Genealogy of the Holy War Jump

Version 1.1



By NikaMoth

A **BIG HUGE SHOUTOUT** to Digger, he was my number one bro of bros throughout the making of this Jump. Without him, this Jump wouldn't even be half as good. Digger is seriously a great guy. Shoutout to Myrmidont, HeavensAnon, Allen, especially Rikarikun, CanniVal, and other chatters! CCDT in particular also deserves a mention for their helpful suggestions. And shoutout to people in the thread that gave their comments and helped me in rewording the perks, you guy are super awesome and deserve a shoutout.

You've come to a very dark place, Jumper. I hope you can steel your nerves. This is the continent of Jugdral, with a history blackened by the theocratic Loptyr empire in service of an ambitious Earth Dragon (who used this land as an escape from a war of extermination by enemy Divine Dragons) and its followers crushing all who opposed them. With the corpses of heroes and powerful foes raised into its servants, undead champions known as Deadlords...it seemed like the rule of Loptyr would last eternal. It was only the intervention of Loptyr's enemies, these Divine Dragons (with Naga leading the charge) that struck a blow towards the Lopt Empire. These dragons formed a pact with the twelve leaders of a revolutionary force against the Lopt empire, blessing their bloodlines to be the only ones capable of wielding the now-legendary Crusader Weapons. These weapons carried the power of the godly dragons within them, and with them a single warrior could strike down armies with the ease of a scythe against grass. The Empire fell overnight, with their "god" Loptyr sealed and their number purged from the world...for a while, it almost seemed as if they could move into an age of peace.

However, history is not so easily buried. You'll arrive in Jugdral in the year Grann 757, where the nation of Grandbell has just been invaded by another nation known as Verdane, while Grandbell is fighting the country of Isaach to the north. This will begin the chain of events that Manfroy, head of the the remaining Loptyr cultists, wishes to use in order to revive their master and bring the dream of the Lopt Empire back to life. The noble families Tordo and Nier will work to claim the throne alongside the Loptyr cultists by assassinating Prince Kurth, and expand the Grandbell Empire. If they aren't stopped, Sigurd and his army will be sacrificed to cover the true reason behind Grandbell's rise in power. Slowly but surely, the whole world will fall under darkness as the Loptyr cultists truly take charge, beginning their dark work once more.

You have +1000 CP. Welcome to one of the darkest worlds in the Fire Emblem franchise.

Locations

Roll 1d10
If one has taken Noble, they can instead choose to start out in the land their bloodline comes from or rules over. Otherwise, pay 50 CP to pick. Blaggi Blood nobles can choose between Edda or Orgahill Island, Loptyr bloods can choose Verdane or Yied. If they pick Yied, they start out in the Yied Shrine, a place for Loptyr bloods to hide.

1. **Grandbell**: The most populous nation on the continent of Jugdral, it has several crusader lineages ruling over the lands. It's a temperate climate. The political climate is full of intrigue, but is far from corrupt...for now. It's education is top notch, and the people here are happiest.
2. **Agustria**: A country known for it's honorable knights and political intrigue, Augustria is not ruled by the Hezul bloodline, even if it comes from there. Augustria is the biggest country on Jugdral in land size, and is run by multiple lords instead of one monarch.
3. **Verdane**: Verdane is a forest country, and many mysteries lay hidden in the thickets. St. Maira's descendants live in a hidden village, with only a few permitted to leave. It is a nation made of tough warrior archers. The country was very warlike until the current king came into power, but now he's strangely begun to return the country to it's old ways.
4. **Miletos**: Although no crusader bloodlines rule here and the population and lands are small, it boasts the biggest economy in the world, second only to Grandbell itself. It is the center of trade in Jugdral. You could buy anything here.
5. **Isaach**: Isaach is located to the very north of Jugdral at the tail end of the Yied desert, but unlike the other northernmost country of Silesia, no cold winds run through this country. It is still chilly, but snow does not fall here year round. It is a land of proud and skilled swordmasters, and ruled by the Odo bloodline.
6. **Manster District**: A fertile group of small nations, the Manster District is ruled by various offshoots of the Noba bloodline, but the main bloodline lives in the eponymous country of Manster. It is known for it's strategic geniuses, mathematicians, and academics.
7. **Silesia**: Silesia is a cold nation, thanks to the mountains bordering it keeping the cold air in. It snows year around there. Pegasuses fly through the Silesian mountains. Silesia is known for it's pegasus knights and wind mages. It is also a progressive nation of philosophers and the people there are rarely unhappy.
8. **Thracia**: Thracia is to the south of the Manster District, and unlike the fertile nation to the north, it is a mountainous land. The soil is unfit for crops, and so the people turn to mercenary work, riding upon the wyverns found there. It sometimes tries to invade the Manster District, but all attempts have been quashed.
9. **Yied Desert**: A harsh, scorching desert nation of little note, but the Loptyr are hiding here at the Yied shrine. You could hide here and nobody could really find you here.
10. **Free Choice**

Backgrounds

- Drop-In (Free)
- Noble Blood (100 CP)
- Loptyr Blood (100 CP)
- Mercenary (100 CP)

Drop In Origin (Free)

You appear in your location picked, inside a nice hamlet, along with your stuff and what you bought. It's small, pleasant and possibly near a castle. It has the occasional bandit problem but little else of note. The villagers are talking about news of war oncoming, but if it affects you or not is another matter. You've got no noble connections to speak of but you're not tangled up in their affairs. Neither do you have much to do with the Loptyr cult. Keep your head down, don't break any laws and your time here will be relatively peaceful.

Of course, knowing you, jumper, you'll likely do none of those things.

Bargain (100 CP, Free for Drop-In) - You are a master at haggling. When making a purchase, you are likely to be able to convince someone to give you a big chunk off the original price, up to half off. Bargain does not apply to CP.

Magic Weapon Talent (200 CP, Discount Drop-In) - You find that you have a great skill with magic items and that you are easily able to find and use them. Their power is boosted when you use them, and even if you otherwise have no magical talent they will still be quite potent in your grasp. For example, an item that could heal a moderate wound would instead easily heal a critical wound, while a curse from an item would not only last longer but be harder to remove if it was you who delivered it. You are also more resistant to the strikes and curses of magical items and weapons.

Forger of Magic (300 CP, Discount Drop-In) - You can forge magical items with great ease, allowing them to bestow useful abilities upon their wielder. While you can make blasty swords with this perk, your swords may also bestow skills and great techniques. They can have a chance of berserking enemies and turning them upon their foes, making impenetrable shields pop up to protect you, and other effects. Your forged items may become even more powerful, and aren't limited to just weapons. You can create rings, skillbooks that teach people things, and other stuff. Your forged weapons won't be as powerful as the Holy Weapons or the weapon given by the Personal Weapon perk, but they will still be quite powerful. You will still need to find the materials and the money to be able to forge the weapons, however. Magic items range from weapons to ability granting rings to skill-teaching scrolls to stat-boosting items.

Pact (400 CP, Discount Drop-In) - You can easily make a pact with an elemental dragon for one major holy bloodline. You must be able to contact the dragon, but trying to contact a dragon shouldn't be difficult for a jumper to accomplish. Outside the jump, you can also make pacts with supernatural entities for powers (Such as Anankos or Grima in the other FE Jumps). This also grants you the ability to communicate with the deities that you wish to make a pact with, should language barriers exist. In any cases where communicating with the deity can give you potentially negative consequences, these consequences are negated.

Major Holy Blood (600 CP, Discount Drop-In. Cannot be taken with Major Loptyr Blood drawback) - Somehow, you've hit the jackpot. A trick of fate grants you major holy blood, and a birthmark on your body somewhere indicating you do have holy blood. You are able to wield the holy weapon of your bloodline, and you come with a copy of the Holy Weapon of your respective bloodline. Those holy weapons are worth the effort, because you can take on entire armies by yourself with them. They can give you exceptionally powerful boosts to your abilities, almost doubling your

maximum power. You may also allow your bloodline's dragon to posses you and give you even more power, but only with your consent. Just make sure you have the cash or the ability to repair them once they break. **Holy bloodlines do not stack in their benefits, so buying both major and minor blood of the same bloodline is rather redundant.** You can, however, buy two different bloodlines that give the same bonuses and those will stack. For example, you may buy Tordo and Odo blood and their skill bonuses will stack.

Noble Blood Origin (100 CP)

The Noble Families of Jugdral are descended from one of the twelve leaders that liberated Jugdral, and each bloodline rules over a country or province. You live in a castle in your chosen location, with a decent amount of riches to keep you sustained. Nobles are whispering around you of intrigue. War is brewing--will you pick sides, or will you just avoid conflict?

Minor Holy Blood (First bloodline is free for Noble, 100 CP..) - You have holy blood running through your veins. Holy blood was the result of the Twelve Crusaders and Bishop Galle (The guy who founded the Lopt Empire) making a blood pact with the Dragons for power that infused their very being. You are descended from one of the Twelve Crusaders, and you have inherited their power.
People with Holy Blood can find their potential reaching past far the average person's potential, their bodies are hardier, and they find that they have a natural talent in their bloodline's respective weapon types. For example, someone with Fala blood can find themselves naturally drawn to fire magic. You can only have two bloodlines inside you, and only one can be a major bloodline. Your children can also only have two bloodlines in them, but you can pass down major holy blood to them. Minor holy blood gives all the benefits major holy blood gives you, but you cannot use the holy weapons. **Holy bloodlines do not stack in their benefits, so buying both major and minor blood of the same bloodline is rather redundant.**

But different bloodlines that give the same buffs do stack. So for example, you could buy both Tordo and Odo blood and gain tremendous skill.

Holy Blood also manifests a brand somewhere on your body, so if you wish to conceal proof of your lineage for any reason, remember that.

Holy Blood List (All Holy Blood make people hardier. Also, every holy weapon are the most powerful of it's respective type--the Tyrfing, Balmung, and Mystletainn, for example, are the strongest blades forged and are equal in strength)

- **Baldur Blood** - Those with the blood of Baldur are exceptionally skilled at **Swords**, and those with Major Baldur Blood can wield the **Tyrfing**. People with Major Baldur Blood who hold the Tyrfing find that damaging spells and horrible curses cannot touch them or barely harm them unless the other person is using a Holy Weapon, and their skill and speed also becomes boosted less so than their resistance to curses but still noticeably high. Also, when the person wielding the Tyrfing is near death, killing blows are less likely to strike them. People with Baldur Blood gain less pronounced boosts than the other bloodlines, but gain boosts in more places like **Strength, Luck,** and **Skill**. People with Baldur blood hail from the charmingly peaceful region of Chaply.

- **Odo Blood** - Those with the blood of Odo are exceptionally skilled at **Swords**, and major holy blood carriers can use the **Balmung**. When someone with Major Odo Blood grips the sword, their speed is jacked up to mythical levels, and their skill less so but still noticeably high. People with Odo blood have high **Skill** and

can pull off fancy tricks in battle. They can quickly discern when and where to strike. People with Odo blood hail from Isaach and Yeid, desert nations known to be the lands of swordmasters.

- **Hezul Blood** - Those with Hezul blood are exceptionally skilled at **Swords** (This is the last sword bloodline I promise), and have exceptional **Strength**. They come from Augustria, Land of the Lords and a nation of proud knights, with the pirate-infested island of Orgahill to the North. On Orgahill lies the Tower of Blaggi, a holy site where people make pilgrimages to every year. People with major Hezul blood can wield the **Mystletainn**. When someone with Major Hezul Blood is gripping the Mystletainn, they find that their skill with the blade to become mythical--their resistance to damaging spells and hindering curses has also increased, but less so. They also find that landing critical hits is easier to accomplish.

- **Noba Blood** - People with Noba blood are exceptionally skilled with **Lances**, and like the Baldur bloodline, gives less pronounced abilities but spreads them out more. Noba blood gives **Strength, Speed,** and **Defense**. People with Noba blood People with major Noba blood can use the **Gae Bolg**. When someone with Major Noba Blood grips the Gae Bolg, they find their strength, speed, and defense to become tremendously boosted. People with Noba blood hail from the Manster district on the Thracian Peninsula. Unlike Thracia, the Manster district is made of several distinct

- **Dain Blood** - People with Dain blood are exceptionally skilled with **Lances**, and get a bonus to **Speed**. People with major Dain blood can use the **Gungnir**. The Gungnir grants the same strength, speed, and defense the Gae Bolg has. People with Dain blood hail from Thracia, a mountainous region with soil ill-fit for crops, and so the people usually turn to mercenary work. Thracia is also where rideable wyverns live, and is famous for it's wyvern riding mercs.

- **Neir Blood** - People with Neir blood are exceptionally skilled with **Axes** and get a bonus to **Defense**. People with major Neir blood can use the **Helswath**, an enormous axe. The Helswath, when gripped by someone with Major Neir Blood, their defense to physical attacks becomes exceptionally strong and their resistance to spells and curses less so but still noticeable. It can also be flung across a short distance and then can come back, like a boomerang. People with Neir blood are likely to have good relations with the Tordo family and are likely to hate the Baldurs for some unknown reason. Neir-blooded hail from the dukedom of Dozel, which is located in the near the heart of the empire even if it's not the seat of power. (That's Valhalla) Like the Tordo family, they will also carry many high positions in the Grandbell empire if Duke Langobalt successfully schemes with Duke Reptor to kill Prince Kurth, allowing Alvis to take the seat of power after marrying Dierdre. Buuuut, flipping everyone off and skipping away from the family and not hating the Baldurs is also optional, too.

- **Ulir Blood** - People with Ulir blood are exceptionally skilled with **Bows** and get a bonus to **Skill**. They are able to quickly aim with a bow and know exactly which weak points to strike, among other advantages exceptional skill grants. People with major Ulir blood can wield the **Yewfelle**. When someone with Major Ulir Blood grips the Yewfelle, their strength and speed are noticeable boosted. Their wounds heal at a dramatically faster rate, too. People with Ulir blood are likely to come from the dukedom of Jungby. Jungby borders Verdane. Ulir blood people carry ancestry from Verdane and generally are a sneaky bunch. A "good" Ulir blooded person would probably be the equivalent to Robin Hood.

- **Fala Blood** - People with Fala blood are exceptionally skilled with **Fire Magic** and get a boost to **Magic**. People with major Fala blood can use **Valflame**, a fire spellbook. Valflame grants Major Fala Blood carriers dramatically boosted magic, resistance to harmful spells and curses, and defense when held. People with Fala blood hail from Vethomer, and have high positions in the Grandbell Army. In Grann 777, Emperor Alvis of Vethomer rules the Grandbell Empire, and his son, Julius, is the vessel of Loptyr. You will have a good position in the Grandbell Empire if you have Fala blood. That is, if you don't decide to ditch the family and go

help the Liberation Army, or, god forbid, stop the Grandbell Empire from even forming in Gen 1 by helping Sigurd's army.

- **Tordo Blood** - Gives **Skill** and skill in **Thunder Magic**. People with Tordo blood hail from the dukedom of Freege, which is located in Jugdral and borders on Augustria. Duke Reptor and many other prominent members of the Tordo family are getting rapidly pulled into the plots of the Loptyr and many people in the family play prominent roles in the Grandbell Empire in Grann 777. However, this does not mean you have to be evil. You can just flip everyone off and cut ties if you so choose. People with Major Tordo Blood can use the **Mjölnir**, a powerful thunder spellbook. It grants a mythical boost in skill and a noticeable increase in speed.

- **Forseti Blood** - Gives **Speed** and skill in **Wind Magic**. Wind Magic in this setting is nothing to sneeze at--you can dodge your foes with your exceptional speed and you can destroy fliers with them. If you're powerful enough, you can destroy even flying vehicles and creatures in other jumps with Wind Magic. Bye bye, helicopters and bombers! People with Forseti Blood hail from Silesia, a snowy, freezing land with Wind Mages and Pegasus Riders. People with Major Forseti Blood can use **Forseti**, (Yes that's it's actual name.) a powerful wind tome. Forseti makes the user exceptionally fast, as well as exceptionally skilled but less so.

- **Naga Blood** - Gives **Magic, Resistance,** and **Light Magic**. Naga-blooded people are descended from Saint Heim, who made a blood pact with Naga herself. People with Naga blood are few and far between, but they can come from the city of Tahra, (Located in the Southwest of the Manster District) or the capital of Valhalla. They are the equivalent of royals in the setting, however only people with Major Naga Blood or married to the children of the one with Major Holy Blood can have the throne. People with Major Naga Blood can use the **Book of Naga**. The Book of Naga grants exceptional magic and resistance to curses, and can negate the Loptyr Tome's attack halving powers if faced against it in combat.

- **Loptyr Blood** - Gives the exact benefits as Naga Blood but gives skill in **Dark Magic** instead of Light Magic. Loptyr Bloods are descended from Bishop Galle or St. Maira, unlike the other bloodlines. People with Major Loptyr Blood can use the **Loptyr Tome**, but this is not recommended as Loptyr will instantly possess any Major Loptyr Blood Carriers. The Loptyr Tome reduces the attack of anyone who tries to attack the user, no matter what, by half, and makes them somewhat resistant to spells, but not as much as the other holy weapons. **Not purchasable if Noble Origin, but Children bought with the Children Perk can inherit it even if they have Noble Origin.**

- **Blaggi Blood** - Gives weaker boosts but gives you **Magic, Luck,** and **Resistance**. It also grants the ability to use **Staves**, which can inflict status and heal people. St. Blaggi's teachings are a major religion on Jugdral. People with Blaggi Blood are somewhat connected to fate and are favored by fate to a degree, as reflected by their luck. Blaggi himself was known to be able to gaze into fate and manipulate it.
    - Those with Major Blaggi blood can use the **Valkyrie Staff**, an item that can return people from the dead if "fate" has not stated their death should be then. If a canon character dies before their canon death date, or if they are supposed to come back from the dead after they have died, the Valkyrie Staff can revive them. It is one use, however, and needs to be repaired after that use. Even if the person was "fated" to die, the user can exchange their life to bring back the person. This rule does not apply to non-canon characters or companions, who may be revived at any time with this staff. You, however, cannot be revived with this staff.

- **It should be noted that bloodlines do not limit someone's chosen skillset.** For example, if you have Tordo blood, you can still pursue wind, fire, and Blaggi forbid, dark magic. However, you will be the most skilled and powerful in thunder magic. If you have Neir Blood, you can choose to be a mage (It...isn't the best choice for a Neir Blood build but it's not against the rules.)

Charm (200 CP, Discount Noble) - Your inspiring presence makes your allies more confident in their abilities. Your presence in general inspires people to go above and beyond. Their maneuvers are more successful. People under your command feel unstoppable. Allies near you find that they are naturally more agile and skilled. They weave in and out, striking often. Your actual leadership skills are unaffected, but your presence at least is a morale-booster.

Family Connections (300 CP, Discount Noble) - In this jump, you will have strong political power within your noble family (Or mercenary group or organization) if you have one, allowing you to convince family members or allies of your family to stand down if they wish to make a move against you or do political favors. You will also have a (depending on how bad it is, temporary) safe haven somewhere should things go tits up for you politically. If you don't have a noble family, you will have an equivalent to help you, such as a gang of bandits or a mercenary troop or a religious organization. Outside the jump, you will also always have similar connections and a reliable support network, even if they're not related to you by blood or family ties. They will also have oddly similar people in them from jump to jump. They do not count as companions (But you can buy family members as companions if you wish from this and future jumps).

Bond Conversation (400 CP, Discount Noble) - At certain dramatic points in your jumps you may discuss key issues or problems with people who you have a close relationship with, whether friendship, romantic, or otherwise. Once this conversation is over, you will both experience a boost in a certain aspect of yourself relevant to the other person that will last for the whole jump. For example, if you discussed your worries about the upcoming final battle with your mage wife, you will experience a boost in magic. This also applies to the companion as well, but their boost would pertain to you. If, for example, you had loads of defense, your mage wife would get a boost in defense as well.

- For an extra +100 CP (You do not get a discount on this part), this can include them giving you a cool piece of equipment or vice versa. You don't need to go searching for ways to acquire it! This is limited to equipment within reason. Getting someone a flaming magic sword is reasonable, pulling a legendary godslayer or Holy Weapon out of your ass is not.

Master Knight or Baron Promotion (600 CP, Discount Noble) - You start out as a Master Knight or Baron. As a Knight/Baron, all forms of combat save for the dark arts are your domain. While Barons are slow and tanky, Master Knights are mobile and frail on their mounts. You take to warfare easily, wielding all the weapons in this world as though you were born with them in hand. Through the power of great magics woven in your blood and body through a ritual, you are exceedingly strong when using weapons or magic items borne from this world. This mastery even gives you quite a jumpstart in forms of war alien to this world, starting you off as at least an adept in any method of combat and magic you begin to encounter.

Loptyr Blood Origin (100 CP)

Bishop Galle forged a blood bond with the Earth Dragon Loptyr in exchange for power, but allowed Loptyr to posses him. Loptyr destroyed his Earth Dragon Body to hide from Naga, placing his dragon stone in the Tome of Loptyr to store his soul when Galle's body withered from age. Loptyr would then posses Galle's son and so forth when he touched the book. Maira, one of the Galle's younger brothers, preached a benevolent doctrine of the Lopt Church. Maira didn't approve of the constant child sacrifices, and would have his followers intervene to save children and spirit them away to far off places. Maira and his followers were exiled to the thickets of Verdane or Orgahill island.

You appear in a hidden place, like a glade or an unremarkable house in a village. You are located in a hidden Loptyr area, and while you have little to your name, it is enough to comfortably live.

Loptyr Blood (Free for Loptyr Bloods, 100 CP) - You have minor Loptyr Blood! You may purchase another minor holy blood, but you do not have noble connections or political power related to nobility. Whether you are the surviving

few who are descended from Bishop Galle or from the people descended from his younger, kinder brother St. Maira hidden in the thickets of Verdane, you have it. Keep in mind though that you should probably keep it a secret, since the mere accusation of having Loptyr blood can get you burned at the stake before the Loptyr Cult takes over. But hey, free holy blood! And you don't have those pesky noble responsibilities and you can enjoy a relatively politics-free life, as long as you keep your blood's identity hidden. Loptyr Blood gives the same benefits that Naga blood does, but you find that you have a talent with dark magic instead of light magic. Dark magic is strong against every type of magic in the setting, except for light magic. You also naturally give off an intimidating (But not noticeably so) presence, however shutting it off is difficult.

Vengeance (200 CP, Discount Loptyr Blood) - Eye for an eye. Your accrued injuries add to your strength. The more injuries you gain, the stronger you become as your anger and power builds up. Each inflicted injury adds as much strength to your strikes or magic power equal to the injuries you have gained. A healing factor negates this ability, however--if you are healed, your injuries do not add to your strength.

Dance Puppets, Dance (300 CP, Discount Loptyr Blood) - You can easily find ways to blackmail people or find their emotional weaknesses to manipulate them. You intuitively know what people want, and you know ways to help them get it. All they have to do is to cooperate with you, and they will have exactly what they want. This is quite effective, depending in the setting, and you can maneuver politics very easily with this perk.

Deadlord Creation (400 CP, Discount Loptyr Blood) - Using Dark Magic, you can turn a captive person into a "Deadlord" to fight for you. This is easier to do when you have turned someone to stone with a stone spell, as you will need to overcome their will to turn them into a Deadlord. You can also kill people and bring them back to life as a Deadlord. The Deadlords will fight unquestioningly for you, but they cannot socialize or form bonds or benefit from social perks. They are intelligent, and need minimal supervision. You may have up to twelve Deadlords at a time. Deadlords have dark magic flowing in their veins, and are superpowered versions of the original people. They are exceedingly skilled and can also be customizable in their creation. They cannot be forced to turn against you.

Sacrifice (600 CP, Discount Loptyr Blood) - You can absorb the strength of those you burn alive with your magic, as you absorb their essence in your body and as a gift to Loptyr. However, it's up to chance if you get all the powers, but you do at least get a few. Outside the jump you can designate your own special way of killing the person to gain their powers other than burning them.

(Like killing them with a specific weapon or drinking their blood, just make sure it involves death of some sort. If the person who's powers you want to absorb can't be killed with your chosen death method, you cannot absorb their power. If you can't use your death method, for whatever reason, like say your chosen sword was destroyed, you cannot switch to a similar death method. You also cannot use any creative loopholes. If you can't use your sword to kill a specific person, you can't use your sword. They also have to be weaker than you, so you can't kill Cthulhu and gain his powers this way unless you ARE stronger than him)

Mercenary Origin (100 CP)

You wake up in a camp of with wandering band of other mercenaries, located in your starting place. You are part of a band of wandering mercenaries in your part of the world, fighting in arenas or taking odd jobs like helping villages with bandits or retrieving runaway criminals. You have your chosen weapon or staff at your side. You have a decent amount of cash to support you on the road, and you'll have no shortage of jobs in the upcoming war. Who's money you'll take is up to you.

Night And Day Technique: (See description)
Choose one of these skills to get for free if you are a mercenary. You may purchase the other one. Otherwise, pay 200 CP to have both.

- **Sol** (100 CP) - Every attack you make has a chance to heal you for the same amount of injuries you have inflicted on the person.
- **Luna** (100 CP) - You have the skill to fight and strike in such a way that opponent's physical defenses are essentially halved when you hit them.

Charge (200 CP, Discount Mercenary) - Anyone who tries to retreat from you or avoid you after a fight finds you are far too aggressively persistent to escape from for long. Fate also seems to conspire against them to a minor degree, such as every door they try to open being locked or there's a convenient hole in the ground to trip them. This ability isn't very strong, though. You can't use this perk to track someone over long distances. This only lasts during a fight.

Nihil (300 CP, Discount Mercenary) - When this skill activates, no opponent can hope for any special skills or tricks to work for them. Their skills and magic for a brief moment, fail, giving you a tremendous opportunity to strike.

Recruitment (400 CP, Discount Mercenary) - You can easily win over people as companions by just talking to them during a fight or a debate. This can also apply to people who are friendly to you. You will have to come up with some kind of plausible reasoning to win them over to your side and it will have to make sense for the person to do it, like paying someone with no scruples to betray his boss, or telling an honorable knight that his king does not deserve his throne or his service. Not only that, you seem to be able to draw powerful allies to your side. People are inclined to help or aid you even if they are not a part of your group, and will generally stick by your side for at least a while. This perk will almost always work if you think up the right reasoning for someone to join your side.

Miracle (600 CP, Discount Mercenary) - When you are near death, you are given a near mythical ability to dodge and survive death. Their blades just won't strike you and if they do, you can somehow whether those blows for a short time while you get out. This perk does have it's limits, but it's a very far limit. You'll certainly die if you're hit with a gigantic firestorm or nuke, but a sword strike will likely miss you or not kill you.

Other Perks

Theme Song (0 CP) - You have a cool theme song that plays when you talk or do stuff or important, dramatic stuff happens to you. If, somehow, you have acquired an army, a swelling, dramatic version of your theme song will play when they make their move.

Bond Critical (100 CP) - When you are near someone you share a close relationship, lovers, siblings, parental, friendship, or other, you find that you fight better and fate seems to guide your hand to hit weak spots or strike harder than usual. The power of love is strong.

Filled Coffers (100 CP, Discount Noble) - You have lots of money to buy things. What you do with it is up to you--you could amass an army of Thracian mercenaries, buy a bunch of magic weapons and spellbooks, repair holy weapons (which do break if you use them too much and are expensive to repair), and other goodies money can get you.

Wrath (100 CP, Discount Mercenary) - Your anger fuels you. When you are pushed near death, your rage guides your hand so that it may strike in critical places or weak spots at a consistent rate.

Vantage (100 CP, Discount Mercenary) - You can get the foresight to know when you are being attacked when you are pushed near death, giving you the speed and the skill to successfully strike first when your opponent goes to attack you. This only works when your enemy is the aggressor, not the other way around.

Repair Weapon (200 CP, Discount Drop-In) - Can repair anything with the resources or get/make new ammo easily. You don't need to pay anyone anything to repair your weapons! You don't even need prior knowledge of how the thing works, you can just fix it and it will be good as new! You'll know exactly what you need, but getting the stuff can be challenge. This teaches you how to repair weapons and magical items, although the complexity and relative power of the magic items determine the difficulty in repairing it.

Child (200 CP, can only be bought twice, discount if you imported a companion and had a kid with them) - You will marry/knock someone up (you may have a companion as the other parent if you chose to import them) and have a kid, who will inherit Major or Minor Holy Blood if you or your spouse has it. The child will have inherited any chosen items (as long as they can potentially make use of them), can use any weapons you had, and has 600 CP to buy. They may inherit genetic parts of you and your companions. Unlike your companions, your child must share yours or your companions' origin if they were the parents, which you may pick. This perk only applies to children made during the jump. Previous children must be imported as companions. You may have the parent of the child as a companion if you wish if you had a child with someone in the setting.

- Your child can only have two holy bloodlines in them and only one of them can be Major. They also must pick from a pool of holy bloodlines between you and the other parent, and they must inherit Major Holy Blood from one of you two should you wish for the child to also have Major Holy Blood. (Unless somehow you pulled some weird DNA or magic shit, which is arguable possible.)
- Children do not have to buy noble blood as they must inherit it from you and/or your companions. But they do have to buy it if you, for whatever reason knocked up some random person with the blood you wanted for your kid. If a perk is genetic, they do not have to pay for it.

Companion Import (100 CP per imported companion, up to 300 CP for eight companions) - You may import or buy up to eight companions who get up to 600 CP each. Their origin is free if they share it with yours.

Blaggi's Wisdom (300 CP, Only those who have purchased Blaggi Blood, major or minor, can buy this perk) - Your connection to fate allows you to meditate and commune with Blaggi, god of fate. If you have done good deeds and he holds you in his favor, you may learn events that will happen in the future. These portends of fate will be difficult to change, but you'll be prepared for their fallout at least. You must mediate to receive these visions from the future.

Gear

A quick note--this is not all the gear you can get or buy. If I listed all the potential items you could get, the doc would be super long. So here is a link to the items you can buy. Items/weapon that give only one effect are 50 CP, two effects cost 100 CP, ect ect. For gameplay effects, just fluff up a possible effect.

http://fireemblem.wikia.com/wiki/List_of_items_in_Fire_Emblem:_Genealogy_of_the_Holy_War
http://fireemblem.wikia.com/wiki/List_of_weapons_in_Fire_Emblem:_Genealogy_of_the_Holy_War
http://fireemblem.wikia.com/wiki/List_of_weapons_in_Fire_Emblem:_Thracia_776
http://fireemblem.wikia.com/wiki/List_of_items_in_Fire_Emblem:_Thracia_776

-**Magic Physical Weapon** (Include things like magic swords that use your magic to fight). (One free for Drop-In, 50 CP otherwise) You may purchase one physical magic weapon, like a Light Brand or a Wind Sword. Physical magic weapons can shoot fire/light/wind/thunder/darkness/whatever (Limited to one magic type) and still function as a powerful weapon. While magic swords are common, magic lances and axes also exist.

-**Critical+ Weapon** (50 CP), This weapon guides your hand to hit weak points or holes in your enemy's defense through magic.

-**Defense Sword** (50 CP), This weapon sword you to weather more hits and suffer less pain. Nothing more than that. It's simple, but surprisingly effective for frail people like dancers.

-**Warp/Berserk/Return/Restore/Heal/Silence Staves**. (Discount Drop-In, 50 CP) Warp staves can teleport people as far as the eye can see but have limited uses and must be replenished. Beserk staves are 1 use and need to be repaired after that. Beserk can make one of your enemies turn on the others and just slaughter them if your magic overcomes their resistance. Return staves let you warp yourselves to the nearest friendly area (Not your warehouse). Restore Staves can fix most status effects, but it can't fix stone or irreversible curses. Heal staves can heal people. Silence Staves take away someone's ability to cast magic or use magic items.

-**Crusader Scrolls** (50 CP) - You may only purchase one Crusader scroll per 50 CP. When equipped, these scrolls give people the benefit of a minor holy bloodline without actually giving them holy blood. These scrolls do stack with holy blood effects. So say, you gave a weaksauce mage a Neir scroll to boost their defense. You can equip multiple scrolls or give them to companions. They also negate criticals as well. However, no Crusader scroll can allow one to use a Crusader Weapon. There is also only one Crusader scroll per bloodline, so no stacking up multiple Naga or Hezul scrolls on one person.

-**Earth Sword** (100 CP) - This sword drains people's life and gives their wounds to you. It attacks their resistance to magic and gives all the damage inflicted to heal you. This will be useful in this jump, as most people have very low resistance in this setting.

-**Fortify Staff** (100 CP, Discount Drop-In), You can heal allies within 100 meters to full health around you with this bad boy.

-**Barrier Ring** (200 CP, Discount Noble) - Has a chance of activating and making one impervious to attacks/spells, even from Crusader Weapons.

-**Storehouse Bag** (200 CP, Discount Drop-In), You can retrieve things from the Warehouse by reaching into this small bag. You may only retrieve things that can fit through the bag's opening, and anything you put in the bag will be located on one of the shelves of your warehouse. Where, specifically, will be a challenge to find for you.

-**Tireless Horse** (200 CP, Discount Mercenary) - In the setting, horses are very important. You will likely have to make a long journey at some point if you want to do anything. This horse is your greatest asset--while you can buy normal horses, this horse does not need to eat or drink anything, is actually quite intelligent (It's not sentient, but you can probably teach it to do things), and it rarely needs to rest. Outside the jump, this horse can become a setting appropriate mount/vehicle, like a motorcycle that needs no fuel.

-**Kia Staff** (200 CP, Discount Loptyr Blood) - This staff is capable of curing all status effects, but it's different from a Restore Staff in that it can also turn someone back from stone and reverse permanent curses.

-**Personal Legendary Weapon** (300 CP, Discount Drop-In) - You get one weapon that can only work for you and your family members. Anyone who tries to use it will find a usable weapon, but when it is out of your hands, it is robbed of it's true power. This Personal Weapon can be any weapon type and can grant you any kind of bonus. It can grant two minor abilities as well, such as giving one the chance to narrowly avoid danger or can absorb other foe's health. However, it will not be as strong as the extremely OP Crusader Weapons. You may import a weapon into this slot if you so choose.

-**Castle Deed** (300 CP, Discount Noble) - You have a castle near your starting point or near where your bloodline rules and a small amount of land devoted to you to do whatever you see fit. In future jumps, if it has a present/future setting you will own/be the heir to a small but prospering company. In fantasy settings, you will own a castle and the surrounding land. You have people to rule over during the jump, however if you treat them like a tyrant expect torches and pitchforks. Political enemies will also exploit your beleaguered people's anger and will help them dispose of you.

-**Stone Magic Tome** (Discount Loptyr Blood, 300 CP) - You can turn someone to stone, easily, with this magic tome. If it succeeds. Only a Kia staff or the appropriate spell can turn someone back. This tome is hard to resist and has multiple uses.

Drawbacks

Major Loptyr Blood (+600 CP, cannot be taken with Loptyr's Ire) - Are you sure. Are you SURE? Well now, the Loptyr cult is hot on your heels and not only do they want you to be Loptyr's Vessel, Grandbell has a nice stake to burn with your name on it. Yeah, you can use the tome of Loptyr, but doing that can get you possessed if you're not powerful enough to resist. Getting possessed by Loptyr is a game over condition, as well as death. You get all the benefits of Loptyr blood. You may still buy holy blood for yourself, but only one other bloodline, as per the rules. You may not purchase this drawback for a companion.

Loptyr's Ire (+400 CP, Cannot be taken with Major Loptyr Blood)- The Loptyr Cult have deemed you a threat, and will work tirelessly to eliminate you. Their puppet strings reach everywhere, and dark magic is powerful stuff in this setting because it is super-effective against anima (thunder, fire, and wind) magic. Only light stands a chance against it, and it's not even super-effective against dark magic. Five years into Gen 1, they will become even MORE powerful when the Grandbell Empire rises up and the Loptyr Cult takes power, unless you've stopped them somehow. Skipping ahead to Grann 777 won't solve this issue, as the Loptyr Cult controls the Grandbell Empire in Grann 777.

Wanted Criminal (+400 CP) - The Grandbell nation wants your fucking head on a pike, whether you've been caught in a political scheme and framed for the murder of an important noble, or you accidentally broke a very important law, or you're simply a good scapegoat for a corrupt noble, the Grandbell nation wants you dead. In five years or if the Loptyr Cult comes to power, they'll ease off their search as the Loptyr Cult has different priorities in mind than dealing with a random criminal, but they'll still be searching for you. You can flee to other countries, but as the Grandbell Empire marches over them, they'll also start searching for you.

Honor Before Reason (+200 CP) - By Blaggi's staff...You're one of those types, huh? You care far more for honor than practicality, to almost absurd lengths. You could get yourself killed if you're not careful. You don't care for games of politics and you follow your liege's orders to the letter. The notion of betraying them is absurd to you, even if your liege would gladly kill you if it made things easier for them.

Family Hatred (+200 CP, can only be bought twice.) - Seems as though you've pissed off one of the family bloodlines, and they sure as hell will go out of their way to undermine you constantly. Don't expect any support from them. Not everyone from those bloodlines will hate you and try to murder you, but finding a dependable ally from those bloodlines is unlikely unless you happen to be exceptionally lucky.

Reckless Knight (+200 CP) - You're a rash and impulsive sort. It's not like you can't make good plans or think things though--you have an inconvenient habit of simply not doing those things. Nicer jumpers will barge in on situations that plain don't involve them out of a misguided sense of justice and end up making things worse, less scrupulous jumpers will find their clever plans easily thwarted or their schemes being revealed.

Coward (+200 CP) - You hate war and conflict! Not because you're a pacifist, but you're just plain fearful! You've got no confidence in the art of war or protecting yourself, even if logically you should think otherwise. The thought of fighting or getting on someone's political blacklist fills your head with worse case scenarios. The worst part is that your first and most powerful impulse is to believe they'll always come true, even if that's usually not the case. Therefore

90s Grimdark Anime Melodrama (+100 CP) - Everyone is so melodramatic here. The smallest slights can barrel into huge drama, and people cry at the drop of a hat. Sometimes things will get excessively and annoyingly grimdark for the sake of "realism." Everyone broods or becomes preachy (or Blaggi forbid, BOTH), and the edge will be cranked up. Everyone is so grim and unhappy, and if you're actually happy and wanting to do nice things you'll find any hope you had quashed in front of you. You will be affected as well, by the way. Your judgement may or may not be clouded by this. Hope you packed a bunch of tissues.

Fatigue (+100 CP) - You're not a superhuman, y'know. Even with holy blood, you're still a mortal. You get tired easily. Casting magic, fighting, using staves...doing too much of those things can tire you out. You'll have to rest more. You can only do as much as your body will let you, and you shouldn't rely on holy blood as it doesn't give you that big a boost to your hardiness compared to the other boosts it gives you. If you have anything that nullifies this drawback, it doesn't work either.

Grann 777 (+0) - Although you will always appear in Grann 757, you may choose to skip to Grann 777 with this drawback after you have done whatever you wish to do in Grann 757.
Through any story reason or simply just sleeping for a long time, you may choose to leave Grann 757. (If you're at a loss for how to fluff this, just say you got turned to stone and the curse was taken away in Grann 777.)
You will wake up in Grann 777 and spend the rest of your ten years there. Here, the Loptyr cult has taken over Grandbell (Unless you've stopped them) and is making a march around Judgral, wanting to conquer every country. Sigurd's son, Seliph, will leading the liberation army, starting from Isaach. Seliph is fated to win and to take the throne (he is the rightful heir to Grandbell as well). If you took the "Kid" perk, your kid will probably be grown up and either working with the Grandbell empire as a mercenary (or Blaggi forbid, actually part of their military and not just a merc)

or helping the liberation army or just trying to fend for themselves. Your companions could be raising them while you were gone, or they might not. It all depends on what happens. How your kid might treat you might depend on what happened to knock you out and what your companions, if they helped raise the kid, told them about yourself and how they treated you.

Jump End

Well, your ten years here is up. If everything is in flames, it'll hopefully sort itself out. Or maybe you did some good here? Whatever the case, you have three choices.

Go Home

You wish to return home? Very well. You retain your holy blood bonuses and other things you have acquired in this jump. Whether you leave this world in flames, chose to save it, or just simply did nothing, you come back home.

Stay

Ah..you've chosen to stay? Here, in this dark place? It may or may not be hard to deal with the fallout from the war or living under an evil empire, but a Jumper could probably deal with it easily.

Continue On

Remember Sigurd's words, if you will remember nothing else.
"Get to know the people's sorrow. Your reality and theirs are still worlds apart"
You will leave this world, taking all you have received here on with you. Hopefully, somewhere brighter.

Changelog

Ver 0.5 Completed: It's basically finished, but something's bugging me
Ver 0.6 Completed: Reworded Magic Weapon Skill to be more clear, lowered the price of Loptyr Blood from 200 CP to 100 CP, reworded Wrath and Vengeance to sound better, renamed A Lot of GP to Filled Coffers.
Ver 0.7 Completed: Reworded a lot of perks to make them sound less awkward. Made it so that Major Holy Blood gives you a copy of the Holy Weapon instead of purchasing a Holy Weapon separately, added more information. Organized things to be a lot more clear.
Ver 1.0 Completed: Finished reformatting the Doc after I accidentally left the formatting unfinished. Took out Magicless drawback as it is not a very good drawback to take. Finally mentioned Manfroy since I didn't mention him until now for some reason.
Ver 1.1 Completed: Added Bond Critical and reworded some perks. Took out the Luna Sword + Sol Sword, however Luna is now a purchasable perk and the Luna Sword was replaced with the Critical+ Sword. Lowered price of Crusader Scrolls, added links for items/magic weapons, added a new perk. Added the Mecenary Origin for skills since it was so requested. Added Castle Deed, Tireless Horse, Storehouse Bag, Recruitment, Miracle, and Blaggi's Wisdom.