someone for the rest of the month.
It may sit in the warehouse or can be somewhere else if you need it to be.

Zombie Hideout (300 CP, Discount Knight)
This hideout is dusty and damp, and you're pretty sure mold is growing on the walls. That's because this place used to be the tomb of a great and noble family until they all simply died out. Now zombies stalk the halls of the place, acting as a form of defense. You have complete control over these zombies, and they can act as surveillance plus guard force. But they can't leave the hideout, and it doesn't really have air conditioning or temperature regulation. But it is out of the way.

Rapid Growth Angel Ring (400 CP, Discount Knight)
This is an ancient silver ring that existed in another version of this world. You cannot find it here. On top of the ring sits a glittering dark blue gem with a halo and angel wings carved in it. The band itself is shaped to resemble a chain of white feathers. It always seems small enough to wear in combat. This angel ring allows you to double any gains you get from training or studying, rapidly doubling the speed in which you grow.

Drawbacks

Echoes Of The Past And Future (+0)
Your actions will be remembered, should you come to this world in the future once more. And if you have been here before, your actions will be remembered too. Those from this time who have been in contact with you shall remember your actions, should you meet them in another time and world. And in the near future...perhaps Grima shall remember you, should you fight him here. Taking this drawback means that Grima shall still live in the future should you return if you killed him. If you took Grima with you in What

Lurks In The Labyrinth Of Thabes, another creation of Forneus will take Grima's place, and will be even stronger than Grima himself.

If you went to Archanea

No Alcohol (+100 CP)
You're too young to drink. If you are old enough to drink, well, you think it's absolutely nasty and you shrink away from the taste. Guess you're gonna be the designated person protecting everyone from ambushes as they stumble back from parties.

Cheese Eater (+100 CP)
All you want to eat is cheese. You can ONLY eat cheese. CHEESE. All you need to live is water and cheese...you will do anything for different varieties of cheese. Delicious cheese. Yummy, yummy cheese. Hope you have a huge stock of cheese on you.

My Body Is Your Plaything, Mila. (+100 CP)
You have awkward dialogue, to be polite about your language. It's certainly PG but...suggestive. People will probably laugh at you and make jokes at your expense. People might think you're hitting on them. Prepare to be the comic relief at all times.

King Lima the IVth, May The Powers Bless Him And His Name Until The End Of Days (+100 CP)
Every time you say a famous person's name, you must end it in a long line praising them, even if you hate them. Yes, this applies to Duma (The almighty and powerful warlord who will leads us to glory), and Mila (The all-caring earth mother who blesses the land with her love). Nicknaming them won't work either.

Limited Space In Bag (+100)
You seem to pick up all this neat stuff...too bad you have limited space no matter what.. Your bag will always fill up with useless knick knacks and you'll have to pause for a moment to throw out stuff and rifle for space. Very inconvenient on the battlefield. Hope you aren't the type to hoard stuff.

With Alm/With Celica (+200 CP, May Only Purchase Once.)
Upon your first night here, you will be given a vision by Mila. She has sensed your arrival, and asks you to assist Alm or Celica. If you choose to help Alm, you must assist him on his journey. Without your help, Alm will fail. If Alm fails, you will be sent home.
If you choose to help Celica, you must make sure she never makes the decision to sacrifice herself to Duma to try to help Valentia. Without your help, she will continue to hide secrets from the group. If that happens, consider your chain over and you heading home.

Washed Ashore (+200)
You washed ashore the beaches of Valentia, grievously wounded. You will be picked up by a kind visitor and nurtured to health. But whatever happened resulted in a mental wound that will take longer to heal. Not remembering a thing about your past. You may gain your memories back, but you will only get it in

bits and pieces on your way. You won't even remember your companions, if you have any--worse, they'll be scattered across the continent. Only they have their full memories.

Protecting Alm/Celica (+200 CP, Overwrites Location)
Huh. You're not deposited in the present--you'll be plunked in either Ram Village or on the southernmost isle of Zofia, the monastery on it to be specific. You must protect either Alm or Celica as they grow up, and prevent any of King Lima's usurpers from finding them and discovering the marks on their hands. If they end up dying, you'll be sent home. You'll still have the discounts of your chosen country, but your starting location and time will be switched to your respective areas.

Mister Misser (+200 CP)
You miss. A lot. No really, you getting a hit in will be once in a blue moon unless you take an extra moment to aim your weapon at someone. But during a fight, you might not have a few seconds, as time is precious on the battlefield. Your allies will also be facepalming at your shenanigans and yelling at you at the very worse that they were COUNTING on you to make that shot, and it was so perfect! How could you MISS!?!

Curse Of The Necrodragons (+200 CP)
A necrodragon is, well, a zombie dragon. It is far weaker than it was in its prime during life, but that is not saying much. They're still tough. And ghastly to look upon. Even hardened mercenaries fear them, including you. Too bad they aren't afraid of you, and will hunt you down. In fact, they'll try to tear you apart. A sufficiently powerful holy spell should do the trick against them, though, but don't expect to one shot them instantly. Please don't take this with Protecting Alm/Celica. You'll endanger them too.

Pillars Of Modern Warfare Such As Out Of Realm Powers Don't Belong Here (+300 CP, Can't be taken by first jumpers)
You have no powers or strength that exceeds a peak human's. You can only trust your sword or spell-book to defend you. Your companions will suffer the same depowerment as well, but anything necessary to live won't be taken away. You must rely on your weapons and tactics to resolve conflict this time.

Mila's/Duma's Curse (+300 CP, May Only Be Chosen Once)
Zofia and Rigel were vast and great countries, but had many glaring flaws as a result of their excessively rigid ideologies. You also have embraced one of their ideologies as well, and gained their flaws. You are either weak and gluttonous if you have Mila's Curse, or take a hard attitude and so you've lost compassion in your heart if you've been cursed by Duma.

Secret Keeper (+300 CP)
You have a bad habit of making unsavoury deals with the enemy. It's to protect your friends, of course...but you don't tell anyone about them until it's too late. This can result in many, many bad situations. You better hope your friends are forgiving of this little quirk of yours, because you'll be putting them in danger as the type you make these deals with will sometimes twist the words to mean they can still hurt your friends. Like leaving them to die or teleporting them into bad situations.

Wanted By Rigel (+300 CP)
You're an outlaw, jumper. Rigel wants your head, and not only that, the bounty on your head is incredibly lucrative. Anyone who kills or captures you will gain vast riches they've only dreamed up but never hoped they'd get. Thus, many, many bounty hunters and mercenaries from all over Valentia will be after your head. Perhaps Alm can pardon you if he gains power and/or Saber could vouch for you if you help Jesse out with his mercenary nation.

Berkut's Rival (+300 CP)
A mishap ends up with you winning over the great Berkut or defeating him or otherwise outshining within a week into your time here. And he can't stand to lose to someone like you. He will not become obsessed with defeating Alm, but obsessed with defeating YOU. Perhaps he can be talked down if you end this soon, but you will clash at least once or twice before any talks can be opened. Do note that Berkut is OBSESSED with being on top, and he is incredibly unreasonable. He is not a fool, but over time he will become more and more worked up at the thought of your existence. Allow this to fester in two year's time, and he will attempt to sacrifice his darling Rinea to Duma for power. And to make her a witch in the process, and he will gain the power to possibly destroy you.

He seems oddly resistant to any out of context stuff you throw at him, but he's not completely immune to them. While you cannot simply turn him into a smoking crater with a wave of your hand, you can probably destroy his armies with the same effort. He'll also have a contingency plan to deal with them. But he posses almost no powers outside of resisting you enough to make him a challenge. Just standard armies for this world. If you take this drawback with the Wanted By Rigel drawback, he will be assigned to personally hunt you down.

Wanderers will find that he is just furious this no named person just showed up to outmatch him, Veterans will find that he feels threatened by your experience, Lords will find that he has deemed you too important of a threat to ignore, Mages that outwit him will tick him off severely (Considering how he gets criticized constantly by the mages of the Rigelian court but is unable to punish them, it's likely he has it out for mages in general), Villagers will earn his ire most of all for the crime of being low born but winning over him anyway. Knights make him suffer a humiliating defeat or somehow manage to upstage him in a critical moment.

Jumper's Falchion (+400 CP)
You are now sealed in a weapon or spellbook. There is only one way to unseal you. Whoever holds you must find your rather violent draconic other half and slay them using you as the final blow. If someone else does the final blow, consider you going home. Only then can you take your true form once more and become whole again. Your powers are at half strength in this weapon form. But the dragon also has your powers at half strength, and is very intelligent. However, it does not posses any modifications to its mind like you might have, and any blow you make on it will not be regenerated. The dragon you also does not have all your memories.
Whoever holds you will take the brunt of your drawbacks if applicable, and you may select a companion to wield you.

You will possess this weapon form as an alternate form when you leave this realm.

Scenarios

What Lurks In The Labyrinth Of Thabes

Across the ocean lies the continent of Archanea. One year before your journey here, the great Hero King Marth put a stop to the campaign waged by the Dolhr Empire. But long before even the Dolhr Empire was a threat, existed the city of Thabes. It was once teeming with magical power and research. It is long gone now, but a labyrinth remains under the sands.

Entering it will find tables inscribing the tale behind the labyrinth. They are a warning to those who enter it and press further. It seems to be dark and cold like a tomb, but despite the grand stone carvings it is not one.

It is the sealed workshop of a man named Forneus. He was renowned for his skill at his craft. His obsession with two dark goals consumed his life. He most certainly succeeded at them. Oh yes, he did succeed at them.

Forneus discovered a species of insect. Unremarkable and seemingly mundane when living, but it's cadaver upon contact with another dead body, would set in roots and animate it. Living once more, albeit only smart as the insect that piloted it. He named these bugs "Thanatophages", and made an undead army with them. Even now, you can hear the undead shamble about. Never leaving the tomb. They do attack intruders, however.

You can hear the Thanatophages buzz about when you press deeper. Upon finding their hive, you will see many half eaten corpses strewn about, mostly bones here. Here you read from the notes in the workshop that Thanatophages are a scavenger species that can feed on corpses. They don't exclusively eat them, but that seems to be the only available food source in this dungeon. And the undead do indeed kill the living so the Thanatophages can eat or animate the corpses. It also is populated by creeping dragons, but these dragons are small and easily disposed of.

The other was to create the perfect being. At first, the thing he created was small. Until sacrifice after sacrifice made to it made it grow. He then used the blood of a divine dragon to give it power, and that is when it truly took the shape of a dragon. He then fed it his own blood and it took him over. Consumed his body in the process.

This thing was not quite as powerful as Duma or Mila, but it was still frightening. It's name…was Grima.

The council of course immediately sealed it off forever and put it to sleep. And now, Grima sleeps in the innermost sanctum underground.

If you manage to cut a deal with Grima, you will gain great power and allow him to come with you without a pod. If you feed him a suitable source of power. He has no interest in eating anything that isn't blood. And his blood thirst is immense. He is practically irredeemable, but loyal to anyone willing to give him a source of blood and worship. He also is in a weakened state, and it will take more than a thousand years for him to get to the level of Grima he becomes in the future of this world.

Grima in this state, while not as powerful as Duma or Mila, is still monstrous. He has the blood of the Divine Dragons in him, after all. He can also control these Thanatophages, and they will animate the corpses and march to his mentally transmitted orders. Some of them can cast magic, others are skilled warriors, and you will have a difficult fight on your hands. They are not mere minions. The council of

Thabes sent their elite warriors and spellcasters to get rid of Forneus, and now Grima uses them to protect him.

If you slay Grima, you will find that he was guarding the notes to his creation behind a door that unseals when he dies. Using these notes, you can create a being like Grima given the proper materials. Perhaps, if you look into it, you could find that you do not need to sacrifice people to your creation to increase its power, and your being takes on aspects of the power sources you feed it. Feeding it the blood of a Divine Dragon will make it replicate the dragon, for example. It will take at least a thousand years for your creations to achieve the power Grima gains in the future with constant sacrifices to him without any sort of improvement to the formula. Not only that, for them to truly take advantage of their power, they must have a suitable host. This host must be perfect for the being.

Going either routes will net you the Thanatophaghes regardless. Do with them as you will.

A Cure For Witches

“Witch” is the term on Valentia used to describe those who gave their power up to Duma. Regardless of gender.

If events turn as they are fated to happen, Duma will fall asleep in two years, with his sister Mila at his side. But none of the witches left in his wake will return to their old states. Sonya, the only daughter of Duma’s top priest Jediah, that did not befall this fate seeks a way to find a cure for witches if she survives the war. She is destined to befall this same fate searching for a cure, unless you can step in and help her. Sonya had no help, but perhaps with your help you could save her.

You can find the cure without her, but she will be a tremendous help to you if she survives the war. There is a way to cure it--you must seek various people out and gain their knowledge and assistance. Perhaps before this war ends, you may even ask Mila if she could assist you in your quest.

The cure itself is a spell, but it takes many magical reagents to find, and so you will be spending much time testing things out. Meanwhile, you must make sure you don’t get corrupted by your experiments. Sonya fell to Duma’s influence during her research, and you will be no exception if you don’t make an effort to resist him.

But know this: Nuibaba was also searching into a way to cure witches. Simply as a time waster to her research, but perhaps if you found her research it would take your research into leaps and bounds.

Of course, when you reach there you’ll find a cult has taken up residence in Nuibaba’s former abode, should she be dead. If she’s not dead, she’s personally leading the cult. If Duma is asleep, they will worship him and feel with enough sacrifices they will awaken Duma once more. They are correct, and you must stop them if Duma is still asleep.
But if Duma is somehow still awake, they will not worship him. But rather they will worship what appears to be a horrifically disgusting mass of draconic scales, fangs, flesh, and bones. It somehow can move and pulses as if breathing. The rotting stench is overwhelming to those not accustomed to it.

This is a very awful magical experiment that they’re worshipping. It is actually a book possessing a frankensteinian mash of necrodragon flesh. This horrifying thing will still exist if Duma is asleep, just not worshipped in his place. This book, ironically, contains all of Nuibaba’s notes on the cure. And somehow,

a shard of Duma's power got into the book during research and made itself a rotting dragon like body thing.

It is in everyone's best interest that you put it down. It is unintelligent, is only interested in devouring flesh, and contains the cure. It will not make a good pet. It will not be loyal like one. If an entire army set upon it, they would tear it to pieces. You must destroy it to acquire the book nestling within it.

These notes will be of great assistance to your quest. In fact, they are vital to your accomplishments. Crack open the monster and get the book out.

Should you accomplish this, you will find that the cure does not only restore the shattered souls of the Witches, it can also mentally and spiritually heal people. It can also help restore someone's soul should it be completely scarred.

If you also convince the cult to worship you instead of killing them or leaving them to pick up the pieces of their mess, they'll come with you as well. You may also take Sonya with you if you find the cure.

Jesse's Offer

Should Jesse survive the war, he will offer you the chance to make a mercenary nation with him. Jesse, along with Saber and Kamui, (Two other mercs. Saber is a famously notorious man for his deeds, and the many broken hearts he leaves behind. Kamui is a travelling samurai for hire who loves the road most of all.). Jesse is a flirtatious man who tries to be a hero but tends to fail against a sizable force against him.

Jesse has a location in mind (Alm has granted him the desert to make a nation in)--the desert area where the notorious Bandit Greith of Zofia lived. Some men have taken over the fortress while Celica's group was away. They're not as powerful as Grieth was, but you'll still have to kick them out.

Now that you have dealt with them, you'll have to find a way to make the new country look good and populate it. No, not by making babies. That won't give you fruition for most of your time here. You'll need to get more people to populate it. Get people interested in your country. And think up a workable system of government. Mercenaries aren't politicians, but you might be able to help.

A desert, even with the blessings of Mila, does not return much. Somehow you must find a way to make sure your people have a way to get food and water. Such as imports or breeding new crops to flourish in the desert, or a maritime industry. Perhaps you could research magic to help crops flourish. In the meantime, you'll also have to deal with the various political factions that crop up in your government as they all vie for their own interests. Like farmers and mercenaries. They all want something, and you're gonna have to think of a way to make everyone happy. Seeking people out to help you do these things should help.

A splinter of those the Bandit King Greith was in debt to, meanwhile, will begin to gather to raid your new mercenary country. They are furious that they cannot have Grieth's stuff to pay them back. If you pay them what Grieth owed them (Which was actually quite a lot and you may or may not be able to afford it depending on how well your country is doing), they will leave. If not, they will invade. This certainly will hurt a bunch of your people, so keep this in mind.

Not only that, it would seem as if the monsters who choose to still live in the darker corners of Valentia have crawled into the sunlight. They are making a mass migration to your country, for some reason. Deal with this problem as you will, but if you ignore it people will grow unhappy with you and try to overthrow you, which will count as scenario failed and you going home. The person behind these monster infestations is a witch searching for meaning in this world after Duma has fall asleep or agreed to leave this world. She hopes that by offering up the sacrifices of the people killed by the monster to Duma, she can awaken him. If not, she thinks that by absorbing the souls of the people killed she can become immortal and gain power.

You'll have to get rid of this witch or strike a deal with her somehow to stop this. If you can get her to stop, she'll agree to follow you for a meaning in her life. You won't need to pod her.

You must ensure the country is successful and isn't a complete wreck by the twenty years you spent running this country. Complete it, and not only will this country follow you around from world to world, you may also take Saber, Kamui, Jesse, Deen, and others that joined your nation as a companion.

Return
Stay
Continue

Notes

The Zofia and Rigel perks are not location-based discounts because you can still choose what discounts you get. I will smack you if you insist otherwise.

Reunited At The Crossroads Of Fate

If you didn't understand what this means, if you make friends with people (Canon characters or otherwise) but you don't take them as a companion you might run into a future settings' version of them. This applies to multiple people and can be toggled on/off.

Also if you get seperated from someone you'll be reunited with them.

Famous Knight

In case it wasn't clear, if you pick an origin other than Drop-In (Or an equivalent) in future jumps you can now start with a little bit of fame and famously known deeds in those jumps. You can't seriously alter canon in the past prior to the jump, like saving a canon character's life. But they've probably heard of you when the jump starts.

My Life For Mana

Yes. You can combo it with regen.

Wonderous Blacksmith + Master Of The Forge

Yes, they stack if you purchased both. But they both carry slightly different effects, do remember this. Master Of The Forge is about improvement, Wondrous Blacksmith is a generic "u forge gud" perk.

Famous Knight + A Hero Mustn't Spurn A Lady's Wishes
If you've taken Famous Knight plus A Hero Mustn't Spurn A Lady's Wishes, sure you can say that those deeds in your past were enough to earn romantic attention.

Echoes Of The Past And Future
Yes, this can apply to the Fire Emblem Awakening Jump. CCDT gave their permission.

Ver 0.5 - WIP posted to thread
Ver 0.6 - My Life For Mana is buffed, fluff is here
Ver 0.7 - Clarified that the discounts aren't "location-based", clarified Plowing Through, reworded My Life For Mana (Changed "health" to "stamina"), Buffed Memory Prism, added fluff to things that needed it, corrected spelling/grammar errors.
Ver 0.8 - Lowered prices of country items from 300 CP to 200 CP. Clarified healing tile paint to be more about the skills than the item. More grammatical errors corrected. Buffed Amiibo to fight for you for ten minutes and buffed Memory Prism again. Moved country perks to the end.
Ver 1.0 - Placed on drive
Ver 1.1 - Added Sonya as a companion reward
Ver 1.2 - Added note about Echoes of the Past and Future

Ver 1.3 - Grammatical updates, fixed Golden Purse of Coin's description, fixed the Farm/Winery perk, dropped companion price to 100 CP, finally elaborated on the mask because the description shortness bothered me, completed the mount's description, and clarified some stuff in the notes
Credit To: Valeria, CCDT, Anons of the thread, and of course DIGGER for encouraging me.