# Fire Emblem Fates Jump

You are the ocean's gray waves, destined to seek
Life beyond the shore just out of reach
Yet the waters ever change, flowing like time
The path is yours to climb
In the white light, a hand reaches through
A double-edged blade cuts your heart in two
Waking dreams fade away,
Embrace the brand-new day

Having come of age, a child raised as part of the Nohrian Royal Family is first tested by King Garon to execute Hoshido prisoners. When the child attempts to spare the prisoner's lives, the king is outraged. Thanks to their Nohrian siblings quick intervention this is not seen as an act of treachery but mere inexperience and incapability of facing the real trials of war. Garon gives them a chance to redeem themselves by checking out an outpost on the border between Nohr and Hoshido. To aid them in this task and as a symbol of their Nohrian lineage, Garon entrusts them with the dark blade Ganglari. When a fight erupts, they child is unfortunately betrayed by the protector assigned to them and falls into the Bottomless Canyon.

Thankfully the young royal is whisked away to the safety of the Astral Realm after a timely intervention by the dragon Lilith. Soon after being brought back to the real world they are then ambushed by one of the very same Hoshidan prisoners they spared. Their captor brings them to Hoshido where they are reunited with their long lost siblings as well as their biological mother. Having been Mikoto, wanting to announce her child's return, gathers the Hoshido Populace at the Shirisagi Castle Town to celebrate - but this festival is short-lived as a hooded man takes Ganglari and causes a massive magical explosion, claiming many Hoshido lives, including Queen Mikoto who shielded the child she was only recently reunited with. With the death of the queen, Hoshido lost the magical barrier that prevented Nohr from invading and the child of two worlds has realized that Garon always intended for them to come to Hoshido just to cause the death of their own mother.

War now inevitable between the two kingdoms, Hoshido launches its army into battle. The clash between armies has the royal families of both sides meet, and the young royal must make a choice. Will they side with their blood siblings in Hoshido, assist the adopted Nohrian siblings that they've grown up caring for, or carve a different path altogether?

## +1000CP

You can use CP to determine your role in this conflict, gain a history and past life experience in the world, and purchase abilities, equipment, or allies to see you through to the end of it.

## Origins

The details you should probably know about your starting condition. In addition to determining your age, gender, You can choose to go to one of the realms where the Avatar sides with your preferred faction.

### Paths

**Hoshido/Birthright**: Avatar sides with the kind people of Hoshido to help protect them from Nohrian invasion. As a citizen of Hoshido yourself, you will have ample opportunities to join their cause and defend your homeland.
**Nohr/Conquest**: Avatar sides with the oppressed people of Nohr and attempt to bring an end to King Garon's tyrannical rule from within. Being part of the Kingdom of Nohr, you can join this pursuit to bring glory to your country or prove your honour in battle.
**Neutral/Revelation**: Avatar rejects the military campaigns of both Hoshido and Nohr, branding themselves as a traitor to both and having only their friend Azura for company. You can be either a resident of either country or a neutral nation. Circumstances will conspire to lead their group to you at some point so you may still aid their quest for peace.
**Invisible Kingdom**: As follower of Anankos, you are either aiding in his pursued destruction of mankind or hoping to use this closeness to find a way to defeat him. Since Anankos already has slain his soul, restoring his sanity may be immensely difficult. You may still choose one of the other three routes to determine the Avatar's choice.

Age: 12+1d8
Gender: Unchanged, or 50cp to select a different gender.

## Background Options

The option below each have their own advantages, and most will offer a place in the world and familiarity with it's peoples.

**Drop-In**: You arrive in this world with no history or memories, nor connections. In such trying times when spies are everywhere and even families may betray one another getting others to accept the goodwill of a stranger is just as hard as you would expect.

**Lord**: You have a place in this world and it's one of importance, being a member of a royal family. This can be as a child of either Hoshido or Nohr is you choose, or you may instead be a foreign lord without emotional ties to the conflict in this region.

**Villager**: The last few seasons have not been kind to Nohr, and the disappointing crop yields are a major motivation to attack Hoshido with the prosperous farms it boasts. This is not just a battle of soldiers, and many a villager are caught in the crossfire.

**Beast Tribe**: Though you aren't likely to be conscripted to the war or even see the front lines of combat your tribe could be in danger if the enemy nation decides to try and sneak in through your territory. Most importantly, you get fluffy ears and a tail.

**Singer**: With it so easy to see violence in the world it's people like you whose words really reach people and help them feel the hope for the future. Though you may only know a few simple folk songs, your voice is beyond compare and lifts spirits.

**Deeprealmer**: In such dangerous times, your parents made the decision to hide you in one of the tiny worlds in the astral plane. Due to time irregularities in the Deeprealms, while you've grown up your parents are near the age they were when you were born.

## Locations

Roll a 1d8 to determine your location. Alternatively, you may spend 50cp to select it.

**1** **Northern Fortress**: This lonely tower to the northeast of Nohr's capital was formerly the home (or prison) of the main character. Now that they've been allowed to join the fight for Nohr, this place is colder and quieter than ever. With the primary resident gone, the staff have been assigned elsewhere or left of their own accord – leaving you an empty castle.

**2** **Izumo:** A verdant, peace-loving country well respected for its healers. Its minimal military presence could leave it as a promising target to Nohrian invaders given its proximity to Hoshido. The archduke ruling the nation, Izumo, is purportedly a direct descendant of the gods as well as a five-time winner of the national Best Hair award.

**3** **Windmire**: The dark capital of Nohr can be easily identified by its formidable architecture, included massive walls and high bridges making direct invasion almost impossible. For a nation with unusually dark weather, one has to question the choice to keep the sky hidden behind such vast walls. The black throne of Nohr lies at the heart of this city.

**4** **Castle Shirisagi**: Seat of power in Hoshido this is the the greatest landmark in the capital and situated at the center of the city. The great destruction wrought by Ganglari's explosion can be seen from many of the towers.

**5** **Mount Garou**: The rough terrain of the mountain is perfect for the Wolfskin Tribe that lives here as it keeps away dangerous humans seeking their pelts. While distrustful of outsiders due to run-ins with poachers they are willing to give travelers the benefit of the doubt so long as they smell honest. The area is riddled with human bones, so it may be best to play nice here.

**6** **Mountain of Fox Spirits:** An isolated mountain village in southern Hoshido that few people know the existence of, this area is home to the kitsune who are extremely distrustful of humans owing to the belief that humans who gain their trust will take the first opportunity to steal their tails. Some of the village elders will use illusions to baffle intruders in their hamlet.

**7** **Free Choice:** You selection of any location known in this world. Whether you'd prefer Cheve, the Ice Tribe Village, Fire Tribe Village, Wind Tribe Village, or just one of the default options you can take it here.

**8** **Valla:** A distorted realm and broken kingdom that lies at the bottom of the Bottomless Canyon dividing Nohr and Hoshido. Once upon a time, an ancient dragon wrote a song that would be able to cease his descent into madness if a singer with a strong enough spirit that shared his blood existed to perform it.

A word of warning, Valla, the Invisible Kingdom, and more specifically the dragon Anankos - while being the true antagonists of this whole debacle is not someone you should go advertising the dangers of. There is a powerful curse regarding the whole kingdom of Valla down at the bottom of the Bottomless Canyon - anyone who informs others of its existence beyond the boundaries of the kingdom will die. Not the slow kind of death, but the "you're dropping dead right now" kind of powerful curse only an insane dragon god can pull off. Even the inhabitants and soldiers have to conceal themselves with invisibility shrouds leaving the city as their apparel could risk indicating the city and... well, then they'd be dead. It's probably not a curse you want to test the limits of. It /probably/ won't affect you unless you bring identifiable cultural items out of Valla or directly speak of it.

## Perks/Abilities

Each origin gets their automatic perk for free. They may take either 100cp perk for free as well, and gain a 50% discount on remaining perks from that tree.

### Drop-In Perks

**[Drop-In Automatic] Potential**: Above and beyond the common man what you have is something more. In one area you've simply been born better, and your capability to improve within that chosen discipline has drastically improved. Whether it be health, physical strength, magical power, speed and reflexes, general sturdiness, or a calm that allows you resist magic - you have become something greater. What's more, this natural gift is not for you alone but will be bestowed upon any of your children.

**[100] Talent**: Definitive skill in combat, with a weapon specialization making you a threat to other soldiers on the battlefield. You may choose one of Archer, Troubadour, Priestess, Fighter, Mercenary, Dragon, Ninja, Mage, Cavalier, Outlaw, Samurai, Knight, Oni Savage, Diviner, Sky Knight, or Lancer. Any talent you select has the potential of being passed down to children in conjunction with Inhairitance. This perk may be taken once in total.
*Archer:* While there are many who can fire a yumi, there are not as many who can boast your precision, skill, and speed at drawing arrows and striking the enemy where they're most vulnerable. The fools who would charge you shall die before their strokes fall.
*Troubadour*: While you may not lend a sword to the battlefield your performance on the battlefield nonetheless plays an important role. You have some talent with an instrument of your choice, and are trained in the use of healing staves.
*Priestess*: Whether you're a monk or a shrine maiden the benefits here are the same. Your familiarity in the traditional healing arts is usually more than enough to save a life, but should that prove not enough you're trained in the use of healing festals.
*Fighter*: It takes a dedication to fitness to be able to lug around that heavy axe into combat and you have that dedication. Building muscle is easier for you now and the health effects of your regimen are clear. You've never felt better.
*Mercenary*: Sellswords don't survive by rushing in to a battle but by choosing their moment carefully. You aren't guaranteed any ability in patience from this talent, but what you gain is insight to perform slightly more harmful counterattacks against foes.
*Dragon*: Unfortunately, this doesn't offer any actual talent in being a dragon. It does however give you a good understanding of wyvern care from the ideal diet, mounted combat, and generally keeping them in peak fighting condition.
*Mage*: A veritable bibliophile, you've studied more than tactics. All those dusty volumes you've spent the nights reading have yielded magical secrets and you can call on such spells stored in books. You retain knowledge you've read longer.
*Cavalier*: Your horsemanship skill is unquestionable and the mobility and reach such natural ability grants gives an advantage over your opponents. You'll find your also quite the equestrian, knowing the best ways to keep your horse happy and healthy.
*Outlaw*: More familiar with dirty fighting than honourable combat, you at least know they best places on a battlefield to make an ambush from. More than that, most locks will immediately give way after a gentle nudge from your lock-picking skill.
*Ninja*: Ability to quickly create and apply fast-acting poisons that instantaneously sap away the health of a foe but have no long-term consequences beyond the temporary weakness. Additionally, like the outlaw you have a talent for reaching locked places.
*Samurai*: Such was your experience and tremendous talent with the katana that many a royal would desire you as a retainer in order to protect them. Your trained style is intended to strike before the opponent can land a blow and focused on agility.
*Knight*: Who has time to dodge? Better to be so heavily armoured that even successful blows can barely wind you let alone cause serious harm. Heavy armour may seem like an inconvenience to some, but you find it comfortable and easy to wear.
*Oni Savage*: Is that the blood of the fire tribe that runs through your veins? Regardless of your heritage you have a peculiar skill with the club. Such is your ferocity in battle that those you've struck will feel fear, rendering them slightly more vulnerable to spells.
*Diviner*: Use of aromatic herbs and cards let you uncover secrets of the future. More than simple divination, your connection with the world of spirits lets you summon animal spirits from the scrolls that ancient monks sealed them away in for combat.
*Sky Knight*: There are few who can boast such aerial skill, grace, or being as Truly Talented™ in riding pegasus of all breeds as you. While such soldiers can be vulnerable to enemy bowman your mobility will hopefully keep you out of their range.
*Lancer*: Where some feel at home in the sky you're firmly on the ground where the naginata can shine. Here you can make use of spear-like weapons with increased offensive and defensive potential on the physical side of combat. This grants your strikes the trait of leaving opponents more vulnerable to follow-up physical attacks.

**[100] Discipline**: Skill on the battlefield may very well save your life but if offers no guarantee of protecting every unit on your side. When the time for war comes, if you want your allies to see the end of it experience off the battlefield will be just as important as what they can learn from a life or death struggle. You're gifted at teaching others to fight, and any sparring sessions or weapon demonstrations you give will be substantially more effective now.

**[200] Gentilhomme/Demoiselle**: Your assets on the battlefield are great, but unfortunately we're not talking about any fighting skill in combat with this particular perk. While you may not be able to compete with the eldest princess of Nohr in terms of sheer fanservice your beauty is undeniable. Those who select Gentilhomme will find many lovely women wishing you'd ask them to a dance, while those with Demoiselle will have no shortage of infatuated men. This is no supernatural trick, you are genuinely more attractive than your fellow soldiers.

**[400] Inspiration**: Simply being a pretty face doesn't do much good on the battlefield. More than just someone willing to take the front line and fight for what you believe in, you've become a symbol for those that believe in you. While some might think that the confidence and willpower you bring to others is a double-edged sword in this case it's patently not true. The friends near you on the battlefield can know that as long as you're leading them there is still hope - and as a result can fight harder and withstand more punishment before needing to retreat.

**[600] True Strategist**: More than just a knack for strategy, you are a genius of the battlefield. From now on you can easily size up enemy equipment and capabilities at a glance and intuitively remember the strength of your own allies. Knowing all these details gives you a amazing grasp of how individual fights within a battle will play out that borders on precognition. Calculating risk and potential reward from each scuffle comes naturally to you, from knowing precisely how likely a blow is to land to how much damage it'll do to knowing exactly where to place your units to avoid them being subject to counterattacks.

## Lord Perks

**[Lord Automatic] Dragon Blood**: Oh? Perhaps you are a member of the royal family of Hoshido, descendants of the Dawn Dragon? Or is it Nohrian lineage that ties you to the Dusk Dragon? Hehe... regardless, your birthright gives you the ability to tap into the mysterious power of dragon veins that run over the surface of many worlds but only make themselves known on battlefield. Tapping such power can give a tremendous edge by altering the battlefield conditions and you'll always know what an individual vein can do for you should you be able to reach it.

**[100] Dragon Fang**: While descendants of Hoshido and Nohr are proud of their ties to the dragon they descend from, it's undeniable that in most cases the strength of this divine blood has waned somewhat. But this is not the case in you. You can feel the power coursing in your veins and allows partial transformations into a draconic state. The strain this transformation puts on your body is quite high, though the unusual applications possible should make up for that. Instead of simply changing out parts with like parts, options like forming your arm into a lengthy draconic jaw or growing your antlers defensively from your back are possible. [Required Dragon Blood]

**[100] Nobility**: Some people are content with their station and state of life, while there are others still always ready to rise above and prove themselves worthy of the life they've been given. Every opportunity is a chance to learn and the truly noble will take these moments to better themselves. Each experience you commit to learning from remains with you, making it easier to keeping moving forward whether your interests are in the library or out on the battlefield.

**[200] Dragon Ward**: When it comes to those closest to you nothing is more important than keeping them from harm. So long as they're near your side your friends will take reduced damage from any attacks made against them. If you commit yourself wholly to keeping a loved one safe they are guaranteed to at maximum take only half damage from violence targeted at them even if for some reason you are unable to actually block the source. [Incompatible with Dragon Hex]

**[200] Dragon Hex**: Defense alone is no way to win a battle. When it comes to protecting what's rightfully yours taking an offensive stance is necessary. Upon attacking a foe (should they survive), all of their combat capability will be temporarily reduced. Strength, magic, defenses, resistance, speed, it doesn't matter. You may even note they are less lucky after a scuffle with you! Of course, since they're facing you on a battlefield they couldn't have been very lucky to begin with. [Incompatible with Dragon Ward]

**[400] Unity**: United by a common goal, when supporting one of your companions in a combat situation the pair of you become a force to be reckoned with. Any of your skills may be accessed by the ally you support, so long as such abilities do not require a unique biology they lack or otherwise draw on an energy source they have no way of accessing. If it's within possibility you may just see them pull of your signature moves. Only through truly sharing in hardships and wanting to work together can this power work at peak effectiveness. [Incompatible with Trust or Nohr Path]

**[400] Trust**: So long as you have an ally supporting you in a fight, you have the curious ability to draw on their roster of personal talents that will aid you in coming out victorious. While things like magical powers or things reliant on their unique biology will likely

be out of your grasp most any other skill should be possible to perform. Such is the bond that this ability requires that without trust in your partner it will have much less effectiveness. [Incompatible with Unity or Hoshido Path]

**[600] Dragon Dragon**: While such power comes with a weakness to weapons designed to slay dragons, being able to transform yourself into such a magnificent symbol of power is well worth the risk. Such purity of the bloodline is nearly unheard of in this age and even among the royals children of both Nohr and Hoshido no other can achieve such a transformation, unless the rumours about a foreign lord held in the Northern Fortress hold true. Be aware that without a dragonstone many have difficulty keeping their emotions in check in this form, and it's encouraged you try to find one unless you have tremendous willpower. [Requires Dragon Blood]

## Villager Perks

**[Villager Automatic] Aptitude**: Your ability to learn is unquestionable. Should you improve your talent in any discipline it's more likely that your other skills will improve as well - even those seemingly unrelated to the focuses of your training. While some might find it stressful to maintain practice in a fitness regime, calligraphy, and studying magical arts you can see the connections and apply what's learned in one field to get an immediate return to improve your skill in another.

**[100] Harvester:** While the nobles may control the choice lands, it was the peasants who took the lackluster territories that remained and developed techniques to make the most from them. Be it a steep mountain, overgrown forests, even a wasteland, because you're knowledgeable on such techniques you can make the most out of such regions and create successful farms that easily compete with the orderly and lax farms controlled by the nobles.

**[100] Underdog**: Toiling in the fields is hard enough on its own without greedy merchants and entitled lords taking what little you make through intimidation or force. But you've found a way to turn this to your advantage. Making targets think they have the upper hand and giving them a false sense of overconfidence is a talent of yours. Those who fall for your schemes will soon realize the folly of assuming victory while you hold all the cards.

**[200] Profiteer**: You have a natural eye for making money and knowledge of both shop-keeping and business finance. No where is your gift for accumulating wealth more noticeable than when upon the battlefield. Under such conditions you can always end up walking away with another gold coin to your name - even in circumstances where your opponent should by all means not have been in possession of such substances.

**[400] Spendthrift**: Wealth is power. Finding the best deals on simple purchases and knowing what to invest in is just the beginning. Now gold on your person can be used to fuel the damage you inflict upon your foes as well as provide bolstered protection against enemy attacks. While you do still need to brave combat personally for this to be of use investing in a temporary bonus towards your strength and magical potential at an opponent’s expense is always a smart buy. A single gold coin is enough to fuel this skill for a momentary exchange of attacks between you and a foe. You can expect a boost of approximately 30% over your normal offense and defense when expending a coin but remember that this expense’s benefit is brief.

**[600] Apothecary**: Extensive time learning about and sampling local herbs and medicine has certainly paid off. You can identify the purpose and price of various plants and know how to make use of them yourself in elixirs to great effect. Potions you produce are positively potent, with beneficial brews boasting an increase in effectiveness to 150%, that’s 50% greater than their normal capabilities. Of course, you aren't without knowing how to make some of the typical tinctures of the townsfolk. It's well within your expertise to create vulneraries, paralytics, incense for diviner's 'visions', and cure common maladies with regularly available reagents.

## Beast Tribe Perks

**[Beast Tribe Automatic] Fluffy Tail**: Within Hoshido and Nohr live two tribes of with the ability to assume fearsome bestial shapes with the aid of mysterious objects called Beastsones. While they are very much real the tribes value their privacy or fear humans and as a result most humans believe them to simply be the stuff of tale tales. With this background you may choose to be either a Kitsune or a Wolfskin. Even without shifting to their formidable form, they still show traces of their background - sporting animal-like ears and a tail appropriate for their race.
*Kitsune*: [Incompatible with Nohr Path] - Smaller of the two tribes, the kitsune should nonetheless not be underestimated for their smaller size. While perhaps not as sturdy or strong as their counterparts, kitsune have a speed and resistance to magic that the wolfskin lack. In their beast form they appear much like a fox, but their size is nearly the equal of a horse. Showcasing their natural association with magic, an orb of blue fox fire floats on either side of them once they've assumed animal form. By growing in

experience, a kitsune will eventually reach a point where their body goes through changes - their bronze coat becoming stark white and gaining additional tails reflective of their new status as nine-tailed foxes.
*Wolfskin*: [Incompatible with Hoshido Path] - Unlike the beasts of Hoshido, the wolfskin remain on two-feet and are much bigger, standing on equal height with a rider atop a horse after a transformation. Most certainly, they're more physically inclined than their Hoshidan parallel, able to inflict just as much damage with a punch as the foxes can do with their fangs. Heavily built and with no easy weak-points, this werewolf-like body can easily lay the hurt on foolish poachers that would dare seek your skin. Over time their coats can darken, and with enough time and fighting you can achieve the status of a Wolfssenger.

**[100] Beastbane**: Upon taking inhuman forms, your capability to destroy other beasts has improved be they horses or something more exotic such as enemy kitsune of wolfskin. When you've shed your human guise in favour of something greater, your instincts (and natural weaponry) sharpen enabling you to inflict tremendous damage. Most furry animals will at least be a little vulnerable to this, but it won't give you an edge over anything scaly, chitinous, or otherwise beyond the realm of common beast.

**[100] Brushable**: Look at those ears! That tail! You possess softer, fluffier, more luxurious and appealing hair in comparison to others. Being a little dirty won't dissuade others from petting you; on the contrary it's likely to draw admirers in to help brush your fur. If taken as a human, this will still take effect but it's quite likely that others will restrain their desire to pet you due to social conventions.

**[200] Even Better Odds**: Wounds slow you down, so shed them. Your injuries may not seal themselves before your eyes but they certainly don't bleed as much as one would expect; were you to be struck by arrow or blade the damage would be healed away by the same time the next day. There are no complication in muscle or bone structure when you heal, with everything in you body still working as expected.

**[400] Grisly Wounds**: Tooth and claw are your greatest strength in combat. Any of your natural weapons rend flesh of your targets, causing beautiful gashes to open up on your target after landing successful strikes upon them. A broken tooth or nail won't be a problem either, as your natural weapons will easily hold up when clashing against normal bodies or armour.

**[600] Man's Best Friend**: Just because you can turn into a hulking abomination or a vicious predator doesn't mean you're a bad person. Henceforth, you won't be judged as dangerous based simply on your inhuman race or have others treat you as a monster unless given probably cause to do so. More likely than not, people are going to respond with curiosity or an eagerness to test their mettle against a powerful creature like you through sparring. Of course, should you prove yourself a monster in spirit as well as form is certain to have folks react normally to such beings. This offers no protection against those who are racist, just protection from the perception of being a danger to others, which in some cases may allow you to help others overcome racism based on fear.

## Singer Perks

**[Singer Automatic] Resonating Rhythm**: Like a kitsune's velvety coat, your melodies fill the listener with a sense of comfort and are an overall pleasant experience each and every time you make a modicum of effort towards singing. To put it simply, your voice is angelic. Any of your songs will revitalize and wash away fatigue in your allies. Even in the unlikelihood that you only know one song, people will be eager to hear you perform again and again.

**[100] Lucky**: Luck may be a hard thing to measure but even still it's clear you have a bit more than most. More than just a bit of fortune in day-to-day affairs, this luck could definitely save your life in a fight though it won't prevent you from getting hurt in the process. In the heat of combat your opponents are less likely to land critical blows upon you with what could have been a killer strike instead missing you vitals and doing less serious damage. Naturally, as an ability based on luck, the more you press it the greater chance it has to run out an inopportune moment.

**[100] Secret Keeper**: Singing your heart out is all well and good but sometimes it's important to know when to keep your mouth shut. From now on you'll be much better at letting any kind of secret slip, which could save your life if you know about the Invisible Kingdom. Keeping something hidden won't weigh on your conscience as much, and this will help you mask your emotions, hide pain, and generally make a better confidant for others.

**[200] Inspiring Song**: The friends you sing for get a surge of speed and precision when you perform for them. Fortune smiles upon you and your song; in addition to the speed and skill they are treated as though under the effect of the lucky perk while you are performing as well.

**[400] Voice of Peace**: The will to fight is a fickle thing, and those without a virtuous cause may find it waning when forced to harm others on the battlefield. Your songs foster peace, reminding others of the good in everyone. While those fighting for your

cause will be brought ease by your words, those who stand against such virtue have to confront the violence they're committing. As a result of your presence on the battlefield, any enemy units within range of your songs will find they cannot draw upon their full strength when fighting for you've opened the door to help even your enemies empathize with your goals for peace.

**[600] Not So Different**: It's easy to see the differences between people that can drive conflicts to a breaking point. Even during the most heated of fighting you preserve your faith in peace and understand what it takes to help those of different ideologies and cultures make amends and move forward together in harmony. Cultural barriers are no barrier to you, for you know what middle-ground can be used to help everyone come together and accept one another for the people they are. As an exceptional peacekeeper you can guide others not only to seeing what makes their own culture precious but what they can learn from their neighbours as well.

### Deeprealmer Perks

**[Deeprealmer Automatic] Bloodline**: Free parent choice among any romantically compatible opposite-sex units of your chosen path. Alternatively, you may select any one 1st generation parent (or an imported companion) and see where luck takes you if you're uncomfortable with shipping your own parents. Either way, rest assured that their union will bear fruit (you're fruit now) early on so you won't miss out on much of the action. This lineage can give you access to a single free purchase of Mixed Blood if your selected parent has royal blood or belongs to one of the beast tribes. If the secondary parent is also a Lord or hails from a different Beast Tribe you must still pay the full cost for an additional purchase. These lineages may not be shared with Deeprealmers without appropriate parents, but other varieties of Mixed Blood may still be purchased.

**[100] Inhairitance**: Not satisfied with your natural colour? Well today is your lucky day; you can choose any colour to replace it (Deeprealmers may only choose between either of their parent's colours). What's more - unless you choose otherwise your hair will retain its style and cleanliness even in the heat of combat. You can pass down this new fabulous colouration to any children you may have, and they inherit more than the colour. Your other hair-related abilities can be bestowed on your kids as well, at your discretion.

**[100] Expectation**: Age is no barrier. When you're acting seriously others will understand your capability and dedication - provided you're actually able to support their first impression by showing off some actual talent. Even your closest loved ones can fight alongside you against vicious monsters without any distractions about concern for your safety, since they've completely accepted your competence in the battlefield. Warning: Competence not included.

**[200] Mixed Blood**: Your heritage allows you to take a second origin and receive 25% off of purchases from that origin, rounded down to the nearest 50CP and gives immediate access to the automatic trait from that origin. (Beast Tribe and Lord options may only be purchased by Deeprealmers only if their selected parents have those traits.) You do not gain automatic equipment or companions free for the additional origins but can spend a further 200CP to purchase them. You are limited to a single purchase of this perk, though gaining it free from the Deeprealmer origin does not count against this limit.

**[400] Astral Travel**: Travel between deeprealms may be surprisingly easy but intuitively knowing which portal leads to safety and which to danger is not so simple. You can navigate the astral realm and paths between worlds with much greater ease and have a incredibly sixth sense for danger when travelling in such conditions. What's more, when looking for a realm matching certain conditions you know what to look for to vastly increase your chances of success. Tracking and losing trails within such spaces between spaces is a skill of yours, as is finding worlds with strong spirits that would make fine Einherjar.

**[600] Einherjar**: Knowledge of the creation of Einherjar, echoes of the spirits of heroes and villains with a convincing duplicate of the personality and abilities of the one they are modeled after. You are familiar in the creation of the summoning cards that hold such molds and how to summon Einherjar from them, but do remember they are not the real deal and these shades are bound to your will; regardless of how convincing their impersonation may seem they cannot form meaningful relationships. They can be good at faking them dependent on whose personality they're modeled after.

## Items and Companions

For items attributed to backgrounds, you may take your automatic item freely as well as the 100cp item, if applicable. In most cases, other items under your background will be reduced in cost by 50%.

### Hoshidan Options

**[Cost +50 for Nohrians, -50 for Hoshidans]**

**[100] Loving Companion**: The people of Hoshido are kind and generous by virtue of having much to give. And you too have something to offer one of them; at the conclusion of your time in this world, you may offer any canon character available as a unit in Birthright a chance to continue with you on your journey as a companion. Should they decline, you can always use this invitation on another character from the route instead. With so much light and loving to go around I'm sure someone will want to join you.

**[100] Tenma**: Easily mistaken for a pegasus, this native beast of Hoshido isn't picky about the gender of its rider unlike certain other flying horses. That isn't to say they aren't discerning though. While this Tenma is more than happy to serve as your mount, anyone else with a heart full of hatred will find themselves with a very ornery steed. It is quite quick and able to take to the skies at a moment's notice, but watch for arrows. [One free with Talent (Sky Knight)]

**[150] Dawn Dragon Pendant**: This hand-crafted white necklace sports a charm featuring the divine dragon ancestor of the Hoshidan royal bloodline. Not just a lovely piece of jewelry, this symbol possesses a holy power befitting the Kingdom of Light. It will occasionally give off pulses that slightly heal all allies on a given battlefield over time. Be aware that your enemies with keen senses will be able to observe this healing energy and identify where it's coming from.

**[200] Kinshi**: Also known as the golden kite, this symbol of Hoshidan air-supremacy can now be yours. As the superior creature of the skies, simply riding one of these marvelous creatures turns you into an incredibly nuisance for any aerial opponents. Another fantastic benefit to taking mythical mounts to battle is it's natural aura of healing which benefits any nearby friends.

**[200] Cherry Blossom Grove**: The plants of Hoshido show the beauty one can find in the world; and now you can have access to such a scenic space available at all times. This grove can always be accessed by you through other extra-dimensional spaces you may possess, such as a My Castle. Such a calm place will be a huge asset during periods like this with senseless conflict, as any time spent relaxing or introspecting here will ease stress and generally provide a sense of tranquility.

## Nohrian Options

**[Cost +50 for Hoshidans, -50 for Nohrians]**

**[100] Fated Companion**: With all their skill at invasion surely someone from the Kingdom of Nohr would see the fun in joining you on a quest through the multiverse. You can extend an invitation to any one character available in Conquest and once they accept you have earned yourself an additional companion in future worlds. While the people here may not be as cheerful or prosperous as their neighbours, rest assured they do not forget their debts and offering this hand of friendship will never be forgotten.

**[100] War Horse**: Surprising durable, this horse is of prime Nohrian breed and those of it's kind have ensured Nohrian cavalry remains the best in the land for decades. Not surprisingly, mounts like this are used to best effect while outdoors. It has plenty of room to carry a second passenger in the event you might need to carry someone into battle or help them retreat in a timely fashion. [One free with Talent (Cavalier)]

**[150] Dusk Dragon Pendant**: While Hoshido may have the light, there are few better than Nohrians at persevering in the shadows. This ebony talisman is as dark as the Woods of the Forlorn on a moonless night. Those that dwell in the sun cannot understand, and your new pendant is able to use that to deal slight harm to all enemies on the battlefield over time, though any of them with a modicum of sixth sense can identify your trinket at the source.

**[200] Wyvern**: Attacks from the skies are superior. When wyverns attack, they come down upon ground-bound foes hard. Unmounted foes suffer the greatest damage from your blows as you can trample over them, and the shock-waves from such strikes will deal slight harm to other foes near the attack. [One discounted with Talent (Dragon)]

**[200] Black Rose Garden**: Places where you can achieve peace of mind in Nohr are few, but now you'll have one. These immaculate beds of dark roses will always be well-maintained with a subtle yet sweet aroma that can help remind you of the goals you're striving towards. Simply meditating or relaxing in this space increases your resolve and dedication to your ideals. It may be incorporated into any extra-dimensional spaces you possess for easy access, such as My Castle.

## Undiscounted

**[Free] Armed**: A quality weapon option of either of Lance, Sword, Axe, Daggers, Tome, Bow, Naginata, Katana, Club, Shuriken, Magic Scroll, or Yumi. Basic training in the use of the weapon is included should you have a history in this world. You may purchase additional weapons for 50CP.

**[Free] Outfitted**: A practical and stylish set of armour that showcases the path you've chosen or a possibly less-practical but even more stylish outfit that offers more limited protection (and possibly less covering if you're looking to show off). (your choice)

**[Free] Deep Trouble**: Should you form a romantic relationship with a member of the opposite sex in this world it will result in one child and for better or worse the safest place for them is the mysterious Deeprealms. Due to the unusual time properties of such pocket dimensions they grow out of childhood quickly. Though it may seem like they're growing up far too fast rest assured they'll have a fulfilling childhood that takes just the right amount of time from their perspective. Do remember to visit often while they're growing up as time between visits will seem exceptional on their side of the Deeprealm barrier. If your relationship is with a canon character who is fated to have a certain child, you will be the parent of that child in addition to your own, singular, child. Despite your best efforts, danger will come to their Deeprealm and it will be clear your child is safer with you. After the jump concludes you make take your spouse and your kids with you as a companion that share a single companion slot. When imported, a background and powers can be applied to any one of them, but are not shared. While a spouse of the same gender is an option, no children will be result from the union without a heavy hand of divine intervention.

**[50] Bath Towel**: In a lovely peach shade, this comfortable cloth will keep you modest when entering or leaving the bathhouse. While some may consider it an attractive accessory worthy of gift giving, those people are wrong. Offering it to anyone who is looking for a makeover or fun new object to wear will have them react in revulsion and avoid making similar requests for some time. Strangely, no one seems bothered by the idea of the towel until you encourage them to wear it, at which point they see if for the horrible item it is.

**[400] Support Network**: You may import up to 12 companions each with a free origin and a total budget equal to your own after drawbacks. The CP allotment is not for each companion and you must choose who to purchase perks for but each will receive their free perks for their origin and abilities bought for each individual are subject to discounts if appropriate for their selected origin. Deeprealmer companions will have a delayed import, only gaining memories and abilities from previous jumps when they are old enough and prepared to leave their Deeprealm to join the battle to protect their homeland. Companions may not take anything from the items section* but do get the benefit of Armed and Outfitted.

**[50] New Unit**: If a dozen isn't enough for you or you simply don't need as many allies to turn the tide of this war, look no further. You may import a single companion to a background of your choice. As with Support Network this companion will gain a free background and a single 100CP perk of your choice from the options that are discounted to that background.

**[300] My Castle**: Nestled in a tiny pocket of the Astral Realms, this outdoor space can serve as home away from home or a base of operations with a little time. While the general aesthetic is customizable, it always follows the same general layout in an open area surrounded by fort walls or natural barriers, with three gates/entrances to enter and exit through. Attempting to exit this area will result in expulsion back to wherever you were when you entered the castle. The space within can be utilized as you see fit, should you wish to use it to harvest resources, build up a marketplace, or just create a place for companions to relax (or all of the above and more). Active and inactive companions are free to spend their time in My Castle, at your discretion. While unlikely to see many visitors, by default this space will be detectable and accessible to those who can astral travel or otherwise reach different dimensions. Getting in to your My Castle is as simple as requesting access from whomever you've assigned as the guardian (who can be changed on a whim), this individual has a link to the location and can immediately transport you and others there.

## Drop-In Stuff

**[Drop-In Automatic] Brion**: At your arrival destination, you meet a very disoriented young man who not only doesn't know how he arrived there, but also knows very little about his own history beyond his name. Simply helping him out and taking him along with you will be enough to win his loyalty and trust, which seems more like providence than anything as in the future he'll display an caution for unsafe situations that verges on paranoia. Soon after it becomes clear this is a result of his strategic mind, which lets him identify threat with much great accuracy than almost any other. Still unfamiliar with his own talents, it may take a while before the gifts he possesses make themselves known to either of you. One thing you can agree on is that he is certainly approachable and easy to get along with for someone with no memory of having anyone in their life before you. Men and women alike seem to flock to him with their concerns, and wanting to be useful is incredibly deligent in solving thier concerns or working with them to improve their weaknesses in combat. Strategy seems to be a gift of his, and regardless of what talent he may have will surely provide a great aid on the battlefield. Companion with Boon (Your Choice), Talent (Your Choice), Discipline, Gentilhomme or Demoiselle, Inspiration, True Strategist.

**[100] Seal of Friendship**: Unfortunately, we're not giving out amiable aquatic animals. But this is better - trust me. With this marvelous emblem you have the power to freely reclass into any of the other Talents and immediately gain the abilities described under the Talent perk. Even better, you will not lose out on the skills gathered from your previous talent. Enjoy being Truly Talented with the Jumpchains's satisfaction-guaranteed* Friendship Seal. But if you really want to make friends the best use of this seal is to provide it to one of your best buddies, allowing them to take on your chosen Talent! Again, you won't lose the skill you gained from taking it.

**[200] The Little Ballista That Could**: This personal-sized siege engine could have been made just for you. Exceptionally stylish, the true marvel in its engineering is that it is truly, undeniably, all-terrain. Be it mountains, forests, or rolling ocean wave, this adorable personal tank has seen it still manages to keep carrying on its tanky duties. Though called a ballista, in truth the equipment is more a cannon or a tank, allowing you to ride around inside of the vehicle firing cannonballs at your foes. Ammunition appears unlimited, but you will have to load it between shots and the cannonballs don't seem to be able to leave the vehicle.

## Lord Stuff

**[Lord Automatic] Peacekeeper:** A picture of grace and civility, your most trusted servant and ever loyal butler/maid will be at your side. Though unfortunately lacking in ability to perform the basic tasks of brewing tea, cleaning laundry, or even dusting the furniture they thankfully make up for their lack of skill with the good fortune of finding others to pawn such menial tasks off to. You'd never know it though, considering the work ends up done either way and your servant is more than capable of keeping a secret. An excellent confidant, they wish only to set your worries at ease in the most effective manner and are even willing to sing a lovely tune should you desire a bit of music in the evenings. While lacking in the physical side of household duties, they make a more than capable host - able to both entertain your guests with beautiful melodies or simply tell enthralling stories about their many days serving noble houses around the world before settling into their favourite noble house: yours. This companion comes with the perks: Lucky, Secret Keeper, Inspiring Song, Voice of Peace, Not So Different as skills.

**[100] Dragon Dragon Ball**: Turning into a dragon is amazing! All that power feels fantastic. Thousands of years of predatory instinct flowing through you, guiding your hand and making you a true beast in combat. Unfortunately, those who can turn into dragons find themselves often consumed by the power and lose their minds to it. Thankfully this dragonstone ensures your mind remains in full control when you assume a draconic form.

**[200] Dragonstone+**: While having a 'common' dragonstone is all well and good, it's a shame to lose out on some of the pure power of rage and instinct that your dragon form offers for those trifling details like self-control and the ability to not be a terrible anger monster lashing out on impulse. Thankfully this gem offers the best of both worlds. Being a magical weapon by nature, it lets those with the natural ability to assume dragon form not only preserve their minds but draw on the full strength their bloodline offers. Your defensive potential is much greater than that of the former stone, with what could have been critical strikes rebounding off your reinforced scales doing much less damage.

## Villager Stuff

Villager items have different variations and can be purchased multiple times . The cost is reduced to 50CP for Villagers, who additionally may take any one food item choice for free. Hoshidan foods cost 50CP less for Hoshidans while Nohrian foods see the same discount to those from Nohr. The Villager discount does not stack with the discount provided by path.

**[Villager Automatic] No Shaman That**: Thanks to her skill with herbal remedies and insight into others, despite being a witch she was relied on by a village after the untimely death of their former medicine man. Through her experience in harvest festivals and charms over this time she's become quite the adept agriculturalist and learned how to apply her many skills towards bringing prosperity to her community. But the good of the community was only a secondary benefit for this witch. For all the love potions she's produced for villagers over the years this woman had the joys of meeting her love at first sight long ago: Money. She'll try (almost) everything and anything that can turn a profit, and has no problems exploiting others if she can get away with it. It's not to say she has any problem with people of course, she just likes the company of gold more. She possesses the skills of Aptitude, Harvester, Underdog, Profiteer, Spendthrift, and Apothecary.

**[100] Light Meal**: There are several staples of Hoshidan cuisine and you have your pick of any one of the five familiar foods found here. You can choose between Soybeans, Tuna, Daikon Radish, Peaches, or Rice when taking this perk. Whichever you choose, you'll be provided with a small store room with enough of it to feed a small army each day. By the following dawn, the entire supply will have been restocked, as good as new.

**[100] Dark Meat**: Hoshidan food is weak and obtained from a land where things come easily. Nohrian meals are made by conquering the land and having it work for you instead of just accepting what is offered by birthright. For the selection here, you may take any of Venison, Milk, Cabbage, Raspberries, or Wheat and be guaranteed the same reliable supplies to keep your forces well fed. After all, your army of darkness can't march on their unprepared victims on an empty stomach.

## Beast Tribe Stuff

**[Beast Tribe Automatic] Kin**: This lovely individual hails from the same tribe and naturally has the ability to change form just like you! A close friend since childhood both of you would discuss the exciting world beyond your village and had a list of places you wanted to visit many years ago. While you may not still remember that list, your friend does and still wishes to make that old wish to explore come true. Fueled by wanderlust and a curiosity for mankind, they strive to become as humanlike as possible, doing new things just for the joy of playing human. They habitually monitor humans to better learn their behaviours and because they're fascinating. They'll always be interested in meeting new people (if they're human). If their ears and tail weren't a clear enough cue, they still retain a lot of animalistic traits but are deeply embarrassed when people point out these tendencies, blushing profusely. They share your Fluffy Tail and have Beastbane, Brushable, Even Better Odds, Grisly Wounds, and Man's Best Friend as skills.

**[100] Beaststone**: Similar in property to the Dragonstone used by a certain young lord, this precious orb enables one with kitsune or wolfskin blood to transform into their animal form. Precision is greatly enhanced through the use of this gem, letting you strike more vulnerable points and also protect your own. You'll find your speed is also improved, though not quite to the degree of your honed skill. While a beast shape is quick and dangerous, your pelt is slightly more vulnerable to attacks.

**[200] Beastrune**: As if to make up for the faults of transformation enabled by the Beaststone, this engraved version provides greatly improved durability on both the physical and magical fronts. Your weak spots are much less worrisome and an opponent will be hard-pressed to land critical blows. The defensive properties of this transformation make it an easy choice but of course it has its own downside in that you may actually be slightly slower than in human form. But why worry about that when they can only scratch you?

## Singer Stuff

**[Singer Automatic] Heirloom Necklace**: Passed down in the family through generations, this delightful trinket amplifies the potency of any spiritual or magical powers that your songs may act as a conduit for twofold. Channel this degree of power could be harmful upon your body - and while it is there if you absolutely need it there will be painful feedback later in equal measure with the power you call upon.

**[400] 4th Verse:** Penned by the dragon Anankos himself the lyrics to this song point are prophetic in nature and illustrate the threat to the world he represents once his madness takes hold. Naturally these were written before his madness took hold as a plea for someone to save him. While the song itself has the power to weaken Anankos its effects are unpredictable on others, able to negate enemy spells, drive off madness, or cause pain in those possessing others. Additionally, one with enough spiritual strength can channel far greater effects through the use of the complete song you now possess - being able to fix completely corrupted worlds and those on the brink of destruction, restoring victims to full health. While this final power is great, it cannot be performed without costing the singer's their life.

## Deeprealmer Stuff

**[Deeprealmer Automatic] Parents**: Not enough discipline in your life? Feel free to take not only your parents but potential siblings along with you as a companions when you leave this world (so long as they want to come along with you). What's better, the entire group will count as a single companion for future adventures. This family is limited to the parents canonical children, should you import companions and give them the same parents they will not be considered part of the same companion bundle.)

**[100] Quite the Pickle**: Can I interest you in a side of pickles? While on the surface an ordinary jar of pickles, in reality regardless of how many you remove it's always nearly full. Along with this endless supply of delicious common pickles the curious properties of the refilling jar also restore the brine over time. Additionally this wonderful jar will give you an excellent way to befriend Hisame should he be born - proving you can catch more friends with vinegar than with honey. Won't you dive into the brine with me?

**[200] Einherjar Shop**: While being able to create your own Einherjar can certainly be a fulfilling hobby it's far easier to leave their creation up to the experts and then just purchase the product. Be they heroes, villains, or something in-between, this charming shop will stock a wide variety of summoning cards reflecting the personalities of local characters, wherever you may find yourself.

As with any Einherjar, they're not real people and only act as such based on their mold. With costs scaling by strength of the character contained in the card, it's simply too costly in production to make anything over the strength of a manakete. Still, that limitations should make any heroic humans available to you.

## **Alternative Options**:

**[+0] Continuity**: Everything is connected, some worlds more closely than others. Should you have previously visited the world of Fire Emblem Awakening you may find that your actions there have at least had a measure of influence here. Normally there are a few heroes of Ylisse that travel into this world but perhaps given your influence it will be others that make an appearance along with them (or perhaps those three died or were made to never have been born at all due to your meddling). Regardless, your encounters with that place have left an impression and I'm sure those you reunite with will be thrilled to see you again.

**[+0] Avatar**: You replace the Avatar character as the hero of this tale, albeit possibly having a better understanding of the world than (s)he does. Their trials will become your trials. Instead of taking the generic companion offered by Peacekeeper, you may elect to have it apply to any one of the canonical characters of Jakob, Felicia, or Azura so long as they survive the jump. Unless you begin to treat them unusually cruelly, they're very likely to wish to follow you to the ends of the multiverse. [Requires: Lord, Dragon Dragon]

## **Drawbacks**:

You may choose complications that grant up to 600CP. Any additional drawbacks will only provide their problems without giving any point benefit. Choosing a 500CP drawback increases the maximum amount that can be gained from drawbacks by 200CP – to a total maximum of 1000CP if one were to take both. Some origins will find drawbacks particularly thematic and get an additional 50CP from taking them though this does not increase the maximum CP that can be gained from drawbacks.

**[+100] Amnesiac**: You have no working knowledge of the outside world here and your past experiences from your original world and any previous jumps are just a little blurrier, as though merely a dream. With support from those that shared those journeys with you, you'll find your memories can recover but in the meantime it seems that any past lives or adventures were just figments from an impossible dream. [Drop-Ins gain an additional +50]

**[+100] Bane**: Alas, hero, perhaps you are not Truly Talented after all. Even the mightiest of sword hands may have a tragic flaw that lets them down. Whether you choose to be sickly, weak, dull, fragile, excitable, clumsy, unlucky, or slow you're abilities on the battlefield are going to suffer for it. In one stat (Health, strength, magic, defense, resistance, skill, luck, or speed respectively) you are much less capable than the average person and will be unable to improve. This will affect any abilities reliant on or related to that skill. [Lords gain an additional +50]

**[+100] Inexperience**: Never been trained in combat and have reservations about your ability to actually be useful to whomever you align yourself with. Initially the idea of combat will seem positively frightening and you may fret over all the things that could go wrong. Even off the battlefield you tend to doubt yourself if there isn't anyone around to help build up your confidence. Thankfully will all these soldiers around surely someone will help train you. [Villagers gain an additional +50]

**[+100] Poached**: You are being tracked by mercenaries who see something valuable in either something you own or a part of you. Expect to be hounded more than usual by brigands. For some they may settle for capturing you alive, unless for some reason they're seeking a valuable pelt. [Beast Tribe background gain an additional +50]

**[+100] Alienation**: You have difficulty connecting with others and a need to keep secrets that everyone else can plainly see. Others may see your standoffishness as a sense of superiority, and in return avoid interaction with you. Still others will go out of their way to uncover just what it is you're trying to hide. It will take a good deal of effort for you to build social connections with strangers, and a reduced desire to make those efforts. [Singers gain an additional +50]

**[+100] Obligation**: Whether it was a simple act of kindness you wanted to repay, a sense of duty, or a vow to protect another, you have every intention of making your gratitude known. Keeping these valuable bonds intact is your primary goal and drives your choices during this jump. For Deeprealmers, expect overbearing parents who insist on dragging you into their war after isolating you in a pocket dimension for your childhood in order to keep you safe. [Deeprealmers gain an additional +50]

**[+200] Legacy of Lies**: As a traitor to Nohr, the royal family can easily identify you and will be out for your blood. Your crimes (real or fictuous) are unforgivable and the entire nation knows the consequences if you are allowed to achieve your goals. The people of Nohr will refuse to associate or aid you knowingly, and most will be willing to slay you for (what it seems to them) completely justified reasons. While you can talk reason into them to dissuade later attacks, you'll have to fend off their initial onslaught first - and they still won't like you or ally with you after.

**[+200] Dreams Fade Away**: You've scorned the people of Hoshido one too many times and have been declared a criminal for your part in the invasion of the peaceful country of light. (Though you're most assured framed) It's common knowledge in the region that you are a vile killer who will stop at nothing to extinguish Hoshidan lives and prone to abusing the trust of innocents only to later snuff out their lives. While these rumours are contained to within the eastern empire it ensures that the royal family are well-aware of your crimes and will wish to see justice done at the end of their blades. None in the country will ever trust you, though you might be able to prove yourself as a person of peace on an individual basis after sparing their lives on the battlefield.

**[+300] Invisible Foes**: Anankos of Valla is aware of you and your death is one of his top priorities now in order to achieve his planned destruction of mankind. Expect only-barely perceptible waves of soldiers to pull out all the stops to find and slaughter you. Indeed, scouting parties will be travelling the countryside and are likely to kill those associated with you if there is even the slightest suspicion they're harbouring you. Additionally, the mad dragon himself is equal in power with you now, having been given a surge of physical might and magical power due to your appearance in the world.

**[+300] All Alone**: Friends? You don't have any. Into this world you go alone and any who you might have considered a friend here before seems to have lost what made them special before. You have no support network, no friends to lift your spirits or distract you from the horrors of war. Fate conspires against you leaving you unable to form any kind of lasting meaningful relationship here. Even potential family members will be closed off and shun you. Taking this drawback prevents gaining any new companions this jump or importing previous allies.

**[+500] Silence and Blood, Madness and Pride:** Just because a body can endure forever does nothing to protect a mind. There is a point when eternity blends together and the past and present are difficult to tell apart at any given moment. Your mind is quickly deteriorating and any protections in place for keeping your curious mental abilities in check have been lost for the duration of the jump. ALL the past slights you've endured will fuel your hate and drive for war, and the perpetrators to be punished are clear - Hoshido and Nohr. Your grasp on reality rapidly slipping, you will lose more and more parts of yourself as time goes on: included one part possibly more important than your mind - your heart/soul. This part will be born anew without any of your former memories in the Deeprealms and soon involve itself in the battle to end the war between Hoshido and Nohr - this quest likely to lead him or her straight to you. While the aspect possesses some of your signature powers, it can barely be considered superhuman. On a positive note it does possess all of the powers selected by your origin so the objective isn't guaranteed to fail (though will almost certainly need allies to support it in this quest) and someone to ensure it doesn't consider you a monster to be destroyed. During this period what's left of your body and degenerating mind are trapped within Valla, the Invisible Kingdom. Should either your heart/soul die or your mind be completely lost before it can return to bring you back from the brink of madness - all will be lost.

**[+500] Worlds Collide**: There are lands far beyond Nohr and Hoshido, full of kind and desperate people that have their own villainous dragon to escape from besides Anankos. There is no place for these refugees amid the conflict taking place here, but come they will - bringing the dreaded minions of the Fell Dragon with them. While the land beyond the Deeprealms does have it's heroes, it's future is looking dark. Both the Fell Dragon Grima which threatens to engulf Ylisse and the Mad Dragan Anankos who only lashes out in an attempt to end its own suffering have become more aggressive in their attempted conquest (perhaps rightfully so in Grima's case, particularly if you've helped to kill him before). To complicate matters, your own powers (and that of any imported companions) have been brought down to the level of your comrades here, leaving you with little more than the abilities you've chosen to take from this jump. Focusing too much on preserving one world will surely lead to the other's destruction and if either is lost so too will your chain be forfeit. If having taken the Continuity option, Grima will be able to easily regain former allies and will very likely hold a deeply personal grudge against you.

## End Choices

**Return**: With this adventure at its end you can return to the home you left long ago, taking with you all you've accumulated.
**Stay Your Jumper Hand**: A fitting final chapter for your grand quest through the multiverse, here is the place you want to stay.
**Next Chapter**: Another story beckons, and you will answer its call! You proceed to whatever next world awaits.

## Some Notes

-Imported Beast Tribe companions have basic Beaststones, Lord companions with a the Dragon Dragon perk get a Dragonstone.
-While the Avatar is deeply committed to the path they've chosen they do care deeply for their siblings on both sides and seek to bring about an end to the fighting for the good of everyone. Your intervention in the events of the Hoshido Path or Nohr Path could lead to an outcome more akin to the Neutral Path.
-As a Lord, you may choose to belong to the royal family of your chosen path. Should you have taken the Lord capstone, you may choose to be a sibling of either Azura or the Avatar, and likely placed in a similar situation as them and caught between two warring nations.
-Should you have chosen to be a Beast Tribe race and take Mixed Blood for access to the other Beast Tribe, the discounts stack cumulatively giving a total of 75% off, still rounded down to the nearest 50CP. If your origin is Deeprealmer and you have imported companion(s) in order to take parents from the origins and the mixed blood for both tribes, you total discount will be 50% for Beast Tribe options.
-Though Einherjar can be absolutely heroic in their own right, there is only so much power one of their cards can contain unless you find a way to improve upon centuries-old magic. While calling forth a taguel einherjar or even a manakete one may be possible, don't expect anything stronger than that without a lot of research into the nature of the magic behind them. Similarly, and Einherjar offered at the shop will almost assuredly peak at this strength since your suppliers has no way of knowing what kind of advancements you may be able to create. Slain Einherjar are returned to their card and may be summoned in the following battle.
-Nohrian Warhorses do not come with blinders, spinning rims, or a built in mini-fridge.
-If you really want to be the guardian for your own My Castle you can. But buttling is a prestigious position one must remember not to take advantage of.
-Brion does have a history in this world, and is not a dragon nor related to any dragons. Feel free to help him track down his past?
-Your Jumpchain satisfaction-guarantee is void in the attempt of a second usage on the Seal of Friendship. CP warranty only redeemable in Czeckoslovakia within 30 days of purchase. Skill testing question required.
-Having Mixed Blood does not entitle you to the additional points from a drawback. Only your primary origin receives a bonus for point on their appropriate drawback.
-While the companion packages of Parents and Deep Trouble allow you to have your family available, when importing in future worlds the powers are not granted to all members of the group. You must choose who to grant abilities to individually as they will not be shared by all members. The group functionality merely allows you to keep your family as active companions at the same time without hogging all your companion slots.
-Silence and Blood, Madness and Pride's degenerative affect on your Jumper's soulless body will leave it with only slightly greater power level other 'boss' dragons like Grima or Anankos.

-As an alternative to taking an OC companion as part of your origin exclusive you can simply take a character from your chosen path but they will not gain any of the perks and you will have to do the legwork to convince them to join you instead of starting you off on amiable terms simply due to background. Some suggested replacements:

| OC/Alternatives | All Routes | Neutral | Hoshido | Nohr |
|---|---|---|---|---|
| Brion | Avatar | Elise or Forrest | Yukimura | Elise or Forrest |
| Peacekeeper | Jakob, Dwyer, or Felicia | Azura or Flora | | Flora |
| No Shaman That | Mozu or Anna | Rhajat or Nyx | Rhajat | Nyx |
| Kin | (None) | Kaden, Selkie, Keaton, or Velouria | Kaden or Selkie | Keaton or Velouria |

stupid_dog