

Fire Emblem, your spirit shall shine!
Across the generations--now, and for all time!
Fire Emblem, hero bringing the sword's light
Journey from distant worlds to still the coming night.

With favorites, ready, guard your side--
The old champions fall from on high!
In this land, where type of heroes live
And their legends never die!



Many years ago, the Embla and Askr Kingdoms worked together to open and close gates to various worlds. The royal families carried this power. Then, one day, Embla refused to close the gates of the Askr Kingdom and invaded other worlds. Askr went to war against Embla to protect the other worlds. This war waged until the Emblian king died, and his second wife ended his warlike policies. So well-liked was the King of Embla that many people committed suicide upon his death, and the empress wasn't well-liked. Then the Emblian King's daughter, Veronica, restarted the war.

The Emblian's Empire cares little for the people they conquer--it all goes to taking care of the original kingdom, and not the conquered territories.

And so the Askr Kingdom wages a tireless war with the help of the Order of Heroes. But all seems difficult for them--until a summoner drops from the sky with the ability to use the legendary gun Bredablik to summon heroes to fight for them.

Locations

Roll 1d8 or spend 50 CP to choose your location. Age and body is irrelevant.

1. World of Zenith

- A land with various ruins scattered about from a former age. This is where the Askr Kingdom resides. You will be deposited in some ruins.

2. World of Birthright

- A land based on Feudal Japan, which is abundant and rich in natural resources. While the country is called Hoshido and shares continent with Nohr, it is a different timeline than the world of Conquest. It is a timeline where a young

Hoshidan Prince raised in Nohr named Corrin sided with Hoshido. You will be deposited on the Hoshidan Plains. You can see smoke rising from a nearby village.

3. **World of Awakening**

- A world located in a possible future timeline of the World of Mystery. You will be plopped right onto a bustling port town.

4. **World of Conquest**

- A land based on Medieval Germany, called Nohr. It is a desolate world, where no sunlight touches the ground and the soil is poor condition to grow crops in. You will be deposited in a dark, gnarled forest. This timeline is where Corrin sides with Nohr.

5. **World of Binding**

- You appear on the continent of Elibe in the year 999, in a time where the Kingdom of Bern is waging war against the Lycian Cantons and the kingdom of Etruria to conquer the entire continent. You appear in the canton of Pherae by a river and some trees--there's a castle in the distance.

6. **World of Blazing**

- You appear on the continent of Elibe in the year 979. It is a time of great prosperity and peace--no major war has raged in recent or even past memory. You appear in the glittering capital of Lycia's ruling canton, Ostia. This is a different timeline than the World of Binding--what differences remain to be seen.

7. **World of Mystery**

- This is the world of Archanea, where the original Fire Emblem games took place. You appear in the Kingdom of Altea.

8. **Free Choice**

Drop-In

Magical Summoning Talent (100 CP, Free Drop-In)

- You just...showed up, and you could have little to no formal teaching in magic. Yet, no one can deny that you have an intuitive grasp of magical rules and the power that flows within you is remarkable. **Magic in general will be easier to grasp and learn if you're able to cast it, particularly if it's anything related to summoning. You also have great magical power.**

You're Such A Curious One (200 CP, Discount Drop-In)

- **People take a shine to you easily, and you'll find them offering plenty of opportunities to make friends with them.** They'll also like speaking to you and will want your attention. They'll laugh off habits that would typically be seen as rude (Like poking them for attention) and see them as endearing quirky.
- See notes what people won't let slide.

Summoning Specialization (300 CP, Discount Drop-In)

- Can be purchased multiple times. **You carry a “specialization” of sorts for any being you summon, create, or care for.** Any being that falls into that specialization find themselves enhanced or easier to make a pact with. **You may choose one “specialization” per purchase,** and this can range from “caring, soft people” to “ice monsters.” Do note that the broader the specialization, the weaker this enhancement actually will be. “All Living creatures”, while a valid specialization, will give a barely noticeable boost. You also find that you’re better at building bonds with creatures that fall under this specialization, but command of them is unaffected. **(Rewrite)**

600 CP PERK

Summoned Hero

You did a great many heroic deeds in your life, and you have been summoned for that purpose.

Battlefield Nerves (100 CP, Free Summoned Hero)

- **You can’t get frightened in the middle of combat, and emotions that would negatively sway you lose their grip on you during war.** You keep a steady head on the battlefield, even when all hope seems lost for you. This doesn’t make you foolhardy--you definitely know when to run away, it just won’t be fear compelling you to do it, but rather knowing when a battle is lost. Similarly, you won’t fall for simple mockery or taunted into anger-induced recklessness. You won’t grow complacent on the battlefield either, and overconfidence will never get to your head.

Great Cry (200 CP, Discount Summoned Hero)

- **You have a cry you scream to destroy people in dramatically critical moments.** This is a dramatic war cry, whether you proclaim your stalwart beliefs in your morals or a command to just die already, **this cry will intensely boost your power and skill.** Misuse of this power will find it’s effectiveness temporarily waning, but the more dramatic and high-stakes the situation is, the stronger the boost gets. Although screaming this cry when fighting someone who could kill you with a mere thought won’t really help you.

Distant Counter (300 CP, Discount Summoned Hero)

- Did they just fire arrows at you from afar, thinking that you couldn’t fight back? That range of all things, would stop you from responding with an attack of your own? That’s really cute. **Distance when counter attacking isn’t a problem anymore for you.** You’ll find that you get a lucky shot and the spell you slung back in response has a far wider range than usual, your running leap to stab your sword becomes far, and your aim when shooting into a far off distance becomes impeccable when responding to an attack. Your accuracy is immense when responding to an attack.
- You’ll still have to survive the strike to even hit back, and you’ll have to be able to make a strike.

Legendary Deeds (600 CP, Discount Summoned Hero)

- You are a legendary hero. So great were your accomplishments that the memories of your deeds survived the all-consuming maw of time. **If you have overcome a tough situation, when you find yourself in a similar situation to that one time, you'll find that your effectiveness shoots up immensely.** The bigger the odds you triumphed over, the bigger this boost will become.
- If you slew a dragon while barely hanging onto life, you'll find that fighting dragons is easier, for example.

Multiworld Royalty

You were born to the royalty of either the Embla or Askr Kingdom. While you are not necessarily part of the "main" family, you are still important and distinguished among your subjects.

Charming Pep (100 CP, Free Multiworld Royalty)

- You've got an oddly endearing spunk to you. **People will like you for this spunk, and making friends comes easily to you.** Your cheer is infectious and you could help cheer up those who happen to be glum or down. Perhaps this could spread among your allies. You also give off

Heroic Leadership (200 CP, Discount Multiworld Royalty)

- **You give off an air of leadership, and you have the skills to support this air.** Banding people together, resolving conflict, leading your allies to victory, you are able to do it all. It's easy for people to place their faith in you. If you can do it, you can very well convince people that you can do it, and to believe in you to do it.

Combat Recruitment (300 CP, Discount Multiworld Royalty)

- Sometimes all it takes is a beatdown to win someone to your side. **If you defeat someone in combat, they'll be inclined to listen to your words to convince them to your side.** This won't instantly make them be your best friend depending on your personal history with each other, but your combat prowess at least commands respect. At least, your defeated foe will lend an ear to your words and consider them.

Gate Opener/Shutter (600 CP, Discount Multiworld Royalty, can be purchased two times, see description)

- The families of the Askr and Embla empires have a unique ability. **They can open and close gates to other worlds.** The Askr family can open up gates to other worlds, and the Embla family can close gates. If you chose the Askr family, you can open gates to worlds in the setting's multiverse or access different timelines. The portals will be big enough for armies to walk through.
- If you are part of the Embla family, you can close gates to other worlds, but you can also dismiss summoned spirits and people who are not supposed to be in this world.

- **If you are part of the Askr family, you get a discount on the ability to open gates to other worlds.**
- **If you are part of the Embla family, you get a discount on the ability to close gates to other worlds.**

Order of Heroes

You are part of the “Order of Heroes”, a band of people who work as a form of castle guard and general do-gooders in other worlds to make sure they run smoothly.

We Must Move On (100 CP, Free Order of Heroes)

- You have no time to suffer from angst. **You have a duty, and you must complete it. Any emotional setbacks like losing a friend or emotional attacks from others won't deter you from the task at hand.** You'll still be upset, but you'd rather look to the future instead of wallowing in your sadness.

Rally The Spirit (200 CP, Discount Order of Heroes)

- You can lift the moods of your allies. **You've got a talent for boosting morale and encouraging the best in your friends to help them accomplish great deeds.** Whether through a speech or simply imploring them to pull through, you'll find that you can get your allies to do their best at critical moments.

Master of Tactics (300 CP, Discount Order of Heroes)

- Within your mind lies countless predicted scenarios. **It will be difficult for you to get caught off guard, as you can predict most of your opponent's moves within seconds using the current information at your disposal.** But any secret moves you don't know of will still catch you off guard relying on the skill you have been granted alone, and unpredictable events, like a sudden thunderstorm, can catch you off guard.

Build Up Attack (600 CP, Discount Order of Heroes)

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General of the Emblian Empire

Playing The Bad Guy (100 CP, Free General of the Emblian Empire)

- You're so good at playing the part of the bad guy, even if you're not actually evil. You got that evil laugh down, you can sling threats as if it was nothing, and you can be menacing if you want. You can act convincingly enough to make yourself seem some sort of a threat, and you have enough competence to back your threats up. You also can defy your own moral code without guilt if you're trying to do this, but this is optional.

I Was Told About You! (200 CP, Discount General of the Emblian Empire)

- It's easier to let your enemies fight each other than to fight them yourself. Turning two groups against each other is a valuable skill, one you now possess. Your skill with turning two groups against each other to fight, whether countries or simply two adventuring parties, is greatly increased. You can also warn people about others showing up, and you can make your warning sound believable.

Binding Contract (300 CP, Discount General of the Emblian Empire)

- Anyone you beat in combat can be forced to fight their allies for your sake, and will have no ill will towards you while you're making them do it. Afterwards is a different story, so be careful. They are also aware that you put them under contract. Warning their allies ahead of time also is something they can and will do, so ordering them not to do it is out of the question. They will fight with all their might, but if they find themselves defeated they will be free of your contract.

Grunt Creator (600 CP, Discount General of the Empire)

- Disposable faceless monsters do have value, but sometimes you'll need the help of a trained, skilled army at a moment's notice. **You possess the power to spawn a human army, trained in skills and magic within your knowledge, through your power.** At first, you can only summon faceless grunts, but with time, you could raise up a legendary army as your skill with this power increases. While they appear with regular medieval weaponry, plus spellbooks and staves, if you know how to create and use a weapon you can summon them with said weapon. Taking away the weapon from them makes it fade away into nothingness. Weapons that need a requirement to use can only be spawned if you meet this requirement.
- These grunts can only accomplish what humans can accomplish. They cannot use certain powers if their physiology does not allow it, and you cannot create nonhumans.

Misc Perks

Title (Free All)

- You have a fancy title relating to yourself, your exploits, or your personality in general. It's a purely cosmetic title and does nothing, but it sure is nice to have. Examples include "Future Witness", "Lady of the Plains", "Altean Prince", and "General of Ostia".

Specialization (100 CP, Free First Purchase All)

- Choose from one. **Archery, Lances, Magic, Both Shuriken and Throwing Knives, Swords, Axes, or Dragon/Beastial Transformation.** You receive a boost to competency and skill in your selected choice. If you lack the means to transform, you will

gain a beastial or dragon form instead. Beastial forms are slightly bigger than a normal human and have to be based on a mammal, and dragons can breathe magical fire.

- You also get a weapon in your specialization with this purchase outside of transformation. You will get a stone you will need to use to transform during the jump, but outside the jump you will not need it.

Merging Heroes (200 CP)

- As you access a wide variety of timelines and worlds, you run into the same people over and over. Circumstances in their lives may be different, but a core part of them can't be denied or different from same person to same person. Any companions you take with you that are simply different versions of each other can share one companion slot now.

I'll Return To My Castle (300 CP)

- No one will give chase if you retreat, for some odd reason. They'll just...go back to their base. Strange.

Companions

Summoned Warriors (100 CP per person, up to 300 CP for 8 people)

You may bring up to 8 active companions, and they will have 600 CP to spend on things.

Fat Owl Friend (50 CP, Free Summoner)

You have a big, round, sleepy owl for a friend. This owl is surprisingly strong and will deliver small stuff to you if you need them, like energy potions or first aid kits.

Together We Ride (200 CP)

You may bring along anyone you meet here with you or summon, without the need to pod them. This includes summoned Heroes. One purchase per character.

Items

Drop-In

Fire Emblem Games (50 CP, Free Drop-In)

- You have the entire series of Fire Emblem games in your warehouse installed in a laptop/computer you have, or if you lack a computer, a glowing rune-covered laptop appears in The Warehouse with the installed games. (You may import a laptop to gain this design in this item), plus strategy guides for them. You'll need them for the harder games, like Thracia 776. Especially Thracia 776. Good lord, Thracia 776.

White Robes (100 CP, Discount Drop-In)

- These white and gold (or any color combination) robes give off an air of respect and mystery, unless you don't want any attention to you. In which case, they'll throw off attention on you. They also help conceal your identity, and can protect you from most things a fantasy battlefield might throw at you like spells and weapons in a pinch. It'll get torn up this way, however. So don't rely on it over armor.
- You'll get a new robe in the warehouse the next day if your robes gets shredded.

Books on Tactics (200 CP, Discount Drop-In)

- These books are pretty extensive on army tactics and in an easy to digest manner so that anyone could pick this up and be decent at tactics after a good read-through. Positioning, getting resource, and keeping up morale, these books have it all. And they come with a handy dandy shelf that seems to make it easy enough where you can pull out a book on any subject you're having difficulty with without looking for them.

Breidablik (300 CP, Discount Drop-In)

- This gun is pure white, with gold inlays. This gun is legendary, however, because it can summon heroes from other worlds. Only the summoner can use the Breidablik typically, but anyone who buys this will find that it will work for anyone.
- This gun does not shoot bullets, but it shoots orbs. These orbs are no ordinary orbs, as you can attune these orbs to someone via a pact with them. This pact must be over communication in some way, and both parties must freely agree to it without coercion. When you shoot with this gun, the attuned person will break from the orbs and fight for you. Any confusion they could have from being yanked directly into battle from whatever they were doing is magically smoothed over.
- This effect only lasts during the fight, and you can only attune orbs to someone appropriate for the setting or your Companions. Post-Spark, you can summon anyone with these orbs without setting limitations, all one needs to do is to attune the orb to someone and create a pact with them.
- Comes with instructions on how to make the orbs.
- It can also be hefted high to the sky by someone other than you to summon you to your side in moments where they need your protection. You will always know who is summoning you and why, and you can resist this summoning if you so choose it.

Summoned Hero

Chronology of Jumper (50 CP, Free Summoned Hero)

- This is a bookshelf of various books on your exploits in this jump and past jumps, written from the perspective of historians that vary in perspectives, from demonizing you to praising you to having a detached, boring view, to taking a comedic perspective. This bookshelf has almost infinite space and will fill with more books as you have more adventures.

Brave Weapon (100 CP, Discount Summoned Hero)

- This weapon or spellbook has a mysterious time spell cast on it, making it so that you can fight two times faster than usual. In the time it took for you to strike once, you can now strike twice. May have a weapon import.

200 CP ITEM

300 CP ITEM

Multiworld Royalty

Hair Products (50 CP, Free Multiworld Royalty)

- These are hair products that are easy to use to help you achieve any anime look. Helps your hair spike out just right and anyone who uses these hair products has the skill of a professional hair dresser.

100 CP ITEM

200 CP ITEM

Big Castle (300 CP, Discount Multiworld Royalty)

- This castle is swanky, big, and could host an entire army's worth of individuals

Order of Heroes

Cool Cape (50 CP, Free Order of Heroes)

- This cape commands respect from those who see you wearing it. When people see you wearing this flowing white (or any chosen color) cape, they'll know you're an important person. It's also really cool. Any cape can be imported in this option.

Order of Heroes Merch (100 CP, Discount Order of Heroes)

- You have a merchandise line of yourself and your allies! Somehow you'll always have a deal with a corporation to sell your merchandise. How well it sells will depend on your fame in general, so if you happen to be a nobody

Heroic Armor (200 CP, Discount Order of Heroes)

- This gold and white suit of armor is really nothing special in terms of combat, but it has a gorgeous wing and feather motif. But it's effect on others and yourself is amazing. Wearing this makes you feel like you're a hero, and anyone who sees you wearing this will know that you're the hero that's come to save them.
- Any suit of armor or clothing can be imported into this.

Light's Blessing (300 CP, Discount Order of Heroes)

- This necklace has a bronze charm with a glowing blue orb set in the middle that reflects light in many different colors if it's hit just right. You may use this necklace once per jump to revive yourself or one other person. They must have died in the past month for you to be able to resurrect them, and the person in question must have fallen in battle.

General of the Empire

Mysterious Mask (50 CP, Free General of the Empire)

- This mask conceals your eyes, and possess a strange ability to keep your identity a secret from those who see you as long as you don't give away any obvious clues as for who you are. It's also quite comfy to wear and won't fall off in battle, or broken easily.

100 CP ITEM

Band of Maids (200 CP, Discount General of the Empire)

- Every knight needs a group of people following them around to polish their armor, take care of their horses, and do small tasks they cannot do. While they do not have to be literal maids, they will wear a uniform in your design and will be decently trained in whatever you want them to do, like clean a castle or feed your horses.

Ostentatious Headdress (300 CP, Discount General of the Empire)

- This is...a goofy looking crown that's big, large, and has a lot of hanging bits. Regardless, this crown greatly enhances your magic and combat power, and makes people want to protect you. Your leadership and wisdom boost immeasurably when wearing this headdress.

Drawbacks

You may take up to +1000 CP worth in drawbacks

Summoned by Breidablik (+0, Drop-In only. Location is set to World Of Zenith)

- You were summoned by Anna, using the legendary gun Breidablik (Don't question why there's a gun in a fantasy setting). You can summon characters from any Fire Emblem universe with the Breidablik, and you will be relied on to summon them to help out the Order of Heroes.
- Essentially, you will be taking the part of the Protag, the Summoner, in Fire Emblem Heroes.

Echoes of History (+0)

- **The heroes you summon remember when you came to their worlds, and will be affected by your actions.** They welcome you with open arms, and grudges will be forgotten. Formerly dead warriors will return...

You Killed Me (+200 CP, Can only be taken if you directly killed a character in a past Fire Emblem Jump or had a grudge with someone in a Fire Emblem Jump. Faceless grunts do not count, and people who others in your army have killed will not count.)

- ...But they may not be entirely happy they're working under or with the person that killed them. Typically, not taking this drawback with Echoes of History would have the summoned character view the death emotionally from a third person perspective. Eh, you killed them. It happened. They got over it. With this drawback...? **They'll vividly remember you killing them, and they will be greatly upset over it.** Not summoning them won't work, because a trick of fate will summon them to the ring and they can't be unsummoned. They will start causing trouble and disobeying you. They won't try to kill you, but they'll be a headache to deal with. Those who you've had grudges with won't exactly get over their grudge, either.
- All conflicts stemming from this drawback can be smoothed over with a good talk, but you will have to open up the conversation, and that means convincing them to listen to you in the first place. Better start practicing your apologies or coming up with good explanations for your actions.
- **You can take Echoes of History without taking this drawback.**

Is This Touching Stuff Some Sort Of Amusement!?! (+100 CP)

- You can't cuddle or headpat the heroes, sorry. You can't really go anything beyond a simple fairweather friendship, no matter how hard you try. You can have a nice chat and you can be friends, but nothing beyond that.

Screwed by the Position (+100 CP)

- Inexplicably, you'll find that nothing will go your way. Bad luck all around. Commands will get mixed up in the battlefield and people will show up in the places they weren't supposed to be. That guy you thought for sure would go attack your healer, thus setting up a trap? He went right for the spellcaster instead. For your sake, it would not be wise to take this with Gatcha Summonings.

The Best Unit (+100 CP)

- You are obsessed with being the "best unit", and this can manifest in you caring more about being a badass than accomplishing your goal. You're always assessing people in terms of their "tier" instead of them as a person. You will also refuse to talk to anyone lower than you "tier." You'll be constantly training, challenging people way out of your league to fights, and other obnoxious behavior.

Anna's Good Pal (+100 CP)

- Anna appears to have gotten attached to you and will always go on and on about how *good* of a friend you are to her. But she doesn't really like you for you--she just wants you to buy stuff for her. And you'll heed to her requests every single time, for some reason. **You won't have a lot of money during your time here because it'll all be spent on her.**

- You CAN take her along as a companion if you can successfully get her to see you as an actual friend and not a piggy bank, however, without having to buy her with this drawback.

Gatcha Summons (+200 CP)

- Hope you really like luck of the draw, because **you'll have little control over who you'll summon to your army**. Exceptionally powerful heroes will be rare to find, and you'll have to deal with lower tier units. While very little of the heroes are unusable, you'll have to deal with this summoning unpredictability for the rest of the jump.

No Memory (+200 CP)

- You don't recall anything about your past other than your time here. Drop-Ins remember nothing, nothing at all.

Struggling Together (+200 CP)

- Did you honestly expect there to be no conflicts from summoning a bunch of people with colorful personalities (and hair) and having them fight together as an army? And did you expect them to even have the skills to settle their arguments with each other like mature adults? **You're going to have to smooth over fights on a regular basis between the summoned members from different worlds**. Hope you didn't summon both Hector, Ephraim, and Kieran. They won't spark into physical fights for a while.
- Thankfully, people from the same setting will resolve their fights without you needing to step in.

Only One Weapon Type (+200 CP)

- Swords? Axes? Lances? Magic? Arrows? Bows? Throwing knives and shuriken? Typically you could be allowed to use more than one kind of weapon, but now **you can only use ONE type of weapon from the mentioned weapon types**. You just can't seem to be able to use any other weapon type. Other weapons will break in your hands and you'll miss all the time. And no amount of training in them will help you improve, either. Don't be coy in thinking if you selected magic, you can use a magic sword to bypass this limitation. You'll be just as bad swinging the magic sword as with any other sword. You'll just be flinging spells. But if you select swords, then you can use a magic sword, as it is still technically a sword. Although you can use both throwing knives and shuriken at the same time if you selected them.
- If you purchased "Specialization" multiple times, you can only use one weapon type you selected. You'll still gain the effects of the other purchases at the end of the jump.

Lunatic Mode (+200 CP)

- The enemies are tougher, their tactics are brutal, and they're smarter. You're going to need to really buckle down on the tactics to get rid of them.

Past Enemy Summons (+200/+300 CP, Cannot be taken if this is your first jump.)

- The Emblian Empire has been to countless worlds, and their ability to place warriors under contract is powerful. However, unlike the Askr Kingdom, they don't have a summoner and resort to trickery to get the heroes to obey them. Taking this drawback means **they have a summoner now, and they will soon realize your otherworldly nature. They will summon up foes from the worlds you have been to fight you with.** If you are opposing the Askr Empire, they will do the same thing. They won't be summoning final-boss tier foes to fight you, but you will be facing foes that were challenging to face.
 - (+300) Unless they will summon final boss-esque foes. You won't face them immediately, but the foes will escalate as you continue to fight against the Emblian Empire.

Permadeath (+300 CP)

- Due to the nature of the heroes you have summoned, it becomes a simple matter to revive them after the battle is over. They'll still feel pain but death in battle doesn't mean the end for them, typically.
- **You won't have that luxury.**
- Any method you have that can cheat death doesn't work, which also applies to your companions. They'll come back at the end of the jump, however.
- Have fun!

Healer Only (+300 CP, Cannot be taken with Only One Weapon Type)

- You're outta luck. **All you can do is heal others with a healing staff.** Your combat skills are terrible on the battlefield--no matter how much you practice, you'll never get better with other weapons. You can't even defend yourself on the battlefield with magic. All you can use is a dinky staff. You cannot directly harm people. You can give a hard bonk on the staff to your enemies, but it won't hurt a lot--it'll take cleverness and cooperation with your allies to defeat your enemies. You can defend yourself with the magic from the staff, but it won't do much or kill anyone any time soon. It'll just be a harsh sting to any foes.

No Dodging (+400 CP)

- **You can't dodge. Ever.** You can maneuver yourself in a position where you can avoid people attacking you, but if someone launches a spell in your direction, prepare to get hit no matter how hard you try to dodge.

Notes (AKA Where I put meta stuff without breaking the immersion)

***NO BABY REALM OR PUBERTY LAND. NEVER EVERRRRRRRR!!!!
DON'T ASK ME THIS AGAIIIIIIINNNN!!!!***

Breidablik

The purchased version of Breidablik works slightly differently from the canon Breidablik, obviously.

Gate Shutter

It is entirely possible to use Gate Shutter to send a demon back to the setting's equivalent of hell if they come from hell. Can also be used for an angel if they come from heaven. This can be resisted, however, but it is a powerful ability regardless. You can only banish one person at a time, and they will have to be within range of your vision to kick them out. Just scrying on them won't really do much. There is no cool down with this ability, however. So kicking out a bunch of imps wrecking your house with this ability is perfectly viable, it's just going to be time-consuming as you have to do it one at a time.

Rise of Your Army

You cannot spawn an army with weapons beyond tech that would be found in a generic fantasy setting. No spamming humans with ray guns.

You're Such A Curious One

This perk will not absolve you of consequences from perverted shenanigans or constantly crossing people's boundaries. That bears stressing. Hugging someone when they tell you "no" constantly will not endear you to them with this perk. This perk is for stuff like making people not hate you for being a klutz, poking them, being overemotional to comedic levels, and other quirky habits that can get irritating quickly otherwise.

I know no one asked about that but I know this perk is going to be abused in this way by someone or asked to me, so I'm nipping the question in the bud before someone asks it.

Distant Counter

You have to be attacked first for this to work, and you need to survive the attack for it to work. This only works for a strike-for-strike thing. Getting spammed with missiles will allow you to respond with a spam of your own, but getting shot once with a gun will not let you spam an attack of your own. This perk gives you an accuracy boost and makes range no longer an issue for you when counter attacking.