

By Cthulhu Fartagn

Welcome back to Archanea, Jumper. Or perhaps not, if this is your first visit. Regardless, this land stands 3000 years after the adventures of the Hero-King Marth and his companions. Since then, the land has undergone a great schism - the maps have been totally rewritten, and what was once Altea is nothing but a desert wasteland now. 1000 years ago, the Fell Dragon, Grima, rose from seemingly nowhere, aided by his cult, the Grimleal. A descendant of the Hero-King, known only as the 'First Exalt', made a contract with the Divine Dragon Goddess, Naga, and sealed Grima away once more with the power of the Shield of Seals. Since then, the three countries of what was once Archanea - Plegia, the country founded by the Grimleal where Altea once stood, Ylisse, a country to the east, ruled by the descendants of the Hero-King, and Regna Ferox, a northern country full of barbarians and warriors - have had relative peace between themselves.

However, approximately ten years ago, the current Exalt went to war with Plegia once more - to be fair, they are ruled by the religion espousing human sacrifice to a God his family is responsible for sealing away - and in the process, brought his country close to ruin. After his death, his nine year old daughter, Emmeryn, became Exalt in his place, and all dismantled almost all of their military - both because they could not afford it, and as a peace offering to Plegia.

Since then, the armed forces of Ylisse is composed mostly of a small group of not quite elite warriors led by her younger brother, Chrom, known as the Shepherds. That said, the Grimleals thousand year plan to resurrect Grima is dangerously close to completion, and will be coming to a head quite soon - in fact, depending on you point of view, they've already won.

Your arrival in this world comes on the day our kindly prince would be due to meet an amnesiac tactician, though the 'where' and 'who' have yet to be decided. To help with that, please take these.

+1000 cp

Discount Rules

100 cp perks and item are free and everything else is half off to respective origins

Now, who are you?

Free - Drop In
An unexplained existence. A traveler from another world, another time, or maybe just someone who has gone utterly unnoticed. You have the free option of starting near the Outrealm Gate, your probable entry into this world.

Free - Mage
A mage of some sort, conjuring thunder and wind and fire down upon yon enemies - or perhaps the other, more kind hearted, side of the coin, a healer? Either way you're not the kind of person to solve your problems with muscle.

Free - Knight
A more honorable sort, the knight in shining armor. Or perhaps a more rugged Hero kind of person? A paragon of virtue, in the eyes of the common folk at least. Your training has given you a small level of skill in all forms of weaponry, save the magical, something I expect you to use for good.

100 cp - Lord
A scion of nobility, the kind hearted Lord. Most likely a descendant of some hero, greater or lesser. Potentially blue haired, if you so wish. You have the free option of starting in Ylisse, as befitting the stereotype of the blue haired Lordling.

100 cp - Grimleal
So you want to be Evil, do you? Well, you a now a member of the Grimleal, the cult dedicated to unleashing Grima upon the world. Do try not to drink the kool aid. Free choice of starting in Plegia, as that's the home of the Grimleal.

100 cp - Tauguel & 200 cp - Manakete
The two known non-human races that live in Ylisse, both of which are perilously low in number. The Taguel were recently hunted to near extinction, and the Manakete have long since been on a decline. The only living Taguel is on the run and rather hates humans, while the handful of Manaketes are scattered. You may choose which one you wish to be, but Manakete is more expensive and they share the same perks.

...What gender are you?
You'd be surprised by the number of people who forget to ask this. You can set your age to anywhere between 14 and 40, at your discretion, and your gender remains the same as your last jump, or you can pay 50 cp to change.

And where are you from?

1. Ylisse

The first of the three countries on the continent of Ylisse, and the second largest. It's currently ruled by it's pacificistic Exalt, Emmeryn. More specifically, you start in Ylisstol, it's capital city. The Prince and Princess are currently out and about, but should be back within a few weeks.

2. Plegia

While most are not active followers, the majority of Plegia pays lip service to the local religion, the Grimleal. That said, both religion and king are looking for an ex excuse to go to war with their now disarmed neighbor. Your starting location is Plegia Castle, it's not quite capitol.

3. Regna Ferox

Far to the north of both Plegia and Ylisse lies the country of Regna Ferox. It's split in two, East and West, with the two sides deciding dominance based on a tournament of hired swords. You start in Arena Ferox, where that competition is to be held in a few days.

4. Valm

Another continent entirely, far to the west of Ylisse, and the remains of Valentia. It's strictly split into a handful of smaller nations, those being the pitifully tiny Valm itself, Rossane, and Chon'sin. You start in the north west of Valm, in the country of Valm, inside or near Castle Valm. There may or may not be a new king named Walhart moving in shortly.

5. Chon'sin

Valms southern neighbor, it's a land the heavily echoes feudal Japan. It's current ruler is Yen'fay, a swordmaster with a legendary blade. The country for the most part worships Naga - or rather, Tiki, who sleeps to the north-east in the great Mila tree. You may choose to start near said tree, or more to the south in Chon'sin proper.

6. Origin Peak & Mountain Village

A duo of islands set in the ocean between Valm and Ylisse. Origin Peak is a volcanic island that's technically a part of Plegia, while the Mountain Village is strictly speaking a part of Valm. Both sport a fairly small population, though the village is currently suffering from Grimleal demanding sacrifices.

7. Outrealm Gate

A tall stone arch that occasionally glows blue,on an island just to the south of Ylisse. The gate is a portal to places that could be, never were, might have been, and so and so forth. It's also incredibly hazardous and quite confusing. If you wish, you can start at the gate itself, or on Ylisse proper, in Southtown.

8. Free Choice

You may choose to start your time in this world at any location, listed or otherwise. You can even choose one of the three unknown continents to the north, south, and west. If Valm is Valentia, perhaps one of them is Jugdral?

Perks

Drop In

100 cp - Recurring Character

Oh hey, it's jumper! Do you remember all those adventures we had back in the day? ...No, you don't? Sorry, I must have mistaken you for one of the other jumpers. Anyways you now have the option of entering the jump with an established reputation. Do you want everyone who lays eyes on you to know that you're a merchant, like Anna and Anna and Anna? Or maybe you're a adventurer, a healer, or something else entirely. Regardless, the world now has a long history of you and maybe many other people who look exactly like you, doing that one thing.

100 cp - You May Call Me Marth

You are a master of disguise! Sort of. A mask and a fake name would be enough to prevent your own parents from recognizing you, even if you had a copy of your father's sword... and were using his fighting style... and used his secret technique, right in front of him. Or maybe that's the time travel? Regardless, as long as you attempt to disguise yourself at all, you'll be utterly mysterious.

200 cp - Blacksmith

What? A merchant has to get new products from somewhere, and some dungeons are just too dangerous to delve into for loot. Pick between staves and tomes, or more traditional weapons. You can now forge these weapons, though only the fairly simple ones. For now at least. If you actually manage to get your hands on something above that, or spend enough time experimenting, I'm sure you could recreate some of the more impressive weapons. Regalia, however, will likely be beyond you for quite some time. You'd have better luck searching the outrealms for more copies.

200 cp - Champion Of Regna Ferox

No name, no family, no money. Just you and a sword. By all rights, you should be dead out of luck, but there just so happens to be a swordsmanship competition nearby. Or maybe a bunch of bandits are threatening the town? Regardless, as long as you have a marketable skill - and swordsmanship is very marketable in this day and age - opportunities for you to do so will show up just as you need them. They'll keep a roof over your head and food over your belly, just not the kind fit for royalty, oh she of high standards. Well, unless you're trying to market those skills to someone capable of providing them?

400 cp - I Can Smell The Money Now

Since you're presumably a member of the Anna family, lets go ahead and make you an expert merchant. Buying, selling, haggling on the price, conning someone into a purchase they maybe don't need, or maybe just the simple logistics of running your one woman show, you're pretty good at the whole shebang. More far fetched methods are also possible, albeit a bit more risky. Have you made friends with a small army of fighters? Clearly you have permission to loot enemy supplies, and then sell them to your new friends. Did they recruit a demigod? Convince them to do some motivation speaking, and charge admission. Please note, that demigod is a dragon and will eat you if you try, so think of something else.

400 cp - Running Through The Eye
The outrealms are a difficult place to navigate at best, being not so much a place itself as a path between places. That said, there is at least one person who LIVES there, so it's clearly not impossible. Normally, you'd reach an illusionary place, and perhaps be better for the experience with a small trinket as a prize. You now have uncanny luck when it comes to navigating the outrealms, and other forms of unusual travel. To the point that you can reach a REAL place, pushing through the gates into tomorrow or yesterday, or perhaps a mythical kingdom from your fairytales. Perhaps you're not lucky at all, but have a guide? Well, it matters not, just be careful not to be followed.

600 cp - Anna Legacy
So, I guess you really are following in the footsteps of the Anna. Well, let's get down to it then. You now have a family. A really, really big one. Like, let's say somewhere around 100 people who are all identical to each other, being a bunch of money obsessed redheaded merchants who are all named Anna. Thankfully, you can tell the difference between them all somehow via methods such as incredibly minor differences such as accent, posture, and attitude. This also applies to other lookalike families, possibly such as clones. There's also a big book of every con or massive sale they make, to help keep track of who did what. Lastly, a bit of etiquette, they'll back off of your money making plans basically immediately if you do the same for them. If you bought 'Recurring Character', you can instead create a new family based on your reputation.

600 cp - Blood Of The Dragon
This is… How odd. This isn't something I wouldn't have thought to see in this day and age. A long long time ago, it meant that your ancestor made a deal with one of the gods, and was granted a legendary weapon for it. Here and now, it's been reduced to a hereditary birthmark, and a penchant for possession in one case. You however, have something else entirely. While you'll find that while the right to wield these weapons may still be beyond you, you'll also find a battered and cracked blade repairing itself to it's true glory, or a degraded and crumbling tome being empowered by the god that wrote it. In effect, you will always wield a weapons true power and full potential, even if that power has long since been lost to time, or requires many trials ands sacrifices to unlock. Keep in mind however, that even in their glory days, these weapons had limits - surpassing them will leave you with empty hands.

Mage

100 cp - For Science

How magic actually works is never revealed, at least not to the players. Some might consider them as natural magic bound up in a book, others might think them mathematical calculations describing the attack. Either way, you are capable of using these tomes. In addition, you are capable of modifying them slightly, something akin to increasing the usages by lowering the power, or trading accuracy for might of the spell. You won't be able to make a Lightning equal an Elthunder, but even a small amount of customization could be the key to victory.

100 cp - An Oath Of Non Violence

In ye olden times, those who devoted themselves to the healing arts were forbidden from wielding the blade, hence the creation of the scepter - an overly glorified mace, so that they could remain armed. You are now capable of using staves to heal the wounds of your allies - well, also your enemies, but why would you? And unlike the clergymen of old, you can - or rather, will - be able to use bladed weapons, depending on your training.

200 cp - The Boy Who Didn't Cry Wolf

Maybe it's a rough and tumble childhood, maybe it's your sheer animal magnetism. Either way, you have a connection to nature - specifically, the animal kingdom. Animals are unusually calm around you, and are easier to train. You can also call upon them for certain 'special effects', such as calling an unkindness of ravens heralding your approach. Or maybe you just want a pet wolf?

200 cp - Demoiselle

One of the benefits of not being a frontline fighter? Not getting covered in mud, blood, and Naga knows what else on a daily basis. Or ever, hopefully? Well, maybe a little. However, I have good news. Not only are you a beauty, but you can put minimal effort into your appearance - five minutes with cold water and no soap, for example - and come out looking like you spent an hour or two being waited on by the maids. Oh, and your healing magic is slightly more effective on people of the opposite gender. You're an angel on the battlefield. ...What do you mean 'I'm a guy'?

400 cp - Warp, Rewarp, and Rescue

Two ancient Staves that seemingly no longer exist in this world, and one that still does The first sends someone away from you, the second sends you away, and the third calls someone too you, all assuming you have the range. Normally you'd require the relevant stave for this, but you've somehow managed to figure out how to do without - probably due to them no longer existing? Regardless, each one may be used a total of five times per day, with non-used attempts being stored, up to a maximum of fifteen.

400 cp - Kindled Fire Balm
To heal the body is well and good, but wouldn't it be better to keep them from harm? ...No, I don't mean you going out onto the battlefield with an axe or two. There exists in this land a stave called 'Ward'. It doesn't actually heal, but instead it grants a small measure of resistance against magic to the blessed. You can now utilize something similar to this, granting those you heal a small boost of some kind as you heal them, though it will fade within hours.

600 cp - The Man Without Morals
It's one thing to be a fighter with the power to raze a town, a force they lack the power to stop. It's quite another for them to know that there's nothing anyone can do. Power is impressive, but breadth, utility, options, those can help you salt the earth and put insult to injury. Your magic is a far darker sort than most would dare use, of hexes and curses, of voodoo and bloody rituals. You could steal a man's body for a day, or perhaps with a lock of hair, murder him from miles away? Hell, you can probably summon the risen, but without any connection to grima, you wouldn't be able to control them. Yet. Basically? Almost anything Henry or Tharja could do.

600 cp - Know That I Loved You
Sometimes how much you have isn't what matters, but how much of that you can give. Your actions have consequences, and very rarely are they bad ones. Heal a man one day, and he'll live a longer life. Forgive him for wounding you, and he might just betray his evil ways. Die for another's sake, and the army at the doorstep would revolt rather than harm them. You'll also find yourself lucky in the extreme - putting that much karma into the world, it's not hard to think you'd get something back. It's nothing like the fire and wind and thunder of other mages, but healing a country is a magic all it's own, no?

Knight

100 cp - Pebbles on a Path

Such nasty little things, someone could trip and hurt themselves on these! Just imagine how embarrassing it would be! Thankfully, you have the beginnings of an iron will, something that allows you to stick to a task once you start it. Maybe that's picking every pebble off the road for a solid mile, or maybe it's just your insane workout routine. And by insane, I mean that your closest competition dropped from exhaustion halfway through.

100 cp - Discipline

To be a knight requires more than just knowing how to swing a sword, but honestly that's probably the simplest and arguably most useful thing they know. As a result, you have a single weapon of your choice - Sword, lance, axe, or bow, to which you possess a superb level of mastery over. On top of that, your experience with your weapon allows you to use some of the heroic weapons, the ones that have magic inherent to them, or have a unique trick to how they are meant to be used, preventing oddities in a new weapon from severely impacting your fighting style.

200 cp - Gentilhomme

Uh… Not sure how this happened, but maybe some sort of royal put you on permanent bodyguard duty? Either way, somewhere along the line you've gained some skill at social niceties. You know, how to make a proper cup of tea, a bit of cooking, high class social mannerisms - butler stuff. Would probably help you flirt with the ladies, but that's not why you want this, right? ...Right?

200 cp - Bull and Panther (and Piram)

Training is best done with an ally, is it not? Not just to push yourself to do better, but that you might push them, and them you. As such, you'll find that doing so will provide you with a small benefit to the rate at which you lean together. This works best when working on similar, but not identical, things, such as two knights sparing with sword and axe, or a mage and archer training accuracy. Using the same partner again and again will also help, but it caps out at three times as fast.

400 cp - Hired Blade

Interesting fact about Feroxi politics, the ruler of the two halves is decided not by the two khans fighting each other, but on their champions. Despite their focus on martial prowess, this allows their politics to continue without their politicians losing their life AND the (metaphorical) election. Whoever find the better fighter wins. You can now pull something similar to this off, substituting a champion into any form of duel or competition to fight in your stead. You will still receive the credit and any rewards, but don't leave them with nothing, or they won't agree to fight for you again.

400 cp - Ghost Story
The fresh recruits in the barracks tell tales of things gone missing, and of things suddenly appearing. Drinks that pour themselves and float away. They say the barracks are haunted by some dead soldier! ...It's really not, you're just extremely unobtrusive. Like, people could walk past you all day long and never realize you were there. I don't suppose you've considered a life of crime? You'd probably be way better at it than soldiering.

600 cp - Pick A God And Pray
You aren't just a knight, you're a knight in shining armor. The new Jagen. As such, you have an interesting boon. When acting under the orders of royalty, or at least someone you've sworn yourself to, you'll find your prowess in combat rising. A farmhand could duel on even ground against a trained knight, and a trained knight could stand on par with the traditionally badass royals. A royal? Might just be able to fight off an army. And that doesn't mention your non combat skills, such as strategy and diplomacy. However, break faith from them, or have no Lord at all, and all this goes away.

600 cp - The Knight Paragon
You are, in a very real sense, the perfect knight. Good at swordplay, at lances, can ride a horse, Wyvren, or Pegasus with ease, can care for said animal expertly. There really seems to be no limit to your natural genius. However, this is only good for picking up the basics, or for becoming 'average', albeit in record time. Past that would require actual, though still less than normal - effort on your part. ...In addition to that, as such an individual, you represent something. Hope, perhaps. The best knight in a squad. If only one could survive, to run away and pass a message, it would be better to be you. When someone sacrifices themselves for you, you'll find days and weeks of training passing in an instant, giving you more of a chance to live up to being worthy of that sacrifice.

Lord

100 cp - Tending Sheep In Full Armor

One of the first lessons of royalty is that you must control your appearance: first impressions are a potent weapon in the realm of politics. Most Lords and Ladies favor armor for that purpose: it's rather difficult to make a good impression with half your blood on the wrong side of your skin. However, heavy armor carries its own problems... problems you never have to worry about, now. Your armor does not impair your movements, its weight barely registers on your senses, and it needs almost no maintenance outside of repairing battle damage, and as an added bonus, you're immune to unwanted helmet hair and will never catch your long hair in the links of chain mail.

100 cp - Royals Who Actually Do Something

For someone who ought to be bound by a dozen social conventions, you can be surprisingly light hearted. From now on, you won't get in trouble for lacking in formality, though your tutors might still try and beat the proper mannerisms into your head. In addition, and only if you so wish, you can cause the people around you to address you without heeding the difference in social standing, though someone uptight, or Naga forbid, enjoyed them, would probably use them anyways.

200 cp - Who Taught You That

A family such as yours must come with a legacy a mile long, young lordling. I'm sure it can be a pain to live up to the expectations of your parents, when the shoes of your ancestors are so large. However, perhaps this will ease the burden? This gift is twofold. First, if you are the hero of legend who sets the standard, you may set a specific skillset or fighting style as a legacy, and your descendants will continue to practice it long after you're gone. Second, if such a legacy already exists, you may learn said skills with ease. What, with a thousand years of history behind this talent, you didn't think we had some tips and tricks for it?

200 cp - For A Better Future

Once upon a time, a unkindly king went to war. He slew his enemies, but at a cost - his treasury drained dry, his army dead or made of farmhands, and his lands untended. His legacy was that of a senseless warmonger. But perhaps he heard a rumor. That a certain cults plans were nearing completion, their prophecy child born into the world. How could it all go so wrong? Well, if you so wish, you too can do this. While the after effects will be costly, you can continue to push your country forwards unto the dawn you dream of and they will gladly follow - but the instant you succeed or fail, you will have to pay for that loyalty.

400 cp - Chrom Time

The prince of Ylisse is somewhat famously bad at socializing. Despite this, he still has two women heads over heels in love with him. It would seem that he - and now you as well - can bypass what is actually said, and cause your listeners to understand the point of the message. No matter how much you bumble about trying to complement them, such as going too far and then backtracking multiple times, they'll still understand that it was a compliment. Such as not trying to beat the crap out of you for accidentally walking in on them bathing, since you clearly communicated it was an accident.

400 cp - Baneless
Weapons can be forged with specific goals or opponents in mind. The Heroic weapons are often so well designed that they emulate a skill so well that you might as well have it, or make said skill so easy to use even someone with no hope of ever learning it could do so. The Superior weapons are designed to be used against themselves, sword against sword, lance against lance. The Slayer weapons are cruel, meant to kill beasts and wryms, or to crush armored foes with ease. This is not a problem you suffer from. If you should posses any, your weaknesses are smoothed over, possibly even for nearby allies. A weapon meant to kill horses would fail to cripple the one you were riding, and an armor crushing blow would not crush. But keep in mind, this is not an immunity. Their strikes will land, but it won't be the crippling blow they hoped for. Super effective does not exist against you, but enough damage will still lay you low.

600 cp - Dual Guarding Against Astra
Every day of your life, you create bonds. A friend, an ally, a baker, a farmer, a sibling, a lover. Invisible ties, connecting you, giving you strength. A strength that can withstand the gods themselves - breaking these ties requires something both less and more than fate and destiny. ...Sorry, got a tear in my eye. Whether it's you taking the blow for someone, or someone taking the blow for you, there is a small chance that these invisible ties will simply cause the blow to slide past, to bounce off, to simply fail. It depends on who you are with, but with the power of friendship and a little luck, two people could stand in front of an army and not be moved. The stronger your ties, the more often the effect will activate.

600 cp - World Without Gods
It's been a thousand years since Grima last rose, and since the descendants of Altea and the Ancestors of Ylisse sealed him away. However that seal grows weak and once more the world will be dependant upon the goodwill of a god and a heroic lineage. Time for that to end. The heroic lineage may wield that seal him away for another thousand years, but they lack the means to kill him - and that's where you come in. You are anathema to the power of the gods, to the fate they decree, and to the will they enforce upon the world. Their attacks are less absolute, their defenses incomplete, and their plots often miss you entirely. A hero needs only one strike to win the day - but if you are willing to toil in the dirt, you can win the war.

Grimleal

100 cp - There Are Better Places To Take A Nap

Have you ever picked a fight and then had to desperately run away as you got your ass kicked? Yes, no, maybe once in a blue moon? Well, I have good news, they're now slightly less likely to find you as you do. Which, granted, isn't very good. But at least you'll be able to bleed out in peace? Or just maybe you'll be lucky enough to have a friendly force stumble across you and help you out. Like a kindly shepard or a time traveling dragon.

100 cp - The Metaphorical Dragon

Now, there is a slight possibility that you're the result of a millenia long breeding program meant to create the perfect host to be possessed by a dragon. In which case, you'd be the literal dragon - but let's talk about that later. You've got this metaphorical air about you that makes you seem trustworthy. Innocence perhaps? Or maybe helplessness, I don't know. Competence? Either way, it attracts powerful people. If you manage to impress them, they might just offer you a job. But, it's up to you to actually do said job, or be worthy of keeping around in the first place.

200 cp - Shipping Lord

You have a talent. A talent for figuring out how well two people would work together, fight together, and, uh, 'other stuff' together. You know, the kind that takes the woman off the battlefield for nine months. On top of that, you are also capable of analyzing them somewhat - their general strengths and weaknesses - and figuring out what it'd be fairly reasonable for their kids to be good at. Evil Eugenics cult, or tactician trying to get the best units? You decide!

200 cp - Shadowgift

Normally, dark magic would be corruptive, with the more powerful spells being, well, if you weren't crazy before, you are now. You have both a level of resistance to this, allowing you to use dark magic without the proper not-go-crazy equipment, and a level of inherent skill at it, giving you a powerboost. It's by no means perfect, but it's more than most others get.

400 cp - Checkmate

Sometimes you need to study for years, attempting to understand the learnings of great scholars and wise men, dedicating a significant portion of your life to the art of war. Or you could just throw things at the opponent to see what works. Regardless, while you aren't an expert on the topic, you're heads and shoulders above the rest - when fully in the zone, you can probably even visualize the battlefield and your opponents without opening your eyes. On top of that, the crazy things you think up have a very small tendency to go better than they ought, and also for people to go along with them.

400 cp - King For A Day
The courtroom is a very different battlefield than a war, with honey words and poisoned daggers mattering far more than the legendary weapons and armies of legend. That said, this particular warzone is one you could waltz through without even a scratch to show for it. Maybe it's your cunning tongue, perhaps it's your wit and intellect. Maybe it's your high ranking position in the church, or the coins you drop into pockets as you pass. Regardless, it would only be a few days work to buy a nobleman or two to do your bidding. If you were any more important, you might even be a candidate for king.

600 cp - This Has Happened Before
Let's pretend for a moment, that once upon a time there was an evil dragon. He possessed a cult that he commanded to breed him a suitable vessel to inhabit and control. He possessed twelve undead warriors, called the deadlords. Now, do I speak of Grima? Or the ancient and long forgotten Loptyr? Or maybe both, there are so many similarities after all. For every jump - or rather, timeline - you enter, you may chose a particular enemy. Could be anywhere from one person their who knows how many greats grandchildren, to a particular god and any empowered by them. For every foe they defeat, every victory snatch from the ether, you gain power. A sudden rise in your necromantic competency, perhaps you'd find yourself with expert cult building skills. You will need to exert some effort to pick these up, but its a thousand times easier than it would be otherwise. Your chosen enemy may win against one foe. And against the second and third. But can they win against someone with the power and skills of all three? And just imagine the plots of all three going off at the same time. Such beautiful chaos as they panic...

600 cp - Fell Reincarnation
For two thousand years, the Grimleal have followed the command of their god to create a perfect servant, one whose body and mind were synchronous with Grima's own, a way to bypass the restriction of the seal placed on him. You are that success. For now, you are a twisted mockery of a manakete, a dark dragon godling as compared to the divine dragon goddess that is Naga. This comes in the form of two primary benefits and one not so good thing. The first benefit is the skin of a dragon, cutting off 1/4 of any and all damage dealt to you, and preventing the possibility of a one hit kill or reflected damage. The second, Grima's unique breath weapon, Expiration. Which comes in the form of the ability to summon spikes made of pure dark magic. In an interesting paradox, they can wound beyond compare, but cannot kill. Of course, you can still breath fire, so just finish them off that way. Lastly, this makes you the second most ideal candidate for Grima's rise to power - I can promise you that they won't be able to force you to give in, but doing so voluntarily is a spectacularly bad idea, for any reason.

Taguel/Manakete

100 cp - A Debt Long Unpaid

A long long time ago, somebody did your family a favor, and their child's child now stands before you asking for your aid. Or perhaps it's the other way around, you are the one owed and demanding? Regardless, you have a instinct for keeping track of these things, and those who owe are, if not forced to pay, then to at least acknowledge their own untrustworthiness for failing to fess up to their debt.

100 cp - Lets Play!

Who has time to train when you could be studying? Who has time to study when you could be playing! You have some sort of eager air about you that makes is impossible for most people to say no to you when you want to play. In addition to that, you can have a day of nothing but playing tag count as a full day of training. They're both very intensive physical exercise after all! What about studying? Screw studying, it's boring.

200 cp - Alchemical

As you might imagine, the body of a dragon contains many unique parts, all of them useful in some shape or form to even the weakest magic user, with a Taguel being not far behind. When it comes to harvesting yourself for parts... Well, why the heck would you, but for some reason it hurts less, grows back faster, and gives far more bang for your buck that it should.

200 cp - The Forever Child

Some would call it a blessing, some would call it a curse. Regardless, you are now damned with old age. ...Not that you are particularly old right now, but more in the sense your natural lifespan is something like two or three thousand years. You could walk the earth and see all there is to see... and watch your friends and loved ones die as you do. Like I said, some would call it a blessing. Others would not.

400 cp - Battle Rhythm

Maybe it's something about how you move and breath, maybe it's how you fight. This rhythm you generate makes you dance between blows while dealing your own... At the cost of only working half the time. Even or odd, it makes no difference, half the time you could walk across a battlefield and dodge arrows simply by walking, the rest of the time... You can't. This could go up to a half hour of 'up' in exchange for an equal amount of 'down', or it could switch with every step you take. Your choice.

400 cp - Full Inheritance
With the Taguel race being on the decline - or more accurately, basically genocided - you'd think they would be doomed to die out, if only in the sense that the kids would be half-taguel, and then quarter, and then it wouldn't matter anymore. Not so. See, Taguel breed true. As long as one parent is one, so will the kids. None of that hybrid nonsense. So your kids will be full Taguel, regardless of whatever else you do. Or, if you happen to have a uniquely weird biology, you wont need to worry about it degrading over the generations, as your lineage will stay strong.

600 cp - Jumpersbane
You know the problem with transforming into a dragon? ...Yes, there are problems, shut up. It's that somewhere along the line, someone made weapons that were really great at killing them. Weapons that are now really common, and work great for murderizing you. However, the claws of a dragon are also excellent at killing dragons. Any specific weakness you might possess is now one you can exploit. As a Manakete, your touch terrifies dragons. As a Taguel, the beast of the earth cower in terror. As anything else... If your former or next race has a specific weakness, it's now yours to command. Although, perhaps a slight exaggeration with that whole 'cower in terror' thing, but I think you get the point.

600 cp - Divine Dragon Heiress
You aren't just a Manakete, you're a Divine Manakete. Probably descended from Naga somehow, possibly her child - you have a sibling, so it is possible. Perhaps a grandchild? Or just an anomaly if you so wish. No matter how you wish to explain yourself, you a now a potential heir to Naga's position as a goddess. As a result, wherever you are qualifies as a holy ground for her - or another religion, since Naga will probably not exist in future jumps. On top of that, should worst come to worst, you can replace her as the Divine Dragon Goddess in order to convert her soul into a massive, but temporary power boost. That said it will require both a blood connection and her to volunteer. And no, charisma perks won't help.

General

50 cp - Hurricane of puns

Be it jokes about sweets or money or anything really, you're capable of unleashing a flurry of puns upon the unsuspecting ears of enemies and ally alike. They'll be thunderstruck by the sheer volume you can bring to bear when you put your mind to it. Just be careful not to go to far, lest your own allies attempt to rain on your parade and stop this deluge of horrible jokes.

50 cp - Sound Test

While I doubt this holds true in a realized world, the game possessed a rather nice soundtrack. As such, you can now summon up and play any of them at your leisure. Just be sure to pick the right track to suit the occasion, yeah?

100 cp - Second Gen Unit

Well, this is… Unusual, to say the least. Somehow you're someone's child - well, perhaps that went without saying. But, more to the point, you're a child that shouldn't really exist. Perhaps you're someone's discretion, or maybe you're a time traveler… You know what, let's go with that. It's less complicated. Your parents are up to you, though. Either pick your faves and ship em (which may or may not net you a sibling), or take some background characters. Now, with that in mind, you can pick up to four stats to permanently increase your rate of growth and upper limit for. Or pick the same one four times.

200 cp - Open Says Me

Some people need specially forged keys to open up locked doors and chests. The lazy would pay even more for a skeleton key of some sort. You on the other hand, need no key. See, you're a thief of some sort, and being unable to pick the lock of a door or chest… Well, you'd go out of business right quick. Thankfully, even if you don't go about robbing the poor to give to the rich, you can still make the keys others would need to do so. Maybe you can call yourself a locksmith?

Items

You receive a 200 cp item stipend for use in this section only, companions get 100.

Drop In

100 cp - Money

Ah, now I'm definitely sure you're related to Anna - or maybe a runaway princess? Regardless, this is enough money to buy the most expensive equipment - ranging from 2000 gold to 2400 - at least a dozen times over before running out. Or perhaps you could buy a quarter of that, and have the rest forged up to make them even more dangerous? Or maybe even buy an Einherjar card, if you could find someone selling one.

For an additional 200 cp (no discount), you aren't merely well off, but stinking rich. The amount of money you recieve from this can be multiplied by twenty, or you can choose to start with a single Einherjar card.

200 cp - Ballista

A weapon from another age, probably borrowed from one of the many Anna - or more accurately, her lover, Jake. Certain bows can strike the distance half again as far as most tomes and bows. Beyond that even, certain tomes can strike over thrice as far as that. This bow - this Ballista - strikes as far as those tomes. While it takes the bows issue with close range combat and makes it three times worse, the ludicrous range it can be used at makes up for it. Ammunition for it isn't plentiful, probably due to it being an antiquated relic, but you'll always find at least one or two sets of bolts in the warehouse each day. Be sure to use the right kind of ammo for the situation, yeah?

400 cp - Logbook

A thick leather tome containing a number of illustrated cards. Each page of the book is a miniature biography of these cards, and will allow you to summon Einherjar, ghostly echoes of ancient heroes. There's a chance you might even end up with another version of yourself in here. In order to gain these cards, I would suggest wandering about the outrealms, or seeking out somebody else with Einherjar to combat in order to copy and create your own. By default, you start with five, though you will need to equip them yourself. Pick wisely, and be careful to pick some you can actually get along with.

600 cp - Personal Weapon

In a timeline where tragedy failed to strike, a weapon by the name of Geirskögul would come into being. In all probability, created by an amnesiac tactician and a kind hearted shepard for a certain blue haired princess. However, tragedy did come in the form of a fell dragon, and the weapon, if it ever existed, was lost. With that said, you now possess a personal weapon on par with Geirskögul for yourself. Said weapon can hold the power of up to three skills imprinted onto it, much like how the sword Sol, the lance Luna, and the bow Astra possess the skill for which they are named. One of these must be a Rally skill, as befitting a weapon made for a leader, but the other two are fully up to you. As you might imagine, it would have been a powerful weapon had it been allowed to exist.

Mage

100 cp - Signature Tome

A fighter must have a signature weapon, no? Or perhaps this was just the best your money could buy, or even your speciality. You may now pick any one tome in the game as your signature weapon, with only two exceptions. One, no dark magic. Two, it can't be one of the former Crusader Weapons. That is, Valflame, Mjolnir, Forsetti, and the Book of Naga. Any other tome is fair game, and if you manage to break it you'll find another in your warehouse within a few hours, with more copies being available at any one time if it's of a lower rank. If you prefer to be a healer than a fighter, you can choose a stave instead.

For 200 cp (undiscounted), this tome becomes a Grimoire. Instead of requiring a new tome every so often, it instead generates more pages every day, with no upper limit. In addition, it can consume pages from other tomes, allowing you to cast multiple spells without the hassle of carrying four or five tomes around with you.

200 cp - Dark Magic Gear

Dark magic as a whole has always had a corruptive effect on the mind and soul. It has also been the favored weapon of evil for quite some time, from the ancient Loptyr tome, to the supposedly invincible Imhullu, and now to the tome known as Grima's Truth. More powerful, yes, but at a cost. These custom robes are designed to help migate and resist those effects. I can't promise they'll go away entirely, but they should null out a decent portion of it.

400 cp - Hex Supplies

Magic - the useful kind, not the kind for blowing things up - tends to require… Ingredients. Eye of newt, tongue of from, six ounces of salt and some pigs blood. Or maybe six blank books to copy over some new tomes? Well, regardless of what you need, you now have a line to getting it. Whether that's a budget from your boss or blackmail on a merchant is up to you though. Somewhat tilted towards the less nice magics, but still usable for the kinder things.

600 cp - Sage's Hamlet

A small village on the east coast of Valm (continent) that is primarily made up of a small group of sages. They seek to recreate the lost tome, starlight, by contemplating upon life, the universe, and everything. They're also doomed to failure, but that doesn't mean they can't be of use. Three times per jump, you may treat the sages learnings as a minor macguffin, or once as a major one. If you search for a legendary sword, they might have one… but it would only be an exceedingly good fake, or perhaps only be capable of unleashing it's full might a single time. For all three though, they can assist you in procuring the real one. Failing that, it's a village full of Sages. Every party need a white mage, right?

Knight

100 cp - Armed and Ready

No, not a weapon, armor. Every knight needs some, yeah? You've now got a custom fit set, made just for you, following the style of the knight, cavalry, archer, or mercenary classes. While it's not any more solid that it ought to be, leaving it in the warehouse for a day will get you repairs and refit if needed. If you wish, you can have a personal color of some sort to make you stand out some - don't be a mook, it's bad for your health.

For 200 cp (undiscounted), the quality of this armor rises dramatically. It can now take a functionally indefinite amount of damage from the weakest tier of equipment - bronze - without ever taking any actual damage.

200 cp - Mounted Combat

Requires a mount, obviously. As such, you may now pick between a horse (speed or stamina), a wyvern, or a pegasus. However, the local pegasus are some of the more picky breeds, and will only allow females to ride them. You'll get a male passenger with a female rider once in a blue moon, but for the most part, nope.

400 cp - Heroic Weapon

The Heroic weapons are a catchall term for the weapons with the potential to surpass even the Silver weapons. Swords such as Liefs Blade, granting the skill 'Despoil', the axe Vengeance, granting the skill for which it's named, or the Superior weapons, embedded with one of the '-breaker' series of skills. Or, maybe just the brave weapons, with their boost in speed. Regardless, you may choose any two of these weapons. If they break, you'll find a new one within a day or two.

600 cp - Mercenary Company

I gave you armor, a horse, and a superior blade, and yet somehow we've come to this. You now own a company of up to a few dozen knights, calvary, and mercenary soldiers. By themselves their competent, if comedic, but it's when you supervise them personally - both in training and in missions - that they truly shine. If you're very lucky, you might find a mage or two, perhaps a healer, willing to stick around and assist you, but I wouldn't count on it. That said, if you do manage to get some new recruits, this company can hold a maximum of fifty people at any one time - so you have 14 slots to fill inside the next ten years if you want the full number.

Lord

100 cp - Command

Due to you heritage, you possess a noble bloodline of little renown. Perhaps your grandfather or grandmother was of particular help to the king of the time and was rewarded with nobility for it? Well, even if you are old blood as compared to a neophyte, you still qualify as nobility. As a result, you have a decent allowance to spend at your whims. In addition, it's possible you have a retainer of some sort - or maybe you are one to royalty?

For 200 cp (undiscounted), that little renown instead becomes the ruling bloodline of your country. You are at bare minimum, within ten steps of being on the throne yourself. And you definitely have a retainer, and a high quality one at that.

200 cp - Silver Card

Maybe it's proof of nobility, and the commoners tendency to give discounts to them (or have them demanded), or maybe people just like you that much. Either way, you now get 50% off any merchant you present this card to. Useful for buying expensive things, or cheap ones in bulk. Impossible to lose or have stolen, and while not indestructible, it will be instantly replaced. Does work for other things, like mid combat bribes or other nebulous things, but that will only net you a 25% discount.

400 cp - Legacy Weapon

Falchion is the name of a sword originally forged from one of Naga's fangs, it has been passed down through the generations from the thief Anri, the hero-king Marth, and the kindly lord, Chrom. This weapon may or may not be that weapon, but nonetheless it bears three boons. First, it may only be wielded by someone of your lineage. A parent or child, or a sibling and their children. Second, the blade itself is unbreakable. Lastly, the weapon possesses an intrinsic advantage against something in particular. Dragons perhaps, or other forms of beasts. The undead, even. Or something more esortic, such as dark magic.

600 cp - The Shield Of Seals

The Fire Emblem itself, one of the regalia of Ylisse. A shield with five inlets for five gemstones to be placed in, Argent, Sable, Gules, Azure, and Vert, five gemstones scattered amongst five countries, only one of which is still yours. However, if you were to gather all five - or even four - you would gain access to a ritual known as the awakening ceremony, a method of contracting with a god and maybe creating or empowering a holy weapon. The ritual itself will burn some of your mortality away, in favor of the blood of the dragon/god you've contracted with, and if you possess a weapon aligned with them, they can empower it, or fix it if it's been damaged somehow.

Grimleal

100 cp - The Risen

The risen are quite simply, those who died and rose again. Empowered by the thantophage, a peculiar insect under Grima's control, they can be directed by those with his blood in his veins - that being most of the Grimleal, most notably Validar, or those touched by his power. You have approximately three dozen corpses, all of which will rise up at a moments notice and can be sent off to wreak merry havoc. They aren't very strong individually, but they also don't suffer from things like food or sleep. If defeated, you'll find more within a week.

For 200 (undiscounted) cp, this plague of the dead can slowly spread to those they lay waste too. The new Risen aren't as strong as they were in life, and will lack most bloodline or granted abilities, but if they were strong enough you might end up with a Deadlord - a Risen with barely any personality, and a spark of intelligence - to command your army of the dead.

200 cp - Thunder Weapon

The Levin Sword, the Bolt Axe, and the Shockstick, a trio of weapons built to cast lightning magic. Or if you prefer, a trio of weapons meant to allow users of actual weapons to cast magic. Not always effective, depending on magical power, but a nice stopgap measure. You may pick one of these as your main weapon, and if broken, will receive another within a day. For what it's worth, the shockstick is the only one without significant range.

400 cp - Sable

A long time ago, this was known as the Darksphere. Specifically, its one of the gems them are embedded into the shield of seals, the fire emblem. Or rather, was. The five were handed out amongst the nations, with the descendants of Marth keeping only one. This dark purple orb is a mass of dark energy, corruption at its finest. Utilized properly, it can act as a power boost to such abilities, driving those who try to attack you mad. Utilized improperly, it will drive YOU mad. ...That said, the upper ranks of the grimleal are already such due to the actions of grima, so you won't have to suffer from those issues. Also comes with a single fake, and a highly convincing one at that.

600 cp - A Nation Made To Die

A thousand years ago, the first exalt sealed away the Fell dragon, Grima. Ever since then his religion, the grimleal, have been working to bring him back. Why? Well… Dark magic tends to be corruptive and bad for your health, so there's probably a level of mind control and general craziness in there. You are now the high priest - or hierophant, if you prefer - of your own religion. These people are fanatically loyal to you - or to your patron god, should you have one and wish to share. Oh, and while they probably won't be publicly accepted in most worlds, they, and by extension, you, basically own the nation they are based in. It would be fairly easy to become a king, just a little push here and there.

Taguel/Manakete

100 cp - Transformation Stone

The Dragons of old, in an effort to prevent their degradation, locked away most of their dragon-ness into stones, causing them to only be able to access their full power for brief bursts. Why the Taguel have stones of their own, I don't know. Either way, you now possess a beaststone or dragonstone, depending on which you actually are. They come with a small level of strengthening around the board while active, but that's probably nothing impressive in the long run. Additionally, there used to be many kinds of dragon - you are either a fire or ice Manakete - or rather, possess the stone of one.

For 200 additional (undiscounted) CP, you may obtain a beast/dragonstone plus - in essence, a souped up version that grants a more powerful form upon transformation. For the manakete, this may potentially include being a divine dragon.

200 cp - Wild Armor

A peculiar invention of the Taguel, a set of armor made for both their forms. When transforming into another state, this armor will reconfigure itself to suit your new shape. It’s by no means perfect, as it could possibly leave you half naked - well, in so much as a giant rabbit can be naked - but the fact that you aren’t ripping it to shreds, or having to strip beforehand, combined with the fact that you will still have armor on while transformed, should be enough to cover the downsides. And yes, you may import another suit of armor to gain this effect.

400 cp - Dragon Tears

I recall mentioning that Taguels and Manaketes had rather large alchemical properties to you before. This is merely one such use. This single crystallized teardrop contains the latent magical power to provide you with a small measure of strength for a few hours. The effects are minimal, doubly so since you ought to already be a manakete. However, if you bought both Manakete and Alchemical that small boost is now permanent. With that in mind, a person can only use two or three at a time, but feel free to hand them out to all your friends.

600 cp - Mila Tree

This tree is a towering and ancient, so named for one of the two divine dragons buried beneath it. Technically it's two intertwined, but that's not really important after 3000 years of growth. Anyways, thanks to the remnants of the two dragons powers, the tree itself, and the land around it, are vibrant and fertile as could possibly be. Someone who settled here would want for nothing - other, perhaps, than someone else to do his work. As an effect of being so large, there is a village in the upper branches, and a shrine to Naga at the very top. Additionally, while Mila's blessing grants safe haven to the peaceful, Duma's wrath will turn the earth itself against those who would seek to harm the tree, or it's inhabitants.

General

50 cp - Venison Jerky

They say an army marches on its stomach, do they not? Go ahead and pick some form of snack food, from jerky to some nut, honey, and berry mixture, maybe a handful of sweets. There's never enough here for a full meal, but if you just need an extra hour or two of energy it will do. Though, if there are more people nearby for you to share with, it will grow somewhat, but the only way you're getting meal is to let them starve, and you wouldn't do that… right?

50 cp - Sweet Tincture

A small vial of pink liquid that tastes almost sickeningly sweet at first taste, but eases off soon after. It is, despite what you may think, a healing potion. Specifically, the worst one available. The vial contains enough for three doses and refills daily, but you would need anywhere between five and twenty to fully heal someone. I really wouldn't use this for more than scratches and such, but it's still useful to have.

100 cp - Arms Scroll

This scroll contains a number of tips tricks, and maybe even a secret technique or two, seemingly related to any weapon or skill you know. It doesn't sound like a whole lot, but this is all 'eureka' level stuff, and will usually be more than enough to push you to the next level. The scroll can be used a maximum of five times per person (per jump), and you get a new one every six months.

200 cp - Master Seal

There are limits to how much someone can grow, both in body and in mind. A certain level of contemplacy in ones life, no matter how much training you may do. This master seal - which is way better than the local version, thanks for asking - will grant you a new lease on life, and will allow you to surpass those limits. Specifically, it will double them. Getting yourself up to your new limit is up to you. This only works on each specific person once (unless you somehow lose the power you gained), but you receive a new and or extra one on your birthday.

400 cp - The Outrealm Gate

There exists a gateway, in the far south of the Haildom of Ylisse and on a small island. A towering structure of stone and crystal, lit up by blue light. Walk though it, and you'll find yourself inside a place that does not exist, and a time that really isn't. This is the Outrealm Gate, the crossroads of fate and legend. In this gate lies a deck of cards, and each one a legendary hero. Battles of the far past and battles between one myth and another. For the lackadaisical, legendary weapons and coin aplenty, and for the bold, Apotheosis itself. If you knew how to navigate this place, you could easily reach a 'might have been' or 'never was', but that seems… Unlikely.

Companions

50/400 cp - Welcome to the Shepherds
Nobody should ever have to fight alone - not only are there tactical advantages to pairing up, but there's also the emotional aspect to consider. Someone with no one to fight with usually has nothing to fight for, and that's rarely a good thing. For 50 cp a piece, you may import one companion, up to a total of four companions, each gaining 600 cp to buy perks and items with. For a lump sum of 400 cp, you may import a maximum of 31 companions, also with 600 cp. However, buying the 'A Tactical Advantage' or 'A World Of Trouble' companion options will decrease that number by the total number of purchases.

50 cp - Old Hubba
Not truly a companion per say, due to his insistence on staying off of, and ineptitude on the field of battle, but I'll still offer you the right to bring him along. Who he is and where he is from are mysteries, but all the evidence indicates that he is very very old… but not always so wise as he is old. The genius who created the Einherjar cards, but holds so little control over them, and a rather large weakness for women. That said, he's not actually here to provide those skills, but to attend to whatever position you see fit to give him - if you bought the outrealm gate, I'm sure he'd be glad to help you use it once more - and to make snarky comments about people's relationships.

100 cp - A Tactical Advantage To Fighting Side By Side
Strength, Speed, Defense, not to mention the simple fact of having someone at your back makes you safer. Pick a partner to fight alongside, from the lordly and goodly Chrom, to the wicked and evil Validar. You can take them as a companion, assuming they both survive the jump and agree to come along. Additionally, you may take one instance of 'A World Of Troubles' each time you take this, assuming you both actually can have a kid with them, and actually want to.

100 cp - One Sword And A World Of Troubles
How odd, your child has arrived. And yet, I don't seem to recall them being anything more than a babe. It would seem someone is mucking with time. Much like the Shepherds of Ylisse, of which you may very well be a member, your future child has arrived to undo the bad end of tomorrow. They receive every perk you did at a lower level of skill/power, as well as 300 additional cp to buy an origin (and perks/items) of their own. Additionally, they get one copy of 'Second Gen Unit' for free, even if they already had it from you. However, there's a mandatory drawback to doing so, 'But The Future Refused To Change'. Go check that out.

Drawbacks

+0 - Era of the Hero King
Time and distance have warped the legends of Marth into something far greater than the man himself. With that in mind, it's possible that you once walked the earth during that era - twice, even? If you wish, your legends can also be recorded and told again and again throughout the years. Hell, it's possible that YOU were the hero king - they could certainly use your assistance right about now.

+100 cp - Sword Hand… Hungers!
You have a very unusual style of speaking, you know that? Announcing yourself like that, acting as though your arm have a life of its own… And a rather violent one at at. Simply put, you are a large ham, feeling the need to say cheesy and or silly things quite loudly, and quite often. Occasionally you might accidentally say an innuendo, but for the most part its puns about the previous games.

+100 cp - I'm A Man Of Passion!
And you want to share that passion with the world! Specifically, you want to flirt with every pretty lady you see - or man, I won't judge. However, due to a combination of bad timing, small and inconvenient injuries, falling in pools of mud, or having to pack up and leave on your bosses orders, you'll basically never get to do so. Sure, you have time to woo, but none at all for rewards. You get one exception with 'A Tactical Advantage To Fighting Side By Side', but only the one. Not even if you buy it twice.

+100 cp - Cutting Potatoes
I really don't know how to say this, so I'm just gonna say it. NERRRRRRRRD. No, not really, but you are a big softy. Like, you feel bad after killing risen because it was rude to cut their second life short or something. You'll cry while cutting potatoes - Potatoes, not onions - because you feel sorry for them. Or something like that, I don't really get you.

+100 cp - Never Take The Armor Off
So, I've noticed that you never - and I do mean never - seem to take your armor off. Is there a reason for that? ...Oh, the rampant paranoia that you could be attacked at any time by a swarm of zombies. Well anyways, you can't take the armor off but for maybe half an hour a day. I hope you never need to go anywhere that would be seen as rude, or need to do something formal. Okay, fine, you can take it off… If you're willing to suffer through being on the verge of a panic attack the entire time.

+100 cp - Blackmail Ring
I'm sorry to say that you don't start when and where you thought you would be. Instead, you start in the boondocks of your nation, under the thumb of a bandit leader. See, while you were sleeping one day, one of his thieves stole something from you, and you're desperate to get it back. You're going to be stuck following his orders for… Three months? Before the army sends a squad to kick their teeth in, at which point you can steal the ring back.

+200 cp - Weapon Class System
Due to you not paying attention in school, you are now only capable of using one kind of weapon at a time. Normally you'd be able to use whatever you get your hands on, but now this is no longer true. Pick something and stick with it. Now, you can change what kind of weapon this is via the second seal (a rare item worth 2000 gold that you'll be lucky to find once a year), or add a second slot via the master seal, but it's a slow and painful process.

+200 cp - A Very Hubba Relationship
One of Old Hubba's hobbies is to take a look around at the nearby people and the make jokes about their relationship, real or imagined. It's good for a laugh, but has just become a massive pain in the ass. See, he's now right. So every few days, people's relationships with each other will randomly change. Now, this won't derail the plot too badly, but a woman could be heads over heels for a man who is terrified of her, only for him to be yandere for her the next, and she thinks it's just adorable. You opinion won't change, thankfully, but you can bet peoples reactions to you will.

+200 cp - SUDDENLY ARCHERS
It seems that no fight is complete without your enemy calling in reinforcements. Four of you against six bandits? How about twelve bandits? How about eighteen? And I pray to Naga you didn't bring a mounted or armored unit, because they'll be targeting your weak points. You know, arrows and wind magic for the fliers, slayer weapons all around, that kind of stuff. Even if it's just a bar fight, there's enemy reinforcements.

+200 cp - Evil Cannot Comprehend Good
Dark magic is, as you might imagine, dark. And one of the more common stereotypes is that dark=evil. This is accurate. The more of it you use, the more your mind degrades, the more your morals degrade, the more what makes you YOU degrades. And since this might be free points otherwise, you are both ignorant of this fact, and functionally addicted to dark magic. With the power boost it gives, with Nosferatu and Mire, why would you ever want to give this up?

+300 cp - But The Future Refused To Change
It would seem that time travel is not the answer to this world's problems. Somehow a Second Gen Unit created a Third Gen Unit, something that should have been impossible. After all, the Second's only exist to avert the bad end from which they rose, so for a Third to exist… Grima cannot be slain. Not by you, not by anyone. Nor sealed away by any means. You will fight a war against him, and you will slowly lose. Friends will die, castles will fall, and the world will slowly crumble to pieces before Grimas might. If you purchase both the perk 'Second Gen Unit' and the companion option 'World Of Troubles', this becomes mandatory for no points. You're living in a doomed timeline now.

+300 cp - Amnesia
When your past-jump self arrived and tried to fuse with the current-jump self, something went wrong with the process. As a result, your memory is wiped. You know your name, maybe a few basic combat skills, but otherwise your head is basically empty. On top of that, you're lost as hell and got picked up by strangers. A Ylissean Lord would probably end up in Plegia, whilst a Grimleal might end up with said lord - with that in mind, if you want to be the Avatar, this is how you go about it.

+400 cp - Apotheosis
To become a god. That is what this world will require of you, should you wish to see it though to the end. Merely being good enough is no longer enough - you will need to train in the extreme, to strategize beyond compare, to not just be a hero or a king, but to be a hero-king. No, to be better. Welcome to Lunatic Plus, where the enemies never miss, and you dish out half and take twice as much damage. Oh, and that's on top of them being twice as strong. And if that wasn't enough, Anna, the merchant who stands above even Grima, has to die within the ten years or you fail the jump.

ENDGAME

"There's better places to take a nap than the ground, you know"
Stay

"Chrom, we have to do *something*."
Leave

"Welcome back. It's over now."
Go Home

Notes

Blacksmith - Basically it's the normal weapons below B rank or below. The ones without special effects. With enough study you can replicate those, but regalia are off limits until the jump ends.

Kindled Fire Balm - Is the name of Lissa's special from FE Heroes. It grants +4 attack for one turn. There are also variations that do speed, defense, and resistance. A small amount of health to everyone in range, ala Fortify is also valid. Basically you can mix n match stat buffs.

Man Without Morals - While this isn't exactly nice, it's not dark magic in the same way that the tomes are, and lacks the corruptive effect that dark magic has. Well, other than than the certain level of indifference you need to use this at all.

The Knight Paragon - Resurrection (or companions respawning) will cost you the growth granted by the sacrifice. No farming people for power boosts.

Dual Guarding Against Astra - For the record, assuming a 'perfect build' for getting this to activate, you probably won't even be able to break 50%. And that's assuming it runs on game logic, something i'm trying not to let it.

This Has Happened Before - Once per jump technically means 'once per series', so if you choose a particular family, and then come back in a second jump 400 years later, you can't change it off them. On the other hand, they've probably been up to a lot in that timeskip.

Second Gen Unit - The things you can boost are limited to the games stats. So, HP, Str, Mag, Skill, Lck, Def, and Res. Also, it's inheritable, and grows with every generation.

Logbook - Einherjar are ghostly warriors of people from past games in the FE series (so characters from games created after awakening are not valid picks). There's a ton of them. In-game, you can play xenologues/dlc, or buy them from spotpass. If they die, you can find them again, or just pay a ton of money to summon another copy of your tricked out unit.

Skills - I'm trying to apply common sense here, so none of this is fiat. Armsthrift is really good weapon maintenance, Galeforce is probably hit and run tactics, the -breaker and -faire skills are just being really damn good with them. The skill weapons I'm mostly portraying as well designed - The rapier, for example, is supposed to represent a higher class of swordsmanship education, and thusly has a higher crit rate. The sword, Sol, is probably made from special materials or has runes carved on it to emulate whatever magic spell Sol actually is.

Signature Tome - If you bought Shadowgift, you can buy a dark magic tome.

Dragon Tears - These provide 3hp and +1 to all stats for a few hours without alchemical, permanently with, and 5hp/+2 with heiress. The item will provide you with about a dozen every week, or two to three times that with Manakete since you can just make more.

Mila Tree - Can be imported into following jumps, a pocket dimension you own, or into a warehouse attachment at your discretion.

Old Hubba - Yes he's a follower. Think shopkeeper NPC.

Blackmail Ring - If you choose to take amnesia and be the avatar, therefor also altering your starting location, this will be delayed but not forgotten.

But the future refused to change - Where the hell did morgan come from? It's a bit dark, as I took it to the semi-logical extreme, but this isn't the alpha timeline. Feel free to take a second go round, minus this particular drawback.

Thanks to ADeshantis and dragomax