Fire Emblem Elibe Jump



By NikaMoth

Special thanks to ActionReplay, Digger (Of course), lord_slug, Red, and Worm_Anon, the IRC and the thread!

Hail, Jumper! You have reached the continent of Elibe, where dragons and humans once waged a great war, called the Scouring. Dragons were a challenge to destroy, and so the humans forged eight mighty weapons to kill the dragons. These weapons were so powerful, the magical laws of the universe were shattered for a long time. In the Ending Winter, no magic worked as

the magic begun to leak out of the universe. The laws of nature collapsed, as summer turned into winter and stars twinkled during the day. Things seemed desolate and hopeless. But like all wounds, it healed. As with the case with bad wounds though, a noticeable scar lay on the world. Magic and the weapons themselves were weaker, and not even the dragons could maintain their once powerful forms. They exchanged their mighty dragon forms for weaker human forms. They stored their remaining energy in dragon stones which they used to shift back to their true dragon forms should they need it. Most dragons left Elibe through the various hidden dragon gates around Elibe, one of which is on the island of Valor.

Now the Scouring is but a distant memory, and the countries have lived in relative peace for 900 years. There have been some land disputes and the occasional small war here and there, but not all wars have been as big as the Scouring was.

That will change soon.

What role you play in the upcoming war, jumper, is up to you. You could very well just ignore it. It'll sort itself out even if it gets messy. Or will you fight? The choice is yours.

You have 1000 CP. Have fun!

Choose a time to start in: (If you take Tactician's Quest, you will stay here for 20 years instead of 10 and you'll start in 979)

Year 979 - Time of Peace

It's a great time for peace in Elibe. While the Black Fang, a former organization dedicated to killing corrupt nobles and helping the poor, now corrupted and run by Nergal operates behind the scenes, the peace isn't really noticeable threatened or anything for now.

Even though there's also a flurry of chaos in Lycia at the moment over an inheritance dispute in one of the cantons, and there has been an unusual amount of dark magic activity on the Isle of Valor, but things are okay.

or

Year 999 - Disturbance of Bern

Bern makes it's march of conquest across Elibe, having already taken Sacae and Illia. Now it turns its' hungry gaze to Lycia to the south, and Etruria to the west. It will invade Lycia first. King Zephiel wishes to take the entire continent for himself to eliminate all humans from Elibe, as he hates humans for being so corrupt. Unlike the noble dragons he so holds in high regard. It's for this reason he wants to replace all the humans on Elibe with dragons.

You will appear at this time. Bern is just about getting ready to invade Lycia, and General Hector of the Lycian Army, holds a meeting with the other generals in the Lycian army in Araphen. The canton strategically closest to Bern.

Elibe is in chaos, but it'll sort itself out thanks to a bright young lad named Roy and his army.

Location

Choose a place to start out on. Play 50 CP to purchase a place to start or roll 1d10.

1. **Lycia**
   Lycia is made of many small cantons, each one run by a marquess. They are all part of the same alliance, the ruling and biggest canton being Ostia. Rolling this lets you start out in one of the cantons, like Ostia, Pherae, Caelin, ect ect.
2. **Sacae**
   A land of rolling plains and nomadic horseback archers, Sacae is a flat land. It is fantasy Mongolia, however there is no fantasy Genghis Kahn. It is made of small roaming clans. It is also where the fancy footed myrmidons, fast and skilled masters of the blade, and the nomadic troopers, swift horseback archers, come from. People from Sacae are most likely to have green hair, dark or light or in the middle.
3. **Illia**
   A freezing tundra where little crops grow. Here is where pegasi live. Pegasus Knights act as mercenaries, and it is made of many small countries like Lycia. But less unified. It has a small tradition of dark magic. People of Illia typically possess purple hair.
4. **Etruria**
   One of the biggest countries on Elibe, Etruria is a country of artisans, religion, and magic arts. It is an opulent nation of splendor and magic. It is also the center of religion in Elibe. Many clerics and troubadours, horseback clerics, come from here
5. **Bern**
   A mountainous land where the wyverns live. It is a nation known for it's proud Wyvern Knights. Bern has taken more aggressive actions lately, eventually culminating in an outright march of conquest across Elibe.
6. **Island of Valor (or The Dread Isle)**
   An isolated island where one of the Dragon Gates sits. Here, dark mages work their experiments. Dark, misshapen monsters, the result of said experiments, roam the island and pirates make their bases here.
7. **Western Isles**
   A fragmented archipelago of pirates and chaos. People from here are tough, scrappy fighters. It is a place rich with natural resources, and Etruria has many colonies here.
8. **Nabata Desert**

An arid desert of little note, with roaming bandits. The sands are rough to cross for horses, and frequent sandstorms drift across the plains. But many treasures wait under the sands, if you look in the right places.

9. **Arcadia**
   Hidden in the Nabata Desert lies a paradisiacal village of dragons, half dragons, and humans, who have chosen to live in peace with one another. It is also a place where a great many wondrous minds live and work together. You will start here.
10. **Free Choice**

Origins

Drop-In (Free)

No established place in this world? That's fine, really. There are many wanderers on Elibe. Nobody will really mind all that much if you have no lord to serve. You've got no one to support you--but no ties hold you to anyone but yourself. You've got no good reputation, but no bad one either. No one knows who you are--you could take advantage of this. It all lies up to you and your choices--what will you do in this world? Nobody knows.

Your fate and direction are yours to make--where they'll lead you, not even you know.

Adventurer (Free)

Noble or commoner, you've lived your life here on this continent of Elibe. While you may be skilled in some art that could be useful in battle, you have a life of your own on Elibe, filled with friends and adventure. You've had a humble lifestyle. Or maybe you're a scheming noble with bigger plans than simply living in harmony with others. Or a valiant knight serving their liege and keeping the peace of the land. Or a priest of the church of the gracious St. Elimine, spreading hope. Either way, you have grown up here in Elibe, surrounded by friends.

And yet, you've always desired adventure. Now yours begins. Fate has arranged for you to depart on a journey of your very own.

Dragon (200 CP)

Your kind once ruled these lands before the race of men drove them through the Dragon's Gate. Yet you were not usurped, and you defiantly continued to exist, albeit in hiding. You may or may not remember your time in The Scouring if you lived then and what it has done to your people. Dragon opinions on the war will vary--some think they merely battled for survival, lost, and carry no ill will towards humans, others care not for a war that happened centuries ago, and some are still furious. Most dragons in Arcadia only wish to live in peace with humans again, but carry caution towards interacting with outsiders for obvious reasons. Human reactions will be mixed depending on who you reveal your dragon form to--Roy and his army at least will spare you (And gladly let you assist them if you wish), as long as you do the same for them. King Zephiel will gladly welcome you to his ranks, but avoid Nergal--he probably just wants to use you for the

quintessence inside you for his experiments. Eliwood, Hector, and Lyndis likely would not think much of your dragon form.

Another war like the Scouring, is gathering on the horizon. Your danger senses can tell you that much. What will you do?

Hermit (100 CP)

While nonmages are content to go about their day, and the anima mages faff about with their pathetic elemental magic and the bishops play with ineffectual, simpering light (Their revered Elimine isn't even a god, and yet they still worship her for deeds in a war long past.), you have chosen to study elder magic. Or as fools call it, "dark" magic. But to call elder magic "dark" is oversimplifying what it is--while elder magic is an empty void that hungers and steals, it is no less evil than a starving animal hunting for food. It is not malicious, simply hungry. You have chosen to rely on not some dead saint or elemental force for power. But your own understanding of the flow of the world's energies, and your manipulation of those energies through elder magic.

Your thirst for knowledge begins to pull you on a quest to sate it, wrapping you in exciting and harrowing events.

Select your class, the list of which is at the end of this jump. The Lord perk at the end of the jump will replace your class. You may learn the abilities of other classes in your time here if you wish, but you will start out in your chosen class. "Promotion" indicates a permanent power up and usually a headstart on learning other weapon types. It is an advancement to a more powerful class. You start out with a weapon of your chosen classes. You will start out with little strength (In RPG terms, level 1), but it is possible to grow. There is a list of classes at the end of the PDF.

Anima Magic is Fire, Wind, and Lightning Magic, while Dark Magic is void Magic and strong against Anima Magic. Light Magic is weak against Anima Magic. Light defeats Dark magic.

The weapon types are Swords, Lances, Axes, Bows, Anima Magic (Which includes Lightning, Fire, and Wind Magic), Light Magic, and Dark Magic, and Dragonstones.

Drop-In Origin (Free)

You wake up in the village, feeling very dry and tired. The person tending to you says that they found you collapsed on the ground, with apparently no one around to help you. They tell you that your gear is in the closet and your horse, if you have one, is outside. You find in your

papers that you have a humble, livable house somewhere in a chosen country on Elibe. When you leave your bed, the person hands you some freshly washed green and yellow robes.

Calculating Glance (100 CP, Free Drop-In)
Your observational skills have been increased, particularly at accurately surmising an opponent's power or the difficulty of a task and estimating what you'll need to overcome this foe or problem. It will also help with noticing weaknesses in your foe's combat or mental prowess. It does not give you the means to defeat someone--this perk, for example, can tell you that a foe is simply too strong for you to fight and it would be better to flee than to fight.

Tactician's Advice (200 CP, Discount Drop-In)
You are better at helping people work out their personal problems by speaking to them and getting to know them. Quality of the advice and effectivity of the solutions you present will depend on the length of time you've known them, and there's still a chance they might not follow your advice at all. You are also likelier to get people to like you or at least see you as wise as a result of your good advice.

A Hint Of Things To Come (400 CP, Discount Drop-In)
You, through some chosen method of fortune telling, can discern what will happen in the next few hours. You'll get some helpful hints on how to deal with it, but you'll only get vague details and a short, five sentence at most summary of what will happen. Status of your victory will remain elusive, and sometimes most of the advice will be obvious common sense stuff. Choose your method of fortune telling, whether it's through a crystal ball, tarot fortunes, or simply through a dream.

Master of Tactics (600 CP, Discount Drop-In)
You can masterfully process all options in front of you at lightning speeds, and make trustworthy split second decisions. For example, decisions that would take thirty minutes to make are reduced to five minutes. You can use resources you have at your disposal and really make the most of it. Defending a castle with only a handful of fatigued, wounded people? Not a problem. You can use convincing deceit and clever trickery to convince the opposing army that your force is larger than it actually is. You can also heavily adapt to any rapidly changing conditions on the fly and find some sort of advantage you can exploit in them. Sudden storm or forced retreat to the woods? Not a problem, you can use the environment as cover to sneak upon your enemies. Your mind works fast and most of the time, without the error that would come with hasty decisions. You just don't overlook details or fail to put things together, if you can reasonably figure it out. If you're backed up against a wall, you'll find that finding a way out is tremendously easier. This does not influence your luck in your successes. And in some situations, it truly is impossible to escape.

The chances of you making giant tactical blunders through your hands alone are heavily minimized. You also can, when tactical decision-making, operate free out of any mind-affecting

influences like alcohol or mind control. (This does not make you exempt from mind-affecting drawbacks in this or future jumps).

Adventurer Origin (Free)

You wake up in a dwelling appropriate to your social standing. Today's the day for you to finally set out on your journey across Elibe. Your provisions are packed by the door, your clothing packed neatly in bags, and the sun is shining. Almost as if it's cheering you on to set out on your big journey. You've got a good amount of money to keep you going on the road, but you'll have to pick up a job or two or at least learn to hunt.

Peace, Hector! (100 CP, Free Adventurer)
You can get to the heart of a problem quickly and bluntly without suffering any political consequences or prettying up your offer or thinking your words through. You won't win any friends thanks to your rudeness but no one will get exactly mad at you for your blunt attitude (And neither will you make any enemies solely because of it). This can come in handy when you're in a delicate political situation.

Winds Across The Plains (200 CP, Discount Adventurer)
You have within you a spark of kindness that resonates in others of like mind. You are willing to lend a hand to the people that need it. Or perhaps stumble upon an old friend unwilling to let you face this danger alone? When you do help them, their efforts to help you are doubled. It does not assure victory, but will definitely place it in your sights.

Precious Things (400 CP, Discount Adventurer)
When the going gets tough and you become emotionally involved, your competence and skill rapidly shoot up. You can pull through anything when your loved ones are at stake, and fate itself will try to help you on your quest to save or find them. You can feel where your loved ones are now if you're in a place where they have been, and you can find clues to where they went easily even if you have no skill in tracking people. Your drive to find or help your loved ones becomes enormous when they're threatened, and this can power you. Do note that if you're not helping your loved ones, this perk will not work.

Beyond The Distant Skies (600 CP, Discount Adventurer)
You can attract many people to your cause, and you find that when you know others, you can grow very close to them very easily. Your bond with them grows swiftly as you spend time with them. Fighting side by side is the fastest way for your bond to grow. Fate just seems to pull people to your side, and even the coldest hearted person will gradually warm up to you, with time, as long as you don't seriously hurt them or give them a big reason to dislike or hate you.

With a little time, you could pull people around you into working like an army under your banner with this skill.

With each bond you have, as well, you grow stronger as the power of friendship empowers you. This will only happen when you're in close proximity to them. Your friends will also get a minor version of the same boost you get from being around them.

Dragon Origin (200 CP)

You are a wanderer who wakes up at an inn. Your dragon stone is hidden in a drawer by your bedside. Your clothing is somewhat bright and noticeable but not entirely 'weird.' Your looks generally are quite striking and colorful. There is little to give away your draconic nature in your human form otherwise--save for some pointy ears. People probably won't find the the ears to be strange as long as you don't give attention to them, like wearing earrings or talking about them.

Dragon Form (Dragon only--Free for dragons and mandatory, unless taking the No Dragonstone Drawback)
You may shift in your true, mighty form, and you can customize how it looks. It can be fluffy and cute, or scary and menacing. Such was the power of such a mighty form that your people were forced to take weak, pitiful human forms to conserve your energy after the Ending Winter. You are provided one free dragonstone that lets you shift. You may fly and breathe fire in this form, and most people witnessing your form will find themselves cowed by your might. Outside the jump, you do not need this dragonstone to shift into your dragon form. This alternate form is powerful and is very difficult to injure

Danger Sense (100 CP, Free Dragon)
Your hearing and sight is impeccable--your senses are honed, even in human form. Dragons do not die in bed--when danger approaches, you will know how strong the threat is and when they will arrive. You may not know details of the threat or how to take them down, but you will know how strong they are.

Quintessence Well (200 CP, Discount Dragon)
You are a spring of Quintessence, the energy of life and magic that runs through this land. Through any sort of artistic show like dancing, singing, or playing a tune, you can empower your allies and renew them by sharing your Quintessence with them. They cannot be healed with this perk, but you can temporarily empower them and wash away their fatigue. Quintessence naturally restores itself over time. You also carry much magical potential, so that even when you start out weak, you could become even more powerful than the strongest human mage if you study magic.

Dragon Power (400 CP, Discount Dragon. Will not be in effect for the duration of the jump if you take "No Dragonstone" drawback.)

Normal dragons in human form are much more delicate than actual humans, but your body lacks that weakness.

While normal dragons need to access their monstrous, big, clunky dragon form to reap the benefits of the power of their dragon form (Flying, breathing fire, and intimidation that comes with being a dragon still restricted to the dragon form), you have no such weakness.
Your body becomes hard to injure unless through exceptionally powerful weapons, and your physical strength is unmatched. If you do not have an alternate dragon form, you still have the power of dragons through a distant dragon ancestor and reap the benefits of this perk. You cannot breathe fire in this form, but you are about as strong as your dragon form. If you are not a dragon, you have inherited the power of a dragon ancestor.

Dragon Creator (600 CP, Discount Dragon)
You can generate war dragons with magic. These war dragons are not sentient, cannot speak, and only think of violence and rage, but they are intelligent to a degree. They all start out with dragons forms and a human form they can shift into. These dragons are about as powerful as you'd expect them to be, considering how humans had to make weapons so powerful they irreversibly disturbed the flow of magic. They can also breathe fire, unlike wyverns.

Hermit Origin (100 CP)

You start out in a old and creaky hut, stuffed to the brim with magic notes. It's a dark place, but maybe you like it that way. The villagers nearby generally leave you alone as long as you do the same, although they speak in hushed whispers about your power. Generally you've kept to yourself and your books in isolation, only going to talk with other shamans about your findings. Perhaps that will change soon? You don't know.

Elder Magic (100 CP, Mandatory and Free Hermit)
Elder magic or colloquially known as "Dark Magic" in this setting is a consuming force that devours all, even the user if they get careless. For this maximum potential for danger, dark magic is usually limited to being cast from spellbooks. Your spells cast a purple substance with a goopy texture that can be controlled to rush at someone and attack them, and gradually eats away at them until it evaporates. It is an overwhelming force that trumps all magic in this setting except for Light magic, of which it is weak against.

Magic Sense (200 CP, Discount Hermit)
Your arcane workings and studies have granted you a sense for powerful magic You can also identify the type of the magic force itself, however discerning its intentions is outside the scope of this perk. Discerning the source of said magic however, must be attained through some study or thinking. Your magic sense manifests as a feeling of pressure that increases with the strength of the force--however it does not hinder you or wrack you with pain, it merely feels like pressure.

For example: if one were to sense mind affecting magic afoot, you could not sense who was casting it or why. However, you can sense how strong it is.

Morph Creation (400 CP, Discount Hermit)
You are able to use dark magic to create artificial humans known as "Morphs", which normally have dark purple hair and bright yellow eyes. Their skin is creepily pale, similar to a corpse's. These morphs are unable to feel emotions or form bonds with others, at least at first. However, with time and research into the process you will be able to learn to control both their appearance and emotional capabilities. If you like, you may also use this ability to create humanoid forms for Companions or people who don't already possess them in the form of a morph body, with no change to their mental state because of the form. Companions given a morph body do not lose their emotions. Morphs can socially manipulate, fight, and cast magic like a regular human being.

Dark Magic Mastery (600 CP, Discount Hermit)
Dark Magic is a void that needs to be filled, and so it steals. Dark Magic, when mastered, has the potential to create black holes and seal the powers of others by taking away their power entirely. You may return said power if you wish. Unlike the Legendary Druid Bramimond who became overcome with the power inside of him and became an empty being of void, you will not suffer this same fate. You can eventually apply the nature of the void's hunger through other methods, if you are clever enough.

You cannot strip power from anyone willy-nilly. You must overcome their will, and you can only do this to supernatural or magical creatures or living creatures. Sealing the power of most magic items is within your power, however. If if the item or person happens to be particularly powerful, their power will be merely reduced. You cannot seal the power of a dark overlord but you can considerably weaken them. However, sealing magical artifacts is certainly possible with this perk.

Other Perks

Crit Animation (Free All)
You have a snazzy, distinct flashy move you do before you do anything to ensure your actions are more successful. It might take a few seconds to do and could appear corny to some, but those seconds are worthwhile.

Winning Road--Jumper's Hope (Free All)
You have victory music that plays when you're near victory. It's an uplifting or badass tune, but will abruptly stop if things suddenly swing out of your favor.

Bard/Dancer (50 CP)

You are good at singing/playing a tune or dancing! Pick one. If you choose playing an instrument, you start out with one instrument of your chosen type. If you choose to be a dancer, you start out with one dancing outfit of design that you see fit, and of course, a dramatic flowing sash that you spin as you dance. Being a bard gives you an elegant, yet pragmatic outfit. This perk can be bought multiple times for different artistic talents.

Favor Of The RNG (100 CP)
You find that you've been blessed with luck! Attacks on you are likelier to miss, your hits and criticals will land more often, and generally you've gotten quite a lot of luck on your side! Actually pretty handy.

Please Take This Sword (200 CP)
If you do someone a favor, they'll reward you in some way or have the means to reward you. Save the villagers? They'll try to scrape together money to help you or room you for the night. Help a wizard? He may buff your weapons for you or show you his magical secrets. Protect a celebrity? Now you have tickets to that concert you wanted to attend.

PrePromote (200 CP)
You no longer start out as a weak unit at the lowest levels of power, you start out very, very strong. And unlike most prepromoted units in canon, you can get even stronger! The Heaven or Earth Seal won't work on you, however, if you take this perk.

Triangle Attack (100 CP)
With this perk, coordinating powerful attacks with two other companions or allies becomes an easy task on the battlefield. You all must have something similar in common, combatwise (like you all have mobile suits or are using swords or are part of the same class), and you must have surrounded the enemy for this perk to work. You also must be in close proximity to each other for this perk to work. Calling out the order for the attack enables them to clearly hear your order over the cacophony of battle and act quickly and swiftly.

Friendship and Adventure (100 CP)
You may take one of the characters of Elibe you find in canon with you along as a companion. You will need to convince them to let you take them along on a journey, but buying this will help you convince them. This perk can be bought multiple times for different characters.

Affinity Boost (200 CP, Discount Drop In)
Everyone in the world of Elibe is attuned to one specific element. This connection is called an "Affinity." But you share an especially strong connection to your affinity. Your affinity assists you in accomplishing deeds that could fall under the purview of the affinity. Your affinity also gives people you have a bond with a weaker version of the boost you get from your affinity if they are around you. You may buy this perk only once per person.

- **Affinity List**

- **Anima**: Anima represents the whole Anima magic triangle, however it is less “talent with magic” and more “understanding of magic and the natural laws that govern the whole.” You carry a good grasp on rules and natural laws--with this understanding you could become quite analytical and clever. The sciences are not difficult for you to comprehend for this reason. You don’t get talents in any magic--however, magic is easier to control and shape for you. You also understand it better than others.
- **Dark**: You are good at sneaking around and not being seen. Your blows are deft and skilled--it’s hard for you to miss. People just don’t notice you, and you find that plausible lies are easy to come up with. Your eyes adjust quicker to darkness too, improving your vision in darkness. It is nothing perfect and you may still trip on things, but you won’t feel the need to grope around to get a rough idea of the room layout. You carry a talent for dark magic and the less savoury aspects of magic do not disturb or unsettle you.
- **Wind**: You’re a tricky, eccentric, mercurial sort. People notice your habits, but this can be toggled on and off if you wish. You move swiftly and like with the dark affinity, you’re skilled with your hands. You’re also slippery and hard to keep locked up for long without effort. You also carry a poetic way with words and can help people laugh when they are upset. You carry a talent for wind magic with this affinity.
- **Fire**: Your attacks, magical or physical hit harder, you find that your force of will become tougher, and you have a talent with fire magic. You also are burned less easily too. You can become easily pumped and psyched up, and you are difficult to discourage. You won’t be pulling through impossible battles through sheer willpower on this perk alone, but if someone is trying to put you down, your ego will not be as bruised. You probably can even send back an even nastier insult, if you’re the type of person to do that.
- **Ice**: You are granted the toughness of a freezing glacier. Your body is hardy and can weather freezing temperatures on your body. Your mental fortitude is commendable --you find that you are less prone to freaking out or having mental breakdowns when the situation needs your mental strength. Physical strikes will feel like mere tickles when they strike your body.
- **Thunder**: You are inclined to be a jolly sort, and this cheeriness can help light up the darkest times. You possess a talent with thunder magic and you resist lightning. Your hand is guided to weakpoints in your opponent’s defenses and your chances of a lucky hit shoot up. You can also take hits, but less so than with ice.. People also just can’t seem to get lucky hits in with you as well. Whatever chinks are in your armor, mental or otherwise, nobody can get a lucky hit there.
- **Light**: You have an inner peace to yourself that enables you to resist any outside forces affecting your mind. Any being weaker than you will find that controlling your thoughts or feelings will be a challenge. You also are harder to emotionally disturb or unsettle. You can also resist curses cast upon you. You carry a talent with light magic.

Companions (100 per companion up to 300 CP for eight companions. Discount Lord)
You can import up to eight companions for the ride. They all get 600 CP to buy perks, weapons, and origins with.

Nobility (300 CP, Discount Adventurer. Free Lord, but see Lord for details)
You may choose to be the nobility or of similar high status in one of Elibe's countries. If you buy this perk for Sacae, you start out with a small tribe of Sacaeans. If you buy this perk for the Western Isles, you will have a band of rowdy pirates at your command. If you buy this perk for Illia, you will lead a band of mercenaries. If you buy this perk for Lycia, you will own a small canton in Lycia, with the rank of Marquess. Your lands will be thriving or your tribe prosperous even if you won't be as well known as your peers or your tribe isn't as big as the others. In future jumps, you will at least have the resources of someone in high standing relative to the setting. Drop-Ins will find that a lord/leader of a pirate crew/mercenary troop/tribe has recently died, and named you as their heir.

Nosferatu (300 CP, Discount Hermit)
You no longer need the Nosferatu Tome to absorb the life of others to heal you. Using the hungry nature of Dark Magic, you may steal the Quintessence of others to replenish your own life force and to heal your wounds. You can also steal the Quintessence of others to empower you, if you so wish. You can't use quintessence from the same person to both heal you and empower you.

Dear Me, The Things I Say (300 CP)
You have a talent for manipulation. You can say the right words to manipulate people, and you are a very convincing liar. You can also incline people working with you to defy their own moral code or orders from superiors or their loyalties other than you, if you so wish. You cannot make someone commit suicidal actions, like kill themselves or fight an enemy much stronger than them, and you cannot make them attack their allies directly. (Ordering them to commit sabotage is within the limits this perk.) Do this carefully and prepare for any consequences that might arise from this, because the person in question will be miserable afterwards (and possibly seeking revenge) depending on what you made them do and who you made them betray.

Warehouse Arena Add-On (300 CP)
You have a massive arena in your warehouse, where you can fight magically simulated enemies from the current or past for cool prizes relative to the jump where the enemies came from or money. You cannot win both from a single fight, you must choose if you want to win money or prizes from a fight, however you may switch between prizes or money at any time. The opponents will scale in power relative to the award you want. You can earn rare and expensive items--but weapons like The Sealing Sword and plot important trinkets like the Fire Emblem cannot be earned. You also cannot attain unique or character-specific items. You must also fight these opponents alone.

Your companions may watch and cheer you on from the sidelines, but any advice they yell out will be silenced and any attempts to help will be neutralized. Perks that rely the support of others will not work. You will have to rely on your combat ability alone.
Your companions may also fight in the arena for practice and prizes as well, but they also must fight alone. You or your companions cannot truly die in the arena, but you can get knocked out and taken from the arena. It also does not come with an infirmary area, so keep that in mind before you start fighting any big bosses.

- (+100 CP) You may have your teammates fight with you in the arena for an extra 100 CP. You may bring up to three other people to fight with you.

Legendary Weapon Creation (500 CP)
You can create weapons on par with the legendary weapons of Elibe, and can even create empathetic weapons that possess properties of the Empathetic Weapon Item with this skill. These weapons tremendously boost the power of the user in one aspect. It can be magic, defense--hell, it could very well just make the user good at showing off if they wanted. However, only true masters of the kind of weapon they're based on can easily use these weapons--unless someone is a truly exceptional prodigy, these weapons will refuse to cooperate.

For example, if you make a legendary axe, a swordsperson cannot use it unless they are very, very skilled in axe use. The respect of these weapons must be earned, and their standards are very high. These weapons cooperate and work favorably the more skilled a person is. A weapon like the legendary sword Durandal will be light as a feather for those who it favors, for example. They also do not decline in strength over time, and unlike the originals, cannot disrupt the natural forces of the world their wielder uses them in.
A smith of this caliber needs two years to create these weapons. Creating a weapon of the power of the Sword of Seals, however, is outside the power of this perk alone.

Gear

Note: You may add the features of any purchasable weapons you have to any weapon you have for the same amount of CP.

Sweeping Cape (50 CP, Free Lords)
You have a sweeping, dramatic cape that swooshes around you and doesn't get in your way. It can come in whatever color you like and can even have a symbol on it.

Cozy Robes (50 CP)
These robes are pretty snug and will always cover you in such a way that most people don't notice you as long as you keep to yourself. They'll be so nice and warm, you'll want to sleep in them!

Pretty Ribbon/Crown (50 CP)

This is a pretty ribbon or crown that can attract attention when worn.

Inn Voucher (50 CP or 100 CP)
You can get a free night and free meal at an Inn every week. Outside the jump this also works at the setting equivalent. If you spend 100 CP, you can turn this into a stay at a luxury suite.

Torch Staff (50 CP)
Fog and any other magically muddling darkness can be instantly dispelled with a light of this staff. It is bright and useful, and it almost never seems to run out of light. Your eyes will always adjust to this light instantly.

Slim Weapon (50 CP, Free Pegasus Knights)
You have a thin, lightweight weapon you can use. It's not as powerful as the usual kind of weapon, but you'll be swifter and preciser with it in your hand than with a regular weapon. Importing a weapon into this slot will not make it lose power, merely make it lighter.

Heavy Weapon (50 CP, Free Knights)
You start out with a bigger, heavier, stronger version of a weapon. You won't be making fancy tricks with it but it does hit extremely hard.

Killer Weapon (50 CP, Free Myrmidons)
This weapon is in particular, very sharp. It guides your hand through a mysterious force to weak points in the enemy's armor and defenses. It might not be as strong as other weapons, but it can really get a critical hit. You can get killer tomes, by the way.

Siege Tome (50 CP, can be bought multiple times)
You can sling a spell far off in the distance (about the distance of artillery fire) with this powerful tome. Pick one element you want this tome to be: Fire, Wind, Thunder, Dark, or Light magic. This weapon carries a limited amount of uses, but a new siege tome will appear in the warehouse the next day if you run out of uses. They are also prone to missing, as it can be hard to aim in the distance.

Skeleton Lockpick (50 or 100 CP, Free Thieves)
This handy dandy lockpick can open almost anything, even complex locks, as long as it isn't magically sealed shut. The 100 CP lockpick can open up magically sealed chests and doors. Not force fields. In sci-fi jumps, the lockpick becomes a cardkey that can be used for cardkey doors.

Armorslayer Weapon (100 CP, Discount Cavaliers)
This weapon is designed to pierce armor, and that makes it powerful against armored foes. It is slightly stronger than regular weapons against unarmored foes, however it is incredibly heavy.

Quintessence Focus Ring/Instrument (Free if taking the Quintessence Well perk, 50 CP otherwise)
This ring or instrument helps you focus your quintessence to boost various talents of people. If you wish to boost the power of a mage, for example, you may use this ring to focus your quintessence into their magical powers. If your cyborg companion needs energy, you may use your Quintessence to flow into their battery. Your given quintessence will run out and isn't permanent, however.

Member Card (100 CP, Free Thieves)
You have a VIP card to a secret, hidden shops on Elibe somewhere with power enhancing goodies and rare weapons and other cool and possibly illegal stuff. In future jumps, you can find an out of way shop selling rare and possibly illegal goodies appropriate to the jump. They'll be appropriately priced for items of their rarity and illegality. You cannot buy unique items or plot trinkets in the shop.

- (+100 CP) You'll get a generous discount on these items, but they will still be hefty. But your card won't be a wimpy, easily damaged piece of paper, but a pretty silver card! Isn't that nice? Thieves will have to pay the CP price here.

Beast Slayer (100 CP)
You have a weapon that hits harder against monsters or animals or anything that's not humanoid but not supernatural, like pokemon or dinosaurs.

Antitoxin (100 CP)
This is a small vial of foul-smelling stuff, but it can cure almost any poison and purify almost any food or drink of bacteria or poison. Of course, the stuff's going to taste nasty like all medicine does, but it's better than getting poisoned. It tries to have a cherry flavor but that just makes it even nastier. It never runs out, either.

Rescue Staff (100 CP)
You can warp Allies within sight back to your side. Useful for well, rescues. It has a limited amount of charges before it runs out. The next day, a new staff will appear in the warehouse.

Warp Staff (100 CP)
This can warp one person across a far distance. It's very handy when you're facing down an army and you want to cut down the commander by warping someone to him as quick as possible because you don't want to deal with them. This carries a limited amount of uses, however the next day another warp staff will appear in the Warehouse.

Earth Seal (100 CP)
You start out with an Earth Seal. This can promote you and give you a boost in power, but only once you've made a fair amount of growth past the power you start out with.

Wo Dao (100 CP, Discount Myrmidons and Sword Using Lords from Sacae)

This is a killer sword, but superior to them in every way. It is lighter, stronger, sharper, and is more accurate at finding holes in armor and defenses. You may learn how to use it, however, myrmidons, swordmasters, and sword using lords from Sacae will have an easier time of learning how to use it. (Lyndis can also use this).

Horse and Carriage (200 CP, Discount Nobles and Lords)
You have a horse drawn carriage, with your own personal guy manning it! The carriage can also act as a portal to your warehouse. In non fantasy settings outside the jump, this can be a cool car or spaceship. This will be quite a small carriage, only carrying up to four people.

Nosferatu Tome (250 CP)
This dark magic Tome steals the life force of others to heal your own. In canon, only dark mages could use it, but this Nosferatu tome can be used by anyone who knows how to cast magic from a spellbook. This tome has a limited amount of charges, but the next day another Nosferatu tome will appear in the warehouse if you run out. You will need to be fairly skilled in magic to use this tome, however, so starting out with this won't allow you to run around with it.

Luna Tome (250 CP)
This tome can halve the target's resistance to spells and magic for purposes of wounding the target during the duration of the attack. This tome has a series of limited use charges, and then when it runs out, you find a new one in the warehouse the next day. You must have a reasonable amount of skill with magic to use it, as you cannot instantly use this weapon when you have it.

Heaven Seal (300 CP, Discount Lords)
You get one Heaven Seal. When broken, this seal elevates you to your class's maximum potential (Not your own potential) and overwhelms you with it's power. Like with the Earth Seal, you will still need to advance a fair bit in power and skill before you can use it. But it's well worth the purchase, as there are only three other heaven seals in existence on Elibe, and Lyn, Hector, and Eliwood must use those seals to defeat Nergal. Heaven Seals cannot be won in the arena warehouse-add.

Legendary Weapon Of Elibe (300 CP)
Pick one weapon. You now have a virtually identical copy of one of the Legendary Eight Weapons of Elibe, wielded by one of the Eight Generals who fought in the Scouring. It is just as powerful as the other weapons. Do note that you cannot use these weapons when you start out, as they require a huge amount of skill to use unless you DO have the skills from previous jumps. However, buying this weapon does give the copy CP insurance, meaning that a copy of it will always show up in the warehouse if it's broken. The originals will not posses CP insurance.

- Durandal, Roland's Blazing Sword. (Sword)
- Armads, Durban's Axe of Thunder (Axe)

- Forblaze, Athos' Infernal Element. (Fire Tome)
- Aureola, Elimine's Heavenly Light. (Light Tome)
- Murgleis, Hanon's Gale Bow. (Bow)
- Maltet, Barigan's Spear of Ice and Snow. (Spear)
- Apocalypse, Bramimond's Silencing Darkness. (Dark Tome)
- Eckesachs, Hartmut's Royal Blade/Scepter. (Sword. Yes there are two of them. Unlike with the original Eckesachs, you don't need to be related to Bern's royal lineage to use the copy you get with this perk.)

Empathic Weapon (400 CP)
You have an empathetic, powerful weapon that is connected to you. It can respond to your wishes and create magical effects whose strength is similar to the blade's own. For example, it can seal a powerful foe in eternal rest, set itself on fire and blast things, ect ect. But it can only act with your emotions, and it can't do anything too complex. For example, you can only seal a person if you take pity on them and don't want to kill them. It won't be able to quietly open up a complex lock for you or hack into a computer (but it can overload the computer if you want). It isn't sentient on it's own, it just responds to your emotions and wishes. You may import a weapon of yours to have this feature.

Sword of Seals (400 CP)
You have an exact copy of the legendary Sword of Seals. It has all the features of the Empathetic Weapon perk. Taking a few seconds to lift the blade in the air enables the magic within the blade to heal your major wounds as the fire of the blade washes over you. It can also blast scorching flames at your enemies, incinerating them with it's might. Spells and curses also barely touch or affect you when holding the blade in your hand, as the power of the weapon protects you with it's might. Sharp blades similarly find themselves deflected. This sword was the height of magic and weapon crafting in Elibe at the time, and it remains that way today, because of it's empathetic abilities.
...However, it is fragile, as it lost most of it's durability in the Ending Winter. While a replacement will always appear in the Warehouse the day after, it will break easily from overuse.

Drawbacks (+1600 CP Drawback Limit)

Echoes of History (+0) - If you wish, the events that happened on Elibe are now on the Fire Emblem timeline, placed wherever you desire it for it to be placed. Your actions will be remembered, and depending on where you place Elibe's events, your actions may be recorded or events in previous Fire Emblem jumps will be carried forward to this time.

Weakness (+100 CP) - You'll have one big weakness. For example, you might be extremely susceptible to magic and curses or you'll simply be unlucky. You might be exceptionally weak in battle, or very slow. Or sometimes, you can't take hits. You may take this drawback twice.

Endless Bandits (+100 CP) You're always fighting bandits wherever you go. They're not even that strong. Also they all look the same. Why is that? Luckily they're weak--I really doubt you'll have trouble fighting them, even on a bad day. But they'll be a chore to get rid of.

Rival (+100 CP)
This rival will relentlessly bother the shit out of you, constantly. They'll always be a nuisance at best or a major threat at worst. They won't actively seek to kill you, but they will always bother you at inconvenient times. They may be taken as a companion if you can convince them to come with you.

Embarrassing Name (+100 CP)
You have a name that is completely embarrassing. It is a word that should not be a name, like Tick or Rude. Don't expect to be taken too seriously, and for people to always make unwanted puns out of your name.

Infinite Reinforcements (+200 CP)
There are so many reinforcements! Where are they coming from!?! What is this, Thracia 776!?! You'll have to deal with an endless barrage and wave of enemies when in battle. Better just cut your losses and grab that throne while you still can and end the fight. Or maybe you could fight them for the challenge and practice? Either way, expect yourself to be facing down enemies in larger numbers, and for their forces to be quickly replenished. They stop when you complete the objective or the battle ends.

Narcissistic (+200 CP)
You are strong. You are wise. You are lovely. And most importantly, You are right! ...You! No one else! You are narcissistic and conniving, and you get tendencies to act smug, and like a saturday morning cartoon villain. Even if you're squarely on the side of good, your hubris is immense and you gloat openly at every victory you get.

Perpetual Cough (+200 CP)
Your health is failing you. You'll be vulnerable to diseases, but you won't die on your own if you avoid them. But fighting will be very hard, and you *will* get worn out and collapse if you push yourself. Not even heroic willpower can overcome this--sometimes you'll just have to sit on the sidelines or take it easy. That's okay though, you can still give orders and have your allies help you.

Useless Unit (+300 CP)
You're clearly shit. Your power's been dialed back quite a bit--and don't think you can grow to amazing power. You're going to be weak--but not for long. However, you're going to be quite average at your peak power. You can still use powerful weapons. But you'll be relying on your technology and wits to help yourself. Hope you got some good allies to save you if things go badly.

No Dragonstone (dragon only) (+300 CP)
You can't turn into a dragon, even if you are immortal. You've only got a vulnerable, weak, human form. You'll get your fun dragon form and power if you've taken it after the jump, but for now you've got nothing. No dragonstone you acquire during the jump will work for you.

Zephiel's Fury or Nergal's Wrath (+300 CP) (Pick one, depending on the time you start in. You can't pick both if you're taking the Tactician's Quest drawback, either pick Zephiel's Fury or Nergal's Wrath.)

(Zephiel's Fury) King Zephiel knows there is an entity who threatens his plan to eliminate all humans from Elibe, and it's you. Whether you actually have plans to stop him or not, or if you actually can stop him is irrelevant--your existence is just too risky to allow to continue. He can't be reasoned with, and he'll personally try to destroy you himself if you continue to prove to be a threat.

(Nergal's Wrath) Nergal needs Quintessence and a sacrifice to open the Dragon Gate--And you're the perfect key to unlocking it. Nergal and his morphs will conspire with the Black Fang to capture you and bring you to him--and given how he intends to drain ALL your Quintessence, which is your life force, getting sacrificed by him is certainly a lose condition. The Quintessence will drain from you faster than any regenerative powers can hope to repair.

Tactician's Quest (+100 to +300 CP)

You will wake up in Sacae with a young girl taking care of you. She says she saw you collapsed in a field. This girl's name is Lyndis, and she will soon learn that she is heir to the canton of Caelin in Lycia. And your long adventure will begin.

You must help Lyndis claim the Caelin throne, you must guide Eliwood to stop Nergal from opening the Dragon Gate, and you must guide Eliwood's eventual son, Roy to victory against Bern and help save Idoun by gathering all eight of the Legendary Weapons. The weapon you get from the Legendary Weapon perk will not count towards fulfilling this condition. If Idoun dies, it will count as a loss condition. Zephiel's death during Eliwood's quest will count as a lose condition. You can try to steer Zephiel from his harsh judgement of humanity, but this is a difficult task. Unless you make a serious effort on your part to help Prince Zephiel, his father's abuse will drive him to abhor humanity and unseal Idoun so he can eliminate human civilization from Elibe. If Lyndis, Eliwood (Hector as well when you're guiding Eliwood, but this doesn't apply during Roy's quest.), or Roy dies or the villains succeed, it will count as a loss condition. You'll be staying here for far longer than just 10 years. You won't be leaving until those three conditions are met. This should take about 20 years. Hope you get comfy here.

That's right, you're going to play the role as tactician in FE7 through FE6. Once you're done with your quest, you may companion one of the three lords (Lyndis, Eliwood, or Hector) for every 100 CP you get from this perk up to 300 CP for all three lords. You don't need to pod them.

But the difficulty of said quest will go up with each 100 CP bought with this drawback, and +300 CP will require some near mythical skill with tactics to accomplish. You'll find yourself hit with hard luck at every turn, the enemies will become tougher, and your foes will become more competent. +100 CP has no changes. +200 will curse you with the Endless Bandits drawback with no CP bonus from said drawback, +300 will add Infinite Reinforcements to the list of drawbacks, and Zephiel and Nergal will know of your powers and will react accordingly.

Are you up to the challenge?

Jump End

Go Home
You wish to go home? Perhaps you miss your friends back home. Whatever it is, you leave Elibe and return to your mundane world.

Stay (Picture of the three lords when this gets imaged)
The bonds you have forged here are too great for you to simply sever. You stay here, and have a long and prosperous life.

Continue On
The call to adventure in other worlds is too great for you to ignore. Taking everything you have, you leave Elibe and seek new experiences.

Changelog

Ver 0.5 - Got the jump finished, now it needs input.
Ver 0.6 - Swapped the places of some of the perks, reworded Master of Tactics, moved Affinity Boost from Drop-In tree to Other Perks. Cleaned up other perks section. Reworded a lot of stuff. Reworded Dark Mage to Hermit. Added Magic Sense to Hermit tree. Added Weakness drawback. Lots of major changes.
Ver 0.7 - Switched the hermit and dragon origin description placement to be neater. Reworded some perks. Added the Favor of The RNG perk.
Ver 1.0 - Reworded perks, it's now done.

Ver 1.1 - Graphics Update, Quintessence Focus Ring/Instrument Is free for people who took the Quintessence Well Perk instead of a discount, Cavs get a discount on the Armorslaying Weapon, Knights get Heavy Weapons for free, Pegasus Knights get a Slim Weapon for free, Legendary Weapon Creation is now 500 CP instead of 600 CP, Canon Companion Purchase is 100 CP instead of 200 CP, Triangle Attack now costs 100 CP instead of 200 CP, Lord Class is now 300 CP instead of 400 CP, Sword Of Seals costs 500 CP Now, Empathetic Weapon is 400 CP, Legendary Weapon Of Elibe is 300 CP now.

Classes

All classes are free, except for the Lord Class.

Lord (300 CP, Discount Adventurer) - Pick a class other than Lord. You start out skilled in that class, and you get the Noble perk for free. If you have the dark magic user origin and you take this perk, you must take Shaman as your class. You cannot buy the Prepromote Perk if you start out as a lord.

You are a lord of a small land. You set out on adventure, either looking to make your own, matters pull you on a quest, or simply wanting to do other things than boring noble stuff like running your land. Or you run an organization. The possibilities are endless. Either way, you've got a bit more "oomph" to yourself. However, your land is unfortunately not as prosperous and you won't be quite as rich as you were if you took the Noble perk. However, maybe with some effort on your part, you could turn it into something grand.

When you "promote", you gain weapon proficiencies in two more weapon types and an optional mount. This mount can be a pegasus, horse, or a wyvern. Wyverns are tough, but slow and prone to arrows. Pegasi are swifter, but can barely take a hit. However, they can resist any magic flung at them. They are also prone to arrows. Horses are a balanced mix and cannot fly, however they are not prone to arrows. All mounts are vulnerable to Beastkiller weapons, however.

Shaman (Mandatory if you are taking the Hermit origin) - You have a thing for dark magic and the void. You start out skilled in **Dark Magic**, and when you promote into a **Druid** you get a headstart on **Staves**. Druids can take sharp blades and powerful spells flung at them. While their dark magic is powerful stuff, they are slow and are likely unskilled. Shamans typically come from Illia as there is a dark magic tradition there, but they can come from anywhere. You may prefer not to use "dark magic" but "elder magic" for your practice instead, due to it's negative connotations.

Troubadour - You are horse mounted healer. You are frailer than a cleric, however you're faster on your horse and you get more magic. You will promote into **Strategist** (Yes, Troubadours promoted into Valkyries in the Elibe series but I'm trying to keep this gender-neutral. The classes are the exactly the same anyways.). As a Strategist, you can cast **Anima Magic** and your skill in **Staves** will be boosted. Troubadours are usually from nobility or are involved with the church, and are usually common in Etruria. However, Ostia in Lycia also has a strong religious center.

Cleric - You can take some hits, but you've got no horse, so you'll probably have to lag behind everyone. You can use **Staves**, though, and you're a healer so you really should be behind the front lines. When you promote, you will become a **Bishop** and you get a headstart on **Light**

Magic and your skill in **Staves** will be boosted. You possibly come from Etruria or Ostia and are involved with the church to a degree, or maybe you were taken in because you were deposited at the church as a baby.

Mercenary - You are a hired sword wandering the lands. You can use **Swords** and can promote into a **Hero**, becoming skilled in **Axes** with your newfound might. Mercenaries can come from anywhere, but a large portion of them come from Illia, and typically come from peasant villages or born in a mercenary company. Heck, you might still be a noble who's house has fallen on hard times.

Myrmidon - You are a skilled swordsperson, and you fancy tricks with **Swords** are unparalleled. You might not be able to take hits, but your swift dodging can help with that. You can find gaps in armor and hit them. You gain no weapon proficiencies when you promote into **Swordmaster**, but you don't need them. You come from the plains of Sacae.

Knight - You are heavy and slow, but you can take on hits like nothing else. Your hits are hard and powerful. However, stay away from magic users because you'll get dropped easily if you get hit with magic. You can use **Lances** in combat, and when you promote you get a skill boost in **Axes** and become a **General**. You are typically in service of a noble no matter what, and you follow a strict code of discipline. You also can throw any heavy axes on a chain and they will come right back.

Mage - You are a scholar of magic, using **Anima Magic** cast from books to protect you. You are very squishy, but you can resist magic and curses easily. You promote into **Sage** and can use **Staves** along with your boost in **Anima Magic** to help protect you. Mages can come from anywhere, but they typically they come from Etruria.

Monk - Wielding the power of **Light Magic**, you hope to protect people with the light of your magic. You will promote into **Bishop** and gain skill in **Staves**. You are skilled in magic and you resist harmful spells and curses slung at you. You're quite lucky as well, however you are prone to attacks. Not all monks follow the path of goodness, but you may be heavily involved with the church of St. Elimine.

Cavalier - You are a basic, swift knight on a horse! You are a balanced **Lance** and **Sword** user, and you can take a lot of hits, however you have a weakness to magic and curses. Less so than a knight, however. You promote into **Paladin** and gain the use of **Axes**. Cavaliers can come from anywhere, but they are typically used the most in Illia and Lycia. You also could serve a noble as well or be part of the military.

Nomad - You are a horseback archer of the plains of Sacae. You use **Bows** and can ride far on your horse. The terrain means little to you, as you can swiftly navigate any sort of obstacle in your path. Nomads promote into **Nomadic Troopers**, and gain the use of **Swords**. They can shoot farther away as well.

Pegasus Knight - You are a knight on a pegasus, wielding **Lances**. You are the frail type but you can resist spells and curses, and you are fast. You are a flyer, and thus susceptible to arrows. You can fly across far distances and withstand freezing weather, as you spend your time high in the air. You promote into **Falcon Knight** and you gain the use of **Swords**. Pegasus Knights come from the land of Illia and work as mercenaries.

Wyvern Rider - You are a knight on a wyvern, a dragon-like creature. You are tough and can withstand strikes, but magic and arrows quickly drop you. You can fly across far distances and can use **Lances**. You promote into **Wyvern Knight** and can use **Swords**. Wyvern Riders come from Bern.

Archer - While you happen to be quite weak, your marksmanship in **Bows** is great. You can hit holes in armor and get lucky shots in no matter what. You also happen to be quite lucky, dodging hits. You need to, since you're very frail. Your bows can also easily fell any flyers that try to attack you. You will promote into **Sniper**. You do not gain any extra weapon proficiencies. Archers can come from anywhere, from nobility to peasantry.

Thief - You are a sneaky thief! You can unlock chests and steal things right from other's pockets! You can't hit especially hard or take hard hits, but you're a slippery bugger with a **Sword** who could really ruin people's day if you so choose. You promote into **Assassin**, and you have a slim chance of hitting someone's vital organs for the chance to really destroy them to near death if not total death itself.

Pirate or **Brigand** - You are an **Axe**-using member of the sea or mountains, and if you picked Pirate you'll find that no liquid can hinder your movements, and you are a master of sailing. If you picked Brigand, crossing mountains doesn't tire you at all. You could make out a life hiding in them if you so please, outrunning those who try to chase you. You promote into **Berserker**, a mighty, huge warrior who hits *hard* and powerfully so. You can get in lucky hits, and you are unstoppable on the battlefield as long as magic doesn't touch you. But you are relatively unskilled and miss often. You generally come from mountainous places or the Western Isles.

Manakete (dragon only) - You have foregone any training in human weapons and magic arts to hone your skills fighting in your powerful dragon form. You are skilled in **Dragonstones**. You typically hail from hidden crevices of the world like the Shrine of Seals or the hidden village of Arcadia.