

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 the royal families of the Embla and Askr Kingdoms worked together to open and close gates to various worlds. 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 as well-liked. Then the Emblian King's daughter, Veronica, restarted the war when she took the throne.

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 Anna, one of the Order of Heroes, summons someone with the ability to use the legendary gun Breidablik to summon heroes from many different worlds to fight for them.

Your role in this conflict, however, remains to be seen.

Locations

Roll 1d8 or spend 50 CP to choose your location. Age and gender can be freely chosen.

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 on top of a cloudy mountain.

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 the continent with Nohr, it is a different timeline than the world of Conquest. It is a timeline where a young Hoshidan royal raised in Nohr named Corrin sided with Hoshido. You will be deposited on the Hoshidan Plains, during sundown. 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. This is the continent of Ylisse, and Exalt Chrom rules it. There has been a great war between Plegia, Valm, and Ylisse, resulting in the summoning of the dragon Grima to try to take over. But Grima was slain, and now an era of peace begins. You will be plopped right onto a quiet, sleepy port town, to the south of the Capital.

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 Lycian 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 aside from the one waged between dragons and humans. You appear in the glittering capital of Lycia's ruling canton, Ostia. This is a different timeline than the World of Binding--what differences between the Blazing and Binding timeline remain to be seen.

7. **World of Mystery**

This is the world of Archanea, where the original Fire Emblem games took place. You appear on the island Kingdom of Altea, right on top of a rolling, sunlit beach. You can see the vast sea stretching you in front of you, with seagulls crying out as they fly.

8. **Free Choice**

Origin List

Drop-In

Summoned Hero

Multiworld Royalty

Order Of Heroes Recruit

General Of The Emblian Empire

Drop-In

You were just plunked out of the sky, or maybe you were summoned to help one of the kingdoms fight in the war. Either way, you're very likable, and you have a lot of magical potential inside you. You've got no connections to anyone, but you can easily build some with your charisma.

You're A Natural! (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, particularly if it's anything related to summoning. You also have great magical power in general within you.

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

People take a shine to you easily, and you'll find them offering you plenty of opportunities to make friends with them. Such as an invitation to weed the gardens with them, take a night stroll together, or just inviting them for a game of chess. You can talk about a wide variety of interesting topics that'll appeal to anyone as well, such as tactics or a simple discussion on life, the universe, and everything. They'll laugh off small habits that would typically be seen as rude (Like poking them for attention) and see them as endearingly quirky. Walking into changing rooms will get you a slap on the face, however.

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, or interact with. Any being that falls into that specialization find their overall abilities enhanced when allied with you 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 your command of them is unaffected.

The Lodestar (600 CP, Discount Drop-In)

A Lodestar was the star in a sky used to guide a ship at sea. With no landmarks around them at sea, they relied on the brightest star to guide their way. Typically, one such star was Polaris, the brightest star in the constellation of Ursa Major. This was a title possessed by the great Hero-King Marth, for he was his army's guiding star in the cold, dark night as he rallied people to victory. Now, you carry an echo of Marth's charisma as he pulled various people to his side and uplifted them against the Shadow Dragon Medeus.

You could befriend virtually almost anyone and get them to open their heart to you after fighting by their side after a while. You can't change them with mere friendship alone, but even the bitterest jerk will at least hold you in some respect after a while. You could talk about a wide variety of topics, at least a few of which could appeal to anybody. Although you may seem small and powerless, no one can deny your charisma or your likeability, or how you can make people accomplish great tasks under your guidance and support. Your unshakable faith in them could bring them to heights they normally couldn't by themselves, because you believe that they can do it. You could worm your way into anyone's heart, and perhaps convince them to help fight for you, even if you don't share ideals but you share a common goal.

Summoned Hero

You did a great many heroic deeds in your life, and you have been summoned for that purpose. Even if you had no history prior in another world beforehand, you have merged with a version of yourself known for accomplishing many deeds in the battlefield, at least. Your combat prowess is legendary and often times spoken of in myth.

You awaken, summoned to fight on the side of the Kingdom of Askr. What you do next is up to you.

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. Someone could shoot at you from miles away and you'd still be able to hit them back.

You'll still have to survive the strike to even hit back, and you'll have to be able to make a strike.

Legacy of One's Triumph (600 CP, Discount Summoned Hero)

You are a legendary hero. So great were your accomplishments that the memories of your very deeds were etched into your body and mind itself. If you have overcome a tough situation, when you find yourself in a similar situation to that time, you'll find that your effectiveness shoots up immensely. You slew a dragon once, and you will slay a thousand more with your blade.

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, particularly when near death is far, far 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, and your voice is respected among the kingdom and your family. You have been raised to be a noble leader who cares much for their people.

There are some rumors of a nameless evil god that made a pact with the Embla Kingdom's family long ago, a blood curse that runs through them...but for now, you shouldn't worry about that.

Pep In Your Step (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, even. Your spunk appeals most to heroes or people with a significant role in whatever world you happen to find yourself in. Befriending people come easily.

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. You are a shining force for good. 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, or begrudgingly admit that you're a lot more than they thought you were. 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 with one discount, 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 within the setting and go to alternate timelines. During the jump, you won't be able to close the gates, but when you depart from this setting, you will gain the ability to shut them.

If you are part of the Embla family, you get a discount on the ability to close gates to other worlds, and dismiss people not of this world. You may only banish one being at a time, however this ability does not exhaust you or require you to wait between uses.

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. You have always been drilled it inside you

that you are to save others like a hero should, and to lay your life on the line to protect innocents. You wake up at your station, hearing the ring of your commander calling you for your daily exercises.

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. You won't shove your feelings aside or suppress them, but you are keenly aware that now is not the time to cry over a friend's death when a dragon looms over you.

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

You've got a talent for boosting morale and encouraging the best in your friends to help them accomplish great deeds. You can hype up anyone with your speeches about love, and justice, or simply extolling the virtues of a great battle. Or know what subjects to touch on to appeal to everyone. You're everyone's cheerleader! You know just the right things to say to appeal to an army or a person to motivate them for battle.

Whether through a speech or simply desperately imploring them to pull through, you'll also find that you can get your allies to do their best at critical moments when they otherwise could not. For you can make anyone feel they can take on the world when you speak with them. Your words will always ring and call out to a part of them that they just can't shake off.

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

Within your mind lies countless predicted scenarios. You know many different ways how a situation could go wrong, and you know exactly how to prevent those possible nightmare occurrences or deal with them, should they happen. Almost nothing surprises you anymore--you've already calculated that it had a high probability of occurring, anyway, and you have a backup plan specifically on how to clean up this mess that just happened, and you probably had a plan to prevent what happened that didn't go through, for some reason.

It will be difficult for you to get caught off guard, as you can accurately 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.

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

Every storyteller knows that in order to truly wow an audience, there must be tension. buildup. How can a hero be a hero, without struggle to overcome? Time and a conflict is essential for a dramatic finish. During a battle against a truly challenging foe, a power will steadily build up inside you. You can feel it coursing through you, and you feel more and more uplifted as time moves on. Your attacks and magic grow more powerful, until it reaches it's peak. If you may, you may expend all of this build up in one single attack or spell that greatly exceeds your usual capabilities. It doesn't even have to be an offensive spell. You could cast a great barrier to stop the fighting at once, or maybe even be able to greatly empower your allies or heal them from the brink of death, as they are losing consciousness.

This attack is a powerful, awe-inspiring finishing move. This move is truly something worth speaking of in myths and tales around the fire, and anyone who manages to survive it will surely find themselves

struggling to hold on to consciousness as it shakes their very foundation and weakens their abilities considerably. It's dramatic, great, and will certainly impress any witnesses who see it. No one will doubt your combat prowess upon seeing it. After setting it off, the cycle of power will begin anew once more inside you.

Keep in mind that there is a limit to this power. You won't be defeating any truly powerful foes if you're miles away from giving them a challenge.

General of the Emblian Empire

You are a high ranking general part of the Emblian Empire. You have many accomplishments under your belt, and you are a highly respected general of the army. But you aren't famous enough for your name to be well-known, at least not yet. You always fight to make sure Embla is flourishing, for you believe that it cannot sustain itself on its own resources alone.

'Cause I'm The Bad Guy (100 CP, Free General of the Emblian Empire)

You're very good at acting the part of the bad guy, even if you're not actually evil. You got that evil laugh down, you can spew fearsome threats from your mouth instantly, and you know how to act in just the right way to intimidate and menace those who would get in your way or clash with you. 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 attempting to come off as a threat, 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. Why go to the effort of fighting both foes when you can get them to fight each other, and then when either both tired or one is dead, swoop in and destroy them?

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 even if there is no reason for them to suspect that the visitors have evil intentions.

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. They'll just be respectful and cheerful about it, for some reason. As if it was a simple errand and not fighting their allies. Afterwards is a different story, so take caution in using this ability you have been granted. 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, perhaps to the death, but if they find themselves defeated but surviving, they will be free of your contract.

Rise Of Your Army (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 instantly spawn a human army, trained in skills and magic within your knowledge, through your power. At first, you can only summon faceless grunts with the

skills of one, 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. Otherwise, they will be carrying a standard weapon for the setting that the average member of an army has. 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. They do not have wills or desires of their own, unless you wish it.

Misc Perks

Title (Free All)

You have one fancy title relating to yourself, your exploits, or your personality in general. It's purely cosmetic, but it's at least badass. Anyone who hears it will at least respect it, even if it's something outlandish or inappropriate for the setting. People who hear you refer to yourself with this title will indeed, recognize that you are that title. Examples include "Future Witness", "Lady of the Plains", "Naga's Blood", and "General of Ostia".

If you don't pick a title, your title will be "Jumper of Worlds."

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 to transform into 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.

Rain of Swords (50 CP)

Any magic you possess, you become skillful in customizing it's appearance to your whims and making it look dramatically powerful. If you want your giant huge magic beam to look like a rain of swords or a roaring, charging wolf head, you most certainly can do that. You cannot make your magic invisible with this power or increase it's range. This is a purely aesthetic skill.

Don't Get Attached (50 CP)

Sometimes you have to be gentle about leaving someone. They'll leave eventually--and you can help people do the same for their relationships, if you really must, to ensure a gentle breakup between two parties. Not all relationships work out, but neither do they all end poorly, and you can still be friends. You can have a mature discussion about relationships. Not only that, you too, won't be hurt when someone else departs from your life. Memories of them won't be tinged with a sad, bittersweet feel, and you will still

enjoy the warmth you shared during your time together. Their stories ultimately end elsewhere, even if yours and theirs intersected for a short while.

Surprisingly Ripped (100 CP)

Holy crap. You're huge, muscled, and STRONG. Even if you're a weak little mage! Not to mention extremely attractive and impressive. Even on the battlefield, with your awe-inspiring armor torn to shreds and your face covered in mud and blood, you'll never lose your dignity or beauty. In fact, people will admire the muscles that they see from your ripped clothing. After all, a TRUE warrior is not a warrior without muscles to impress.

Disgusting Lies (100 CP)

No one will get the wrong idea about your relationship with somebody. Having a rendezvous with someone, in the dead of night? Why, everyone knows that you'd never have illicit relations with them, that's for sure. You're faithfully married to someone else. You probably had a good reason to meet up with them that don't involve romance. And thusly, you'll get involved in no scandals. Let the fools spread gossip--the rest of you have work to do. Can be toggled on/off if you wish.

Harsh Command (200 CP)

The battle and din of the field can truly make your allies weary, and but sometimes you can't let them be weary. Sometimes, you have to implore your wounded allies to keep fighting, no matter what. Or maybe they're panicked and can't really fight. You can't let them falter now. Not when you're so close to victory. You can make your allies ignore most things that can get in the way of battle, like wounds or fear, with a simple harsh command to "KEEP FIGHTING." or any command like that. And indeed, for a period they will push themselves hard enough to more than compensate for the problems that required you to use the command in the first place.

Do note that you cannot order dead allies to keep marching.

I'll Just Return To My Castle (300 CP)

Somehow, when you're embroiled in a fight with an enemy and gotten some good whacks in, you'll have to retreat or run off. Any time you run off after a good exchange of blows, it'll be very unlikely for your opponent to pursue you for any reason if you will it, instead just returning to their base of operations. Unless they happen to be particularly hellbent on ending your life or defeating you, like if you had personally hurt them, you'll usually be allowed to flee without pursuit. They'll just calmly accept your retreat and eagerly anticipate fighting you once more.

Bringing The Party With You (300 CP)

You want to get everyone to stop fighting for just a moment and relax? Sure, I suppose. Now you can designate big events where everyone has fun and instead of fighting each other to the death, they're only fighting for fun now! Bring festivals with you, or maybe you want everyone to enter a big derby race where they build cars? Sure!

Indeed, if you want to get people to stop fighting for a couple of weeks and have some fun, this is how you do it. Not only that, you have tremendous event organizing skills. If you want to make an event happen, you know exactly how to make it happen. It has to be all inclusive for everyone. Of course, you spoiling the party and attacking someone will make you lose this boon. Nobody likes a party pooper.

Companions

Summoned Warriors (50 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 perks and items.

Sleepy Mentor (100 CP, Discount Drop-In)

This guide is an advisor to the kingdom you ally yourself with, or if you choose to simply avoid this war, they're a former royal advisor who left on a journey of self-reflection. They will take a shine to you, and see that you have much potential in you.

They know a great many things about many subjects, and generally tend to have a better time with magic than physical combat. But they're disinterested in fighting, really (While they generally have all-around skills to protect themselves, they're the best at magic)--being an advisor is where they really shine. Whether tactics or simply giving you friendship or romantic advice, they will always be willing to lend a hand to help you, simply because they like you that much.

This guide's magic is less combat oriented and more about curses, barriers, and healing magic, but they do have some combat spells. They'd be willing to teach you their magic if you asked.

They will always seek to keep a level head about themselves, and very little seem to actually sway them or freak them out. They will also frequently take naps. You'd probably be really surprised that they're this smart, considering how often they seem to slack off and partake in frivolous activities. Such as partying it up in bars, or collecting flowers, or unable to resist ducking into the nearest pastry shop for a pile of donuts.

Adoring Fan (100 CP, Discount Summoned Hero)

During the jump or right at the beginning, you gain a fan that really likes you! Whether it was something nice you did for them or maybe they were wowed by your deeds (Of which they have read up in the library). They really like you and seek to emulate you, for you inspire them to do their best. They have a critical flaw in them that you don't have (Like cowardly for a brave hero, gloominess for a cheerful hero, clumsiness for an agile hero, ect ect), and by seeking to act like you, they feel they can eliminate this flaw.

They have little in the way of combat prowess or magical talents, but if you carry any combat skills or know magic or in some other skill, they will ask you to teach them. They actually carry much potential to them, but they don't know that. You may get someone else to teach them, but they'll be awfully disappointed they couldn't learn from their hero...

They are not a stalker, though. They'll be very respectful of your boundaries.

Best Friend Recruit (100 CP, Discount Order of Heroes)

This newest recruit to the Order of Heroes or your army is your best friend, or they treat you like their best friend! They have a ton of zeal to them, and throw themselves into everything they do! That is rather awkward, though, as they are rather unskilled at combat or magic and are prone to getting beaten up without your guidance. Still, it's not through lack of interest or investment. After all, they are a new recruit...

But they have much, much potential to them, whether magically or actiony. And they'll protect you with their life, and will easily give you support when you're feeling down or gloomy. They'll go slay a dragon if it

meant you'd smile for them, and they'll go beat up anyone who makes you upset or hurts you. They have great willpower sleeping inside them--they wouldn't be out of place taking center stage in tales about heroes who accomplish great deeds through might derived from the spirit.

They do get rather loud and obnoxious at times and may sometimes tack on embarrassingly corny names to their moves like a certain Dark Mage screaming about his great darkness, but everyone has their flaws.

Noble Captain (100 CP, Discount Multiworld Royalty)

This veteran knight is one of little words, but their leadership is great. They have decided to fight by your side and watch over you, because you are important to them.

They have taken to guiding you and making sure you become a good leader or become greater than you are right now. They can be a sensible, down to earth advisor, and are even powerful enough to cleave through enemies with no problem. They have a good mind for tactics too, and can quickly learn many things if needed. They speak slowly and clearly...and with great conviction to their words. Anyone who hears them speak, including you, can feel inflamed with determination. The force of their blows in combat is mighty, and they could take strikes from multiple enemies without caring for the pain or their wounds.

However, they do carry a soft spot to them, one they have for you. And small, cute animals or things in general. Perhaps you remind them of someone from their past, or simply they feel that you are a great leader who will guide them to glory. The specific nature of these feelings are for you to decide.

They appear to have difficulty processing negative emotions, preferring to suppress them instead of healthily dealing with them. Perhaps you can help them?

Loyal Retainer (100 CP, Discount General of The Empire)

This knight or mage has pledged themselves to you, and will do whatever they can to help you. Whether by doing things you cannot do yourself or simply healing you, they will try everything. Perhaps they've long searched for a meaning, and by helping someone as great as you achieve your plans, then they'll find the purpose they've long searched for. They have a surprisingly high tolerance for committing evil deeds, and won't really question you if you order them to do suspicious or jerkish actions. Or do really hypocritical stuff. They hold you in high respect. They are very, very loyal to you and will never betray you, no matter what.

Their combat specifications are for you to decide, but they are quite skilled in combat and are very competent in getting their plans done. They know their way around being a hench person, and are super genre savvy. They are respectful to their underlings and will always do their very best not to fail you.

But they appear to have tremendous difficulty in making choices for themselves, and unfortunately they do seem to be a bit of a doormat around their allies. Despite their competence and stellar performance, they also seem curiously insecure. They also seem a touch shy.

Together We Ride (100 CP)

You may bring along anyone you meet here with you or summon, without the need to pod them. This includes summoned Heroes. You may make multiple purchases with this.

Event Jumper (200/100 CP For Initial Purchase For Jumper, Further Purchases Discounted, 100 CP For Companion, Further Purchases Discounted)

This is another version of you, with only your boons from this realm. But it's weird. They have this bizarre holiday outfit and a weapon dissimilar to your own but also holiday themed. Like an egg that blasts magic, thrown seashells, candy bow, carrot lance, or other strange weaponry. Whether for spooky, springtime, summer, bridal, christmas, or other events, this version of you has some holiday cheer! And a holiday outfit, like a swimsuit or a bunny-like outfit.

...Unless YOU want to be the event, then this option will also give you another free purchase of weapon (To be your event weapon, of course) specialty outside of shapeshifting, plus an event-themed outfit, like a bride dress or a swimsuit, for only 100 CP. You'll still need to pay 200 CP for another you, though.

Items

Fat Owl Friend (50 CP, Free Drop-In/Order of Heroes)

You have a big, round, sleepy owl for a buddy or pet. It's soft, white, and cuddly! This owl is surprisingly strong and will deliver small stuff to you if you need them, like energy potions or first aid kits. It'll even deliver letters for you if you wish without training as long as you provide a map, although keep in mind that it's a mundane owl, even if it's a very strong one, and can probably be easily intercepted as a result.

Stamina Potions (50 CP)

This is a box of potions with eight bottles of grey liquid in it. When you drink from them, your energy becomes revitalized. Great for training for lazy people or waking up if you don't have coffee. They'll be replaced the next day if you run out.

Boosting Balm (100 CP)

This balm can help cover up wounds, but it also can somewhat act as a minor boost to your senses and overall combat prowess and spells if you rub it in your skin. It's a small jar of a clear, somewhat grey balm that smells pleasantly of flowers. It can also generally soothe minor irritations, pain, clear up bruises, ect ect.

Hindering and Healing Staff (200 CP, Discount Magic Specialization)

This is a basic healing staff, but it is also capable of casting sharp, painful spells on people. While these spells have little in the way of actual damage (Only manifesting as a hard slap in terms of force and pain), they always seem to at least really, really put a brief damper on your enemy's abilities. Their powerful spells will fizzle, their powerful strikes become weak, and agile people become clumsy.

Granted, this curse is temporary and only lasts for two minutes.

Crest of Heroes (300 CP)

Repeat movements helps inscribe the memory of a perfect strike in one's muscles. Turning a problem over and over in your mind can help improve your mental skills in comprehending problems of that sort. But the problem lies in patience, willpower, and time, for it takes time to get results in any endeavor. Anyone who wears this Crest will find their ability to learn and their intelligence and power boosted. Over time, as one trains or fights while wearing this Crest, the impression of power this Crest gives you will stay on your body with training, greatly cutting down your training time. Anyone may wear this crest and reap

its benefits, even if eventually you, personally can no longer benefit from it. It may still be passed around and worn by anyone you wish to train.

...Although they are bright, glowing, and are easily broken. Best not to march on the battlefield when wearing them. Bright glowing things are excellent targets for arrows and spells.

You gain a box of about eight glowing crests for you and your allies to wear. Broken crests will be replaced the next week.

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 or computer 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. The game that is literally designed to be unwinnable without a guide.

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. But it'll get torn up this way. 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.

Summoning Orbs (200 CP, Discount Drop-In)

You have a bag of shining multicolored orbs, when used during a summoning ritual, is able to help act in as any materials you would need to summon someone or something. While they cannot act as blood or serve as a stand-in for human sacrifices unless you use the entire bag on the spot to fulfill that one requirement, they can also be used in place to help substitute any energy you need to cast magic in a ceremony. Keep in mind that this is for summoning purposes only and they cannot help substitute any energy you use for typical spellcasting unless it is for ritual or summoning.

If you use up the entire bag, it will refill the next day.

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 doesn't shoot bullets, but it shoots orbs. You can attune someone to these orbs with a pact. This pact must be over communication in some way, and both parties must freely agree to it without coercion or mind control. 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. If the person dies in combat, however, you may not summon them for ten years. Post-Spark, they will also remember that they died because you summoned them in a fight.

This effect only lasts during the fight, and you can only attune orbs to someone appropriate for the setting's multiverse or your Companions. For example, should you go to the other worlds of the Outrealms, you may summon the Heroes you have brought to your side in this world if you have made a pact with them after summoning them. You may make a contract with as many people as you like with this gun.

They will leave at the end of the battle unless you don't want them to leave. 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, but if you do not have the time you may use the Summoning Orbs to substitute for them.

It can also be hefted high to the sky and shot by someone other than you to summon you to their 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 will 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, academic 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.

Pavise Armor (200 CP, Discount Summoned Hero)

This armor will sometimes, very rarely, reduce in half any sort of damage sent in your direction. Magical, physical, or otherwise. Even attacks that are meant to attack your soul won't bypass this rare occurrence. Otherwise it acts like regular, but very durable armor. It typically, by default, appears very bulky but it is surprisingly very light and durable, able to keep clean by itself. It's also comfortable and breathable. Any armor or clothing can be imported in this slot, and will retain its appearance.

Tower of Training (300 CP, Discount Summoned Hero)

Training is not simply "fighting long enough and then you somehow get better." It is part practice, but it is also challenging yourself and your weaknesses, and improving upon them. This tower is huge, and can follow you from world to world or simply be a warehouse extension. This tower has many different floors, each one tailored to help address the trainee's weaknesses and build upon them, as well as to challenge them so they may develop sufficiently. Maybe a nerd needs some muscle training or maybe he's just a coward on the battlefield, maybe you're not very accurate but have a lot of raw power, either way, this will develop your skills. Time is also accelerated in here, letting you train in a day outside, as if you had trained for a month inside. You also have no need for stamina or food in this tower when training, and if you die in here you will merely be plunked out of the tower, albeit in a very weakened and tired state.

This tower is a tall grey stone building populated with varying enemies appropriate for the setting you go to, or can be switched to standard Fire Emblem enemies.

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 hairdresser.

Self-Help Book (100 CP, Discount Multiworld Royalty)

This a book that helps you find your flaws in your personality or personal hangups, and offers gentle, positive advice on how to help deal with them. As well as coaching you in a general mindset to help tackle any issues you have, such as helping the lonely make friends without feeling like they secretly hate you, helping cope with the loss of a friend, or helping dealing with feelings of inadequacy. Very helpful for those struggling with issues. This book will always open to the chapter that addresses the issues that you need the most help in.

Books on Tactics (200 CP, Discount Multiworld Royalty)

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.

Big Castle (300 CP, Discount Multiworld Royalty)

This castle is swanky, big, comfy, and could host an entire army's worth of individuals. Plus, it's very easy to protect. It comes with maids (Or whoever you want to serve you, so having a small army of attractive butlers managing a castle is completely okay. They'll be a relatively mundane race for the setting) and a constantly restocking supply of food ranging in any choice you could want limited to the setting. Follows you from jump to jump or can be a warehouse extension.

Strangely enough, training on these castle grounds is accelerated to a small degree, allowing you to advance as much training in only three days as you would a full seven day week.

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, and people will comment on how cool it is very often. 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, don't expect to be making a lot of money off this.

Heroic Armor (200 CP, Discount Order of Heroes)

This gold and white suit of armor is really nothing special in terms of combat other than being a suit of armor, but it has a gorgeous wing and feather motif. But its 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 humble-looking 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 every ten years 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 (or you) 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. You could be someone's best friend, standing in front of them, and they wouldn't know it's you when wearing this mask. It's also quite comfy to wear and won't fall off in battle, or broken in combat.

Band of Maids (100 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 (and have appearances) in your design and will be decently trained in whatever you want them to do, like clean a castle or feed your horses. They even know a little bit of self defense, although sending them out on the battlefield will get them killed. Perhaps you or someone else can train them to be more skilled in whatever you wish to do.

You get a small group of maids. They can't manage a whole castle, but they can definitely help run a small store

Intimidating Vestments (200 CP, Discount General of the Empire)

This is a dark suit of armor or robe that can strike fear into those who witness you wearing it, if they lack the courage to stand against you. It will cow the weak willed into respecting you, in other words. You are a warrior, general, and leader. And all will bow before you or perish otherwise.

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. By itself, without its power, most people would probably start laughing at you if you wore it in public. But its power is much to be feared, and no one would laugh at you when you wear it when it has its power. This crown greatly enhances your magic and combat power, and makes people want to protect you as well. 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. Starting 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. Or if you like, you may help out the Emblian Empire instead.

Essentially, you will be taking the part of the Protagonist, the Summoner, in Fire Emblem Heroes.

Echoes of History (+0)

The summoned heroes 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)

Cuddles or headpats just give you strange looks and uncomfortable moods. You can't really go anything beyond a simple fairweather friendship with the summoned heroes, no matter how hard you try. You can have a nice chat with them and you can even hang out if you want, but nothing beyond that happens.

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 and enemy behavior will be tricky to predict. 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 be wise not to take this with Gatcha Summons and Lunatic Mode.

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. It's very likely that you always have a list on you about who's the strongest out of the bunch, and you'll obnoxiously pull it out constantly. You will also refuse to talk to anyone lower than you "tier", but you can overcome this if you wish. 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.

Loss of A Friend (+200 CP, cannot be taken by Drop-Ins)

You were deeply attached to a hero in the past, platonically or romantically, but then they returned to their land after they fought at your side, for any reason. Perhaps you had a fight with them, or maybe they simply saw their job as "done" and left. You were unable to tell them how much they really mattered to you, and now you're a bit of a downer about other people's relationships, platonic or romantic. They're not dead, but as far as you believe, you'll never see again. How true that is remains to be seen, however...perhaps you can reunite with them? Patch it up if it ended badly between you two, or tell them how much they mattered to you? And take them with you without having to buy them, if you convince them to come along?

Gatcha Summons (+200 CP)

Hope you really like luck of the draw, because you'll have little control over who will be summoned to the army. Exceptionally powerful heroes will be rare to find (But not impossible to get), and you'll have to make do 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, Cannot be taken by First Jump Drop-Ins)

You don't recall anything about your past other than your time here. This may not seem like much of a problem, but you may have some kerfuffles with your powers and trying to figure out how to use them again. Drop-Ins remember only the life they had before embarking on this journey of reincarnation across the multiverse.

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 to Naga that Hector and Ephraim aren't in the same place because there will be chaos. They won't spark into physical fights for a while, unless the people in question are inclined to get physical during conflict. But you will have to step in at some point.

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 pick one weapon type to use out of the specialization you bought. 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. They'll figure out your weaknesses faster than you can protect yours and mercilessly exploit them, and you will find that their weaknesses will be difficult to figure out, if they have any.

...But, it is a fair kind of difficulty. Anyone powerless but clever could figure out how to defeat them. Just now, that will be much harder.

One Star Unit (+200 CP)

There was a kerfuffle in summoning you or merging with your alternate self or some other problem happened, and most of your powers and equipment have been dialed back considerably, if not outright sealed off. That magic talking sword you had? It's now a regular mundane iron sword. Your great and powerful fireball spell, that could roast an entire army? It's just a small sized fireball. But worry not! You'll get your powers and equipment back to their true strength and you'll be back to your full power soon...just as long as you can get to training. Your equipment will also get it's strength back too.

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 must 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 Kingdom, 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 that have been 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!

Staves 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. All you can use is a dinky healing staff. You cannot directly harm people. You can give a hard bonk on the staff to your enemies or make a blast with it, but it won't hurt a lot--it'll take cleverness and cooperation with your allies to defeat your enemies. 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 or shoots arrows at you, prepare to get hit no matter how hard you try to dodge. Maybe an invisible force grips you, maybe, somehow, the spell bends to hit you. Maybe you just have poor luck with arrows. This could be...unfortunate, if you find yourself stuck on the battlefield and you happen to be terrible at tactics.

Notes

NO BABY REALM. Absolutely not. Forbidden.

You can be part of the Order of Heroes and part of Royalty like Alfonse and Sharena, but you cannot get discounts in both origins. If you choose the Order of Heroes origin, you are a nonroyal native of Zenith like Anna is. If you are Royalty, you can be part of the Order of Heroes, but you will not get the discounts.

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.

The Lodestar

This perk translates to "holy shit you can appeal to almost everyone and get them to do superhuman accomplishments under your guidance". If it is possible for them to do it, they can do it. While you can't get humans to shoot lasers out of pure willpower (Unless the humans in

your setting can do that), stuff like taking a small force of maybe one hundred and fighting off a much bigger army is certainly possible with this perk.

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.

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, 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. Magically scrying on them doesn't count, you need to be physically looking at them to accomplish this ability, but you can kick them out with a mere thought. 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. Also, stopping time and using this ability is also perfectly viable too.

Gate Opener

You can access other worlds in the same IP of the jump, if you wish. Going to Tellius from Elibe, for example, is not a problem if you're in the Elibe jump. You could even go to the world of Pokemon Conquest from the Pokemon Mystery Dungeon jump if you wish. You can shut any gates you make post-jump (Not being able to shut the gates is what's causing the problem in the first place in the game and allowing the Emblian Empire to invade other worlds.), but you cannot shut any other gates you come across. Only ones you make with this perk.

Fate will conspire to keep you and your past self apart if you use this ability, and you can't go back to the jumps you've been to with this perk. You may head to another version of that setting/jump, but you'll never go to the one you've been to.

Special Build Up Attack

Yes, you can use time powers to speed it up, only because there's ways to hasten the build up in the game.

'Cause I'm The Bad Guy

You don't have to go full Saturday Morning Cartoon villain with this perk to achieve it's desired effect. If you may, you may come across as cold and distant, and generally menacing with this ability. Just as long as you can act in a way that can be read as "villainous", you will achieve the desired effect. So if you want to intimidate the protag, by very calmly stating that you don't *care*

that people die in the conflict and simply walking off from a destroyed city without trying to help, you can do that.

Rise of Your Army

You cannot spawn an army with weapons beyond tech that would be found in the setting you're in. No spamming humans with ray guns in generic fantasy settings, for example.

Crest of Heroes

"How long do I have to train with it until it becomes useless and I have to give it to someone else/how fast does it speed up training if I or someone else wears it/do learning perks make it useless quicker?"



Breidablik

The purchased version of Breidablik works slightly differently from the canon Breidablik, obviously. This will work the same as canon Breidablik during the Fire Emblem Heroes jump, but out of jump it works as the item says.

However, if the description wasn't clear, allow me to use a meta crossover example. If you say, for example, made a deal with Superman to summon him, you could not summon him in the Marvel universe or Nasuverse, but you can summon him in any DC Settings or jumps. Post-Chain, this limitation is lifted.

As for summoning perks/boosts, as long as you place some of your magic energy/ki into the orbs you make or established some sort of connection between you and the gun, like a telepathic connection or, somehow, romanced/befriended it and made a bond, you can use summoning perks and boosts for your summons.

Changelog

V. 8 Added items, perks, and reworded a few perks. Buffed Rise Of Your Army and Gate Opener.

V. 9 Made formatting changes, moved Fat Owl Friend to Items, reworded some perks and added more non discounted items. Rearranged the notes, made Rain of Swords 50 CP instead of 100 CP, changed the pricing of Don't Get Attached, added some more drawbacks. Added OC Companions.

V 1.0 Added description for General of Emblian Empire

V 1.1 Fixed bullet dot formatting, decreased price for canon companions from 200 CP to 100 CP, decreased price for Don't Get Attached from 100 CP to 50 CP, added Event Jumper, also there's a proper list of origins now.

V 1.2 Added Bringing The Party With You