

# Generic Fire Emblem Rom Hack

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You have stepped into a familiar realm, but one variation of it that is far more liberated than the mainline stories most people would be aware of. Maybe you will be going into an extended version of one of the more popular tales, maybe just another story in one of those popular worlds that was never explored, or perhaps you will want to come to an entirely new world? You won't be lacking in options that's for sure.

## Rom Options

Now it's the time to decide where you will be staying exactly, there are a couple of options for you to choose, though your exact locations will depend on your origin.

### Classic

You'll be going into the same familiar land that you are used to, but with a twist. You may insert any weapons, extensions, classes, and whatever else might suit your fancy and add it to this world. If you so desire, you may use this jump as a supplement on top of the original jump. You will be arriving soon when the story's events start to unfold, in a place that the protagonist would visit one hour or another.

### Fanservice

Similar to the classic option in the way that you will be going to a land that you are familiar with, but unlike it, you are given more freedom. You may go to eras where the game's story didn't explore, or any fan continuation or extra that you so desire. This level of freedom lets you arrive whenever you please.

### New World

Or maybe you have set your sights on somewhere way past the main continuity. If you happen to not want to go to any rom in particular, this option can produce a

generic fire emblem storyline with something like a lord that must beat an evil dragon, or let you explore a blank slate.

## **Crossover**

Actually, there are some realms that might also be linked to OTHER familiar realms that would otherwise not be related to Fire Emblem. This is the option for any Fire Emblem hack related to another franchise, in which case you may use this jump as a supplement. Do note that whatever other jump you wish to merge with this jump will operate with the same logic expected of Fire Emblem, which with the leveling system could make the difference between low level scrubs to gods be just a few lucky level ups.

# Origins

Origins will provide you with where your starting location can be, and they will not only provide discounts for their respective trees, but also provide discounts in the class section. You may freely decide your gender and age, child soldiers are common in those lands after all.

## **Wanderer**

Do you wish for freedom to come and go as you please? Then you can go ahead and select this origin, people showing up randomly and taking major roles in later history isn't something unheard of in those lands. Of course you aren't obligated to partake in any conflict at all, you could just be a wandering merchant or what else you want to be. Can be taken as Drop-In.

## **Noble**

Some may call you pampered and lucky, though the former is up in the air, you can't really deny that so far you had it better than most. From the relatively humble knight, to a court mage, or maybe a lord yourself depending on your purchases. You sure are destined for great things, that is if you aren't the type to let your ambition consume you. Your starting location would be in a castle, that of your lord or your own depending on your purchases.

## **Peasant**

You are of humble roots, but that's fine, that just made you tougher than some pristine silver spooned brat. You may have maybe your village, or maybe you are known around your "territory" for your strength, depending on your profession anyway. You could be a bandit, or you could take the relatively more honest mercenary job, or perhaps you wish to face the seas as a pirate? Either way, you may start in a town or in company of fellow bandits.

## **Foul**

Monster, madman, or something in between. you are either a creature of darkness, or somebody who would have their interest set on practices people would consider taboo. Don't expect to be welcomed by most folks, especially if you are the literal type of monster. But who cares about the uneducated masses? Only fools deny the night dark forces have to offer. You may start at either a cemetery or working for occultists.

# Perks

## General Perks

### Gacha Level Up Free/100

The way people grow in this realm is decided by chance, and people develop drastically faster in serious battles to the death. You will benefit from this during your stay, but you'll have to pay **100** in order to retain this boon into next worlds, though during your stay they will work the same way for every person here, but post jump the "+1" will translate into +10% amps to your stats. Can merge with gaming systems as an extra boost to your stats if you possess them. Your growth rates will be decided in a later section of the jump.

### Victory Road Free/100

The ability to recruit capable people along the way is a staple of the franchise, and of course that includes this realm. You now get a "ping" letting you know when someone you could potentially be interested in is nearby, and tells you what person could potentially convince them to join your cause. But it only works if there is a chance that you could convince them in the first place, even if you had the ability to control their minds it wouldn't count. This also works if you have an ally that could convince that person for you. For your stay here this is free, but to keep it would cost you **100**.

### Admissive & Recruitable Free/100

The opposite of the previous perk, this makes it a far easier task to be recruited by others and joining their causes. First of all, your potential boss/ally will subconsciously realize that possibility, and they will be more than reasonably lenient, even if you were working for enemy bandits, if you give a good reason. And two, fate seems to shine on you as you just happen to be in the local area that the protagonists (or any desired faction) will be visiting, optimally that could be your starting location. Free for your stay, **100** to keep.

### Convenient Weaponry Free/100

A curious trait of the weapons of this land is how adaptable they actually are. For example, hand one blade to a thief and it becomes a short dagger, hand the very same blade to a general however and that blade becomes a great sword bigger than some men. Of course, this trait is born from the limitations of the medium at the time, but I don't see why you shouldn't benefit from this convenience.

As long as whatever it is that you are using in place of your preferred weapon **VERY LOOSELY** fits in the same "type", then it's fair game. Any type that you pick up will turn into the "shape" of your preferred sword type no matter its original dimensions, this won't make a cheap frail blade any more deadly than it has the right to be, but it will be convenient for your usage of it.

If you are wondering the limits of this, with this perk you can replace a hi-tech mechaswift sophisticated rapier with a swordfish... It just works. But in that case, the dining tray wouldn't gain the capacity to fire bullets since it isn't a ranged weapon. (or a weapon at all normally, but details) Free for this jump, 100 to keep.

### **Affinity Free/100**

Unlike most other affinities you may find in other series, affinities only give small bonuses instead of giving any new skills or unlocking magic. The affinity you fall into will only mildly benefit yourself and people under your command who share the same affinity, but this affinity shines brighter with the perk below, giving the **REAL** boost. The USA version only considered the birth month of the player, while the Japanese also considered blood type, you may pick whatever between the two options. This perk is free, but if you want to choose your own element, that will cost you **100**.

### **Jumpchain Recolor -100**

Sometimes, certain units don't look as good as they could be when randomized into roles they never were made to be in. Because of that, or maybe because you just want a flesh paint to your favorite waifus, you can now alter the pallet of every major character in your chair in a hub section. This doesn't actually change anything besides color and appearance, and you can't use this perk to try and act like a chameleon, everyone will recognize people as if they didn't change. As a bonus, this perk also lets you switch the "portraits" of characters, which cause a

more distinct appearance change to their facial features, but otherwise is a much of a meaningless change as switching colors around.

### **Power of Support Free/200**

Ever heard of the power of friendship? That's a thing in this realm, and it happens pretty fast as long as you fight together with someone you can hold a conversation with. You can benefit from this, by being near one ally who you could form some type of bond with during combat, you'll eventually be able to strike a conversation. By doing this time will remain in stasis until the interaction is over, allowing you to speak even in the middle of a war. Once you complete the conversation you obtain one support rank with them.

Support ranks provide buffs to both yourself and the person you've supported, as long as you're nearby each other, and the nature of said buffs will depend on whatever elemental affinity the one you bonded with had. Support ranks start at C, and they go to B, and reach A the more support conversations you have with the same person, giving greater boosts as the rank increases. You are however limited to a total of **FIVE SUPPORT CONVERSATIONS**.

Once you reach Rank A, you will form a true bond, potentially becoming lovers should there be any possibility for romantical interest between you two. Should you achieve Rank A support with anyone, romantically or platonically, they can freely come along your chain as a companion if they are willing. This perk is free for this jump, but **200** to keep. You can have **FIVE** support conversations (enough for 1 rank A and 1 rank B assuming you don't use it to support the same companions from previous jump) per jump should you decide to keep this perk, support ranks continue with companions as you continue your chain.

### **Might or Magic? -200**

One curious detail of the games was that even though magical swords dealt damage AGAINST resistance (magical defense), they still used the unit's strength stat instead of its magical stat (partially because martial units lacked the Magic stat). Now you can use this for your favor, as you can selectively decide if your magical weapons scale with your magical ability or your physical ability, dealing whatever type of damage is more convenient at a time.

### **Evolution Revolution Free/300**

You aren't in the main line games, so the limits for what you could promote into are far more loose as you'll find out in a later section. By purchasing this perk you can carry that trait into other worlds, giving you a lot more options.

This perk does not make evolving necessary easier, you would still need your charmeleon to be 36 to evolve into charizard, but if you also happened to have a water stone, you could evolve your charmeleon into the water equivalent of his natural evolution. If given something like a digimon that could evolve into different branches, you get to choose consciously what path your digimon will take as long as they have the requirements.

## **Wanderer Perks**

### **The Lonely Road -100**

Knowing how to walk through from place to place is the bare minimum for this origin. You have all the experience and foresight to go pretty much anywhere. You can always accurately estimate how many resources you should be bringing to a journey, and you have a good gut feeling for what might be needed beyond consumables, such as help and equipment.

### **Jumperschain Nights -100**

I am sure somebody so well traveled such as yourself has quite a few tales to share, don't you? Now you have a greater ease spreading them and adapting them to different worlds to better fit in context without losing any meaning by doing so, you might even get in the good graces of even royalty with this ability.

### **Nomad Life -200**

All jumpers are nomads to some extent, so why not focus on that aspect? You are now an expert as far as everything nomad in those lands are concerned. You know all the local tribes, and that knowledge will update per jump, and you have extensive knowledge of the land and where you can move.

### **Lucky Bourgeoisie -200**

Are you perhaps considering the merchant lifestyle? I am sure somebody with such a large collection such as yourself has much to contribute to the market. With this not only do you become an expert in the economy and all business related fields, but you seem to have an odd ability to be trusted with people's finances. Now, you would be the best economist a band of heroes could team off, or you can bite the hand that feeds you if you are that greedy.

### **Meme Unit -400**

Jumpers tend to be quite eccentric individuals by nature to put it lightly. But who said that was a bad thing? This perk provides you with positive attention based on how unique you are compared to other options, how interesting you are as a concept making you seem more valuable in whatever context would be to your benefit. Secondly, the gimmicks you employ seem to work out better than expected,

Like the heavens watch you and find you entertaining, thus granting you and your silly little ideas far more weight than they realistically should. This perk applies to Growth Rates, or whatever would be the equivalent in future worlds, the more you lean on your shitpost of a build, the more it begins to gather up momentum.

### **Tactician Mind -400**

You wish to join in with the other people who came out of nowhere and became tacticians that changed the course of history? Be my guest, as you now have gained special foresight when it comes to battle. You can gauge the odds of a battle, the chances of an enemy/ally/yourself dodging or hitting, how much they can take, and what are the odds for a critical blow. To use this ability you don't even need to be close, you just need to be aware of two people and actively try to imagine that scenario. As another bonus, people are surprisingly eager to put you in positions of command/leadership, even if you were just strangers until recently.

### **Never Punished -600**

Carelessness usually leads to death in wars, though luck can sometimes provide an exception to that fact. Now you see fate being a lot more forgiving to you for your carelessness, but to a limited extent. This perk ensures the best possible scenario that minimizes the consequences of your strategic error. The first limitation is that it only works for tactical mistakes you didn't see coming, meaning you can't activate this perk knowingly. Secondly it has diminishing returns per conflict, while the first mistake you are given will be solved in the best case scenario, the second time will only be 66% likely for the best scenario to occur, then the third 50%, the fourth 40%, the fifth 33% and it continues on that pattern until your luck expires.

### **Merchant Of Secrets -600**

It's one thing to know the trade, it's a whole other magnitude to get to the tippy top of rarity wares. Although in your particular case "rare" seems to be very subjective, as with this perk you just stumble into secret after secret, only in ways that benefit you. This specific luck seems to be specialized in finding incredibly rare items or abnormal events and recruits, you have an extra sense for this type of stuff. In other words, the odds of you finding stat boosters in RPG

worlds is highly considerable to the point that if you actually go out of your way to explore you will find them in abundance, not only that even items so out of the ordinary such as "easter eggs" or the likes seem to be available for you to find, if you know where to look anyway. And as a bonus, this perk ensures that you will find very specific clients, that you are able to keep your hidden catalog exactly as hidden you so desire, yet still somehow attract any client that you so desire. No matter how convoluted your method of sharing access to it may be.

## **Noble Perks**

### **Manners -100**

You can be as cordial as can be, you were made to deal with high society after all. You can default to any tone easily and not step on any egos by accident. Of course, this serves for more than brown nosing, as you are a rather good diplomat and your tongue is quite sharp.

### **Patience -100**

Some of the local lords are way more reasonable and good-hearted than you would think, even while young. Unfortunately that isn't always the case, you could be unfortunate enough to have your charge be a complete brat. Fortunately you are well equipped to deal with that ego, and forcing someone to acknowledge common sense and reason when it truly matters.

### **Generous World -200**

Huh? What type of noble hero relies on hand outs? Well, accepting their generosity certainly won't hurt you. For whatever reason when you visit certain places that have a distinctive trait, usually red for whatever reason, you'll find people willing to aid you by giving you items.

### **Walfu/Husbando Candidate -200**

It's a common stereotype that the heroes would all look majestic, as paragons of humanity in all aspects of course. And you can count yourself among those, as you are in the cream of the top as far as this world's beauty goes. This comes with more boons than vanity and pretty privilege, as it seems you just happen to have preferential treatment when it comes to the battlefield, almost like you are favored by a player who's controlling the remote, from you finding yourself with some opportunities spoon fed into you, and the best weapons handed to you. Additionally you can make your hair eye-catching color wish, and you may select one feature about you that is particularly striking, maybe your thighs, maybe a cool mustache.

### **Leading Star -400**

You know a thing or two about leadership, though it's less tactics and more like getting people to think following you is a good idea. Though this does have a tangible effect on combat as well. Somehow your ability to lead will translate into increasing hit and evade chance into your favor. Each star gives you a +5% and you can get up to five stars if your army truly sees you as the best leader they could ever imagine having.

#### **Rulership -400**

Fortunately for your domain, you are more than fit for your rule, excelling far and above your duties even. Your subjects will only have harsh lives due to willful neglect or under extreme apocalyptic scenarios that would just wipe out other kingdoms outright, like having an army of the foul running around. This also includes the ability to select your successor and pass down those skills. Yes, you can teach this perk to others.

#### **Heroic Destiny -600**

What makes the hero? That's an interesting question, and you might be the one to find out, or at least come to your own conclusion on the topic. Because with this perk you can align your destiny to a grand heroic goal. You'll have fortune when it comes to opportunities of proving yourself and obtaining rewards for it; great weapons, lessons, and you'll grow stronger/wiser way beyond what you would have had you not taken this destiny, all of this escalates unto the final battle where you become a legend in your own right if you weren't before. This works once per jump, and the goal has to be 'grand' enough to either be the main plotline of this jump, or equal to it. You get some plot armor, but it's more like 'in the right place at the right time' than you surviving without merit.

#### **Telephone Chain -600**

You may or you may not be familiar with the practice of Telephone Hacks, where multiple people work a chapter each resulting in a wild combination of ideas in the end product. You have inherited this ability of cooperation, from now any endeavor you are part of will benefit from the contributions of others, adding a "20%" boost relative to others strengths. For example, imagine five smiths using this perk to create a collective masterpiece, that sword would be a total of 100% better than if they each created their own masterpiece and merged their best

traits together. For the boost to work it would require said members to actually put in their effort, and diminishing returns start at the lesser contribution after 20 people (you included) are working on the project.

## Peasant Perks

### **Honest (?) Worker -100**

You weren't born with a silver spoon, and that's fine, you will make do. You now have the drive and guts to always look after opportunities to better your situation, you are a real go getter. And hey, if some noble hero goes along on a mini-campaign that ends up saving the world and you just happen to tag along? That sounds like your ticket up to "war hero" status if I heard of it. If it wasn't explicitly clear, this perk also helps you be rewarded by your work.

### **Brigand Face -100**

You... Let's be blunt here, you have a face that only a mother could love, but on the flip side it's also a face only a mother WOULDN'T be scared of. It sure makes intimidation easier at least with the cowardly folks. Having this face also makes you more acceptable to brigades, thieves or the likes. If you like being pretty, you can turn this perk on and off on the go.

### **Good Enough Boss -200**

Ugh! Isn't it just dreadful when the pretty boy you hired suddenly decided to switch sides because a pretty face convinced him that what you were doing was wrong? Well, NO MORE! You gain foresight whenever there is a threat to the loyalty of a minion/employee/subject that would allow you to make sure that the camel's back does not break, telling you what not to do if you still find that person useful on your side and what they would prioritize above whatever you are offering.

### **Bodyguard DELUXE -200**

So, you got a job to make sure somebody does NOT end up dead, huh? That might be relatively easy if you are strong, unless your employer is surrounded by multiple people all wanting a piece of him. But you have learned to adapt to such situations like that, as you have mastered the ways of protecting others, and you can even instinctively know the range of your enemies, you will never leave a blindspot for anyone you desire to remain alive, even subconsciously.

### **BanditChain -400**

In those types of tales, most of those bandits and raiders would only have the role of cannon fodder, nothing but the hero's warmup. Doesn't mean that once in a blue moon the script changes, especially with your involvement. First of all, prophecies, particularly of the heroic type similar to plot armor, mean jack to you. Secondly, you seem to be able to find a lot of cheap 'mooks' to work for you, even if they die, you can just replace them with some other schmucks

### **Exploit -400**

Jumper, do you know what you gotta do to really get ahead of the competition? You read the perk's title, you already know. The systems that govern the universe's laws of the multiple worlds you have visited are flawed, especially if viewed like a video game. You can now once per jump do an 'exploit' of this nature in reality, like the famous local mine trick you probably heard of. Though this perk is limited as you can't make exploits from thin-air, you have to be aware of its origin beforehand, and the second limitation is that no matter what, no exploit will follow you past its native jump. Even if you managed to put an infinity+ damage enchantment on your sword, or if you used the exploit to make your strength stat limitless, post that jump it will return to normal. You wouldn't want to risk corrupting your chain, would you?

### **HEROI -600**

That's the name of a promoted mercenary, for some reason, even though most people would agree that killing for cash is not the most heroic of goals. Well, at least with this perk you do happen to live up to that title more than the usual hero, whether that's your actual class being irrelevant.

Whenever something truly matters for you and you need to attain something that seems impossible, or at least very unlikely, you obtain a boost in competency and power. If for example you must go ahead and carve your way through enemies all for the sake of leading a loved one to be healed by a priest in the next town, then you will do what you gotta do. This reaches the point where you'll conveniently gain some much needed empowering powerup, in this world it would be most likely a promotion item of some sort.

### **Meta Theft -600**

I'll be honest, jumper. This is kinda of a dick move, maybe you should at least give credit where it is due if you are dead set on picking this perk? Either way, now you have the ability to steal abilities and/or equipment. Well, it's more like copying them to be honest, so let's get into the caveats: You can only copy a single person at a time, you have to know who they are and have a idea of what their power/items are, this ability has a cooldown that lasts a entire jump, and stealing their ability doesn't make you as "skilled" in using said skill so you would have to rely on your own skill/power to make it work. Also people will be able to tell that said ability/item does not belong to you.

## Foul Perks

### **Surprisingly Employable -100**

Just for you, potential bosses will disregard potential red flags when it comes to getting you a job. Doesn't matter if you worship a cult of nihilism who's ultimate goal is summoning the apocalypse, it doesn't matter if your magic is taboo, as long as you don't do anything directly negative, they won't mind.

### **Edgy Style -100**

If you are a creature of darkness, or at least a student of the dark forces, odds are your nature will reflect back on you, and that's alright, as you have the confidence and sense of style to pull it off. You may decide if your darkness makes you more mysterious or more intimidating at your choice.

### **Tomb Raider -200**

Where are you even supposed to find the place to get that sweet forbidden arcane totem? You seem surprisingly fortunate on that matter actually, it's like you have a radar inside of your head that tracks spooky, mysterious places that hold dark secrets inside of them. Also works on similar esoteric matters, but this works at full capacity with things that are overall darkness related.

### **Backstabber -200**

So the fools that you used as tools in your conspiracy are outliving their usefulness, it's high time to get rid of them. Fortunately for yourself, you are a prime snake on such matters. You know by instinct when it's the most beneficial time to betray someone, making the process go as smoothly as possible, covering your tracks, or even monologue without consequence if you are the type.

### **Lingering Will -400**

It's not unheard of for someone's self to persevere past their mortal life in these lands. You now count as one such example. Should you be slain in battle while still having unfinished business, then you may come back as a spectral of some sorts. This will count as a 1-up, and you can pick one class in that section that is undead, and when you die you'll become that class until the next jump.

### **Friends In Low Places -400**

More like servants actually, or minions, or whatever else you call your monstrous help. You have the odd ability to create monsters to aid you, by the start you can manage to create about five weak monsters, but if you become a master necromancer by local standards, you'll be able to create hoards of twenty promoted monsters with decent basis. You can change quality/quantity ration to create stronger or more monsters, at the price of power or numbers. You also can get wild foul creatures to follow you with greater ease, non-sentient beings will follow you easily if you demonstrate your superior might, and sentient monsters will look at you more favorably. You do not need this perk to be a summoner, but there will be synergy later on this jump.

### **Dark Darling -600**

Most of the time summoning the big bad demon king or whatever typically ends pretty bad for the cultist. As it turns out, creatures of pure malice don't really care for loyalty or devotion, big shocker. You however, seem to be the exception to the rule though, you and your followers seem to trigger a reaction in those sorts of creatures that makes actually worth-shipping them worth the hassle. This perk works out better the more genuine you are and how zealously you and your collective subjects/minions/colleagues preach. Yes, even the lovecraftian deities will find you more favorable, and they will provide aid to you without the typical risks involved, this perk ensures that they are capable of being "gentle" with your mental, physical and spiritual self. This transaction loyalty stops if you turn your back to your master, of course.

### **Quintessence Mastery -600**

Nothing screams dark sorcerer more than feasting on the life essence of your foes. You have awakened to the most taboo of powers this world has to offer, the ability to manipulate and drain quintessence. For starters you'll be able to replicate the dark tomes with ease, and by the time you became equal in skill to a dark druid, you'll be able to manipulate quintessence (or any other type of life related energy) to create homunculus morphs, extend your lifespan/drain it from others, and you'll even learn how to corrode someone's soul similar to how a poison kills the body.

# Unit Section

Imagination is the limit of what type of unit can enter the battlefield, and you have the privilege to customize the type of unit you'll be and its skills. First you select your basis that gives you extra % in your growth rates appropriately, then you may pick other abilities and skills later on in the section to your liking.

## Stats/Growth Rates

Jumper starts with 200% to spend freely into each of their stats growth rates. Growth rates are the chances of a stat being increased for each level up. For this jump's duration they will function like they do in the games, but post jump each "+1" will equate to a +10% of that stat, each jump you would have 20 levels to grow, unless you promote/evolve yourself, then you would reset to "level 1" and you would be able to have more levels but the EXP gain would be diminished. Unless you permanently take the **Gacha Level Up** perk, post jump those growth rates will become useless. Growth rates will be shortened to GR.

The stats you can focus on are: Health (HP), Strength, Magic, Skill, Speed, Luck, Defense and Resistance. Post jump resistance will help you with avoiding/resisting other magical effects like how it works here, you can spend **50 CP** to give you an extra +15% to spend freely in your Growth Rates the first four times, but after it will cost **100 CP**. post jump your growth rates won't limit your growth with other systems, and will instead just be bonuses. Stats can't go to the negatives naturally, so even if your GR in a stat ends up being less than 5%, it will still count as 5% in practicality. and the cap is 255.

As for the jumper's base stats, fanwank it however you deem appropriate accordingly: elite paladins would have around 15 in strength, mook bandits have around 5 in strength, and peak archmages have 30 in magic.

## Base Class

Classes will have the same uniform price per tier unless stated otherwise, discounted 100 CP classes are free, and your class will fit your background no matter what, even if it is pretty weird for a noble to be a barbarian. You aren't limited to gendered classes, you can even be a "male cleric" if you just want the other uniform.

As for promotions, you would need the right promotion item to achieve it, but since this is the rom hack version of fire emblem, you can make it up as long as you have some reasoning and the correct promotion items at least. If you are a myrmidon and you use a guiding ring to promote, you can become a spellsword and gain the anima affinity and also use swords. The only limit is that you have to be reasonable per tier, so you can't have a promotion that is too significantly superior to the alternatives that the promotion item could provide.

## Classes

### Tier 0 (0 CP)

Those are either outliers or trainee classes, they promote once they reach their level cap.

#### Civilian +500

... You sure? Alright, you are now a non factor in combat, you have no experience nor skill by yourself, you basically aren't even a class really. You get nothing.

#### Transporter +200

Only a little more capable than a civilian, but still pretty useless in direct combat. You can freely access the supplies and hand them to others and you obtain a free mount.

#### Gorgon Egg (+200 for Foul)

Hm, what an odd turn of events. You are an egg. You have no combat ability, but you should be able to hatch soon enough, just hope no one decides to deal with you before you become a threat. Should you last for a month, or be near people who want to harm you for a few minutes without dying, you become a Gorgon for free.

### **Phantom +800**

...Do you have a death wish? Usually those creatures are the cannon fodder summoners use as tools, but somehow you manifested yourself as a phantom. That is quite unfortunate, as Phantoms lack any durability whatsoever, your life as a phantom is incredibly frail, one strike that lands and you will perish. At Least you start with Martial Mastery: C Axe and the ability of flight.

### **Trainee**

You are very green, no, not like the green units. You are one of the trainee classes, recruit, journeyman, pupil etc. You start with very little experience with one magic/physical weapon, and lots of potential. +1 E rank in their chosen mastery, +60 GR to spend freely. And you level up into a first tier class once you reach level 10.

### **Soldier +100**

Similar to the trainees in a way, as they weren't playable in the games of this era proper. Fortunately that gives them the benefit to gain extra EXP as they are recognized as "lower" than their counterparts, but otherwise they would effectively be the same as Tier 1 units. They start with +Martial Mastery: D Lance.

### **WildCard (variable)**

This is the stand in for any other class of the many varied roms, costing the price of the tier that it should belong to. If you AREN'T going to a ROM option where this class is featured, you must also pay an additional price of -100. This option won't give any growth rates, and its bonus in your stats as a tier 2/tier 3 will be nerfed to compensate for its potential versatility.

## **Tier 1 (100 CP)**

Picking a monstrous class or one aligned with dark magic will have no negative effects on your mind, you will stay with the same morality and urges you previously had.

### **Lord (Free for Noble)**

Lords are usually unique snowflakes. Some are rather weak while others are particularly strong. Getting this origin makes you an actual lord in your origin, with the responsibilities and privileges that come with it. Select one weapon type to start with at rank C, and select one Tier 1 class that has at least one of the weapons you have picked, you gain their extra GR.

### **Tactician (Free for Wanderer)**

This is a peculiar class, one not suited for combat, at least not in this era. So we have a few choices that you can make. Tacticians start with +25 GR to spend freely. Tacticians can choice to either have: Martial Mastery: Sword C and Arcane Mastery Anima C, OR they can have Martial Mastery: Sword D, Axe D and Lance D, OR they can have Arcane Mastery: Anima D, Dark D, and Light D.

### **Mercenary (Free for Peasant)**

The typical sword fighters, usually the class taken by sellswords around the world. They gain +25 GR in both skill and strength, and +Martial Mastery: D Sword.

### **Myrmidon (Free for Wanderer)**

Similar to mercenaries, but more weebish- Speed focused. They gain +25 GR in both skill and speed, and +Martial Mastery: D Sword.

### **Thief (Free for Peasant)**

The class whose purpose is to not be in the frontlines, thieves are often weak and frail, but to compensate they come with many odd skills that will be proven useful. They start with +Martial Mastery: E Sword and +25 GR in speed.

### **Knight (Free for Noble)**

Soldiers who wear a large suit of armor and have the biggest defensive factor out of the classes. They gain +40 GR in defense and health points and Martial Mastery:

D Lance, but they lose -15 GR in speed and lose significant mobility, the armor is heavy after all.

#### **Fighter (Free for Peasant)**

Mercenaries with a bit more finesse than the true brutes, but not by much. They gain +25 GR in strength and in HP, and +Martial Mastery: D Axe.

#### **Brigand (Free for Peasant)**

The true brutes of this world, throwing away skill for raw physical prowess. They gain +30 GR in strength and in HP, but -10 GR in skill, they can travel through mountains with greater ease, and they have +Martial Mastery: D Axe.

#### **Pirate (Free for Wanderer)**

The marine counterpart of the brigand/fighter, they have the ability to traverse the sea with their bare legs. They gain +25 GR in strength and speed and +Martial Mastery: D Axe.

#### **Archer (Free for Peasant)**

The default class that uses bow and arrows. They gain +25 GR in skill and strength and they have +Martial Mastery: D Bow.

#### **Nomad (Free for Wanderer)**

The typical class of a certain type of tribe often seen in those lands, they use bows like archers. They gain +20 GR in skill and strength and the default mount option.

#### **Cavalier (Free for Noble)**

Soldiers that use horses, highly considered due to their mobility and all around uses. They have +25 GR to spend freely, they come with Martial Mastery: D Sword & D Lance, and they gain the default mount.

#### **Pegasus Knight (Free for Noble)**

Soldiers that use mythical pegasus as their rides, one of the most mobile classes that exist for obvious reasons. Unfortunately they have a weakness to ranged weaponry such as bows. They gain +25 GR in speed and resistance, have +Martial Mastery: D Lance, and Flying Mount: Pegasus.

### **Wyvern Rider (Free for Noble)**

People who ride on the weaker cousins of the mighty dragons: Wyverns, equally as mobile as pegasus, but with tougher skin and less defense against magi, however they still share the same weakness to ranged weapons. They gain +25 GR in Strength and in Defense, have +Martial Mastery: D Lance, and Flying Mount: Wyvern.

### **Priest/Cleric (Free for Noble)**

They are the main users of staves, their main function is for healing but all the most tricky uses of magic in those lands, very valuable for the purpose of keeping others alive. They gain +30 GR in Resistance and Magic, +15 GR in HP and Arcane Mastery: D staff.

### **Troubadour (Free for Noble)**

Similar to clerics, but they have horses. They would usually be female only, but you aren't restricted. They gain +25 GR in resistance and luck, and Arcane Mastery: D staff.

### **Monk (Free for Wanderer)**

Practicers of the holy magic, typically aligned with some church, but your faith could be based around an ideal or something of that short. They gain +25 GR in Speed and Skill and Arcane Mastery: D Light.

### **Mage (Free for Peasant)**

The main starting practitioners of the Anima Magics (elemental magic), though the frail mage stereotype proves true most of the time in those lands. They gain +25 GR in Magic and Speed, +20 GR in resistance, but -5 GR defense, and they gain +Arcane Mastery: D Anima.

### **Shaman (Free for Foul)**

Someone studying the dark arts, rather taboo. But not necessarily malicious, even if going too deep into this type of magic has its risk both to the caster's morality, sanity and health. You won't experience any of that though. They gain +30 GR in Magic, +20 Gr in defense, and Arcane Mastery: D Dark.

### **Artist (Free for Wanderer)**

Surprisingly enough, there IS a place for artists on the battlefield in this world, they are actually quite valuable for their unique abilities. Pick an art that you could do on the part, like dancing or singing, for starters this allows you to “refresh” someone you sing to, which allows them to double their “actions” afterwards. They gain +40 GR in luck, the refresh skill, and the buff skill.

### **Revenant (Free for Foul)**

Zombies, they are coming! Revenants are undead monsters that are typically either like wild beasts or cannon fodder employed by dark forces, but in your case you somehow managed to retain your personality and freewill, holy magic is effective on Revenant. They gain +35 GR in HP, +30 GR in attack, but -15 GR in speed, and they gain Natural Weapon: Claws.

### **Bonewalker (Free for Foul)**

Spooky scary skeletons... sorry, I couldn't resist. Bonewalkers are skeletons animated through dark forces, they have fairly average stats so you gain 15% GR to spend freely, they also gain Martial Mastery: C Lance & C Sword OR they come with the bow variant, you may spend extra undiscounted 50 CP to be a “hybrid” variant.

### **Mogall (Free for Foul)**

Monsters that are giant floating eyes with what appears to be nerves around them. They are the caster equivalent to monsters. They gain +30 GR in Speed and Magic, +25 in resistance, but -15 GR in Defense, and they gain the magical Natural Weapon: Evil Eye and Arcane Mastery: C Dark.

### **Mauthe Dog (Free for Foul)**

Beastly canines of, you guessed, dark origins. Those creatures are quite vicious, fast and mobile. They gain +30 GR in both skill and speed, but -5 GR in defense, and Natural Weapon: Claws.

### **Bael (Free for Foul)**

Massive spiders that are actually... Not inherently connected to dark forces, even if they sometimes walk by side, Baels can be considered normal, if not particularly hostile and dangerous, animals. They are balanced beasts that have

+40 GR to spend freely, and they come with Natural Weapon: Poison Claw and Lethal talon.

### **Tarvos (Free for Foul)**

Some sort of twisted humanoid beast with the upper body of a man, and the lower half of a bull. They have +30 GR in Defense and Health, but -10 GR in skill. And they start with Martial Mastery: C Axe and they (technically) have the mount ability.

### **Gargoyle (Free for Foul)**

The flying legions of the forces of darkness, their mobility made to pick off their targets. They gain +30 GR in Strength and in Defense, but -10 GR in resistance, and they (technically) have flying mounts, making them weak to arrows.

### **Manakete (Variable and Discounted for Wanderer)**

Manaketes are what became of the dragons of old, their power limited and concealed in the form of man, but still able to awaken their power through the usage of dragonstones. You get to customize your dragonstone and apply it as a buff, you have 50 stats to distribute as the bonus from your dragon form. Remember that post jump those extra stats will translate into 10% of your base power per 1 stat.

This class costs you **300 CP** on its own, giving you your chosen elemental dragonstone with limited 50 uses (explained further in the items section).

You can pick another class besides this one to add on top of that by paying additional **100 CP** + the price of the other class (Discounts still applied)

Or you can pay an extra undiscounted **300 CP** to be a unrestrained dragon, letting you transform freely and without the need for a dragonstone, this option would count as Tier 2 for the purposes of classes.

Despite the Manakete's incredible power, there is weaponry built specifically created to combat dragons out there in the world, so keep that in mind.

## **Tier 2 (300 CP)**

Promoted classes do not provide GR, they just provide Jumper with the appropriate power booster. Most promoted units can have varying skills in weapons, and because of that by selecting the classes offered here you can more freely decide your weapon ranks; if available, you can pick one main weapon to be B rank, a secondary to be C rank, and a third to be D rank. If a class only has one weapon type, then by default it becomes A rank instead.

Yes, you can go and find your promotion item yourself without having to spend points here, however you won't get the same weapon rank you would get,

### **Great Lord (Discount Noble)**

The promoted and more mature version of a lord, like their Tier 1 counterpart, gains the boost relative to the class they mirror. Great Lords gain two masteries of another class instead of one.

### **Grandmaster (Discount Wanderer)**

An accomplished tactician of renown and skill, rather versatile, well rounded and with many options of expertises. Grandmasters can choose to either have: Martial Mastery: Sword A and Arcane Mastery: Anima A, OR they can have Martial Mastery: Sword B, Axe B and Lance B, OR they can have Arcane Mastery: Anima B, Dark B, and Light B.

### **Hero (Discount Peasant)**

Typically promoted from mercenaries, study individuals fit to be in the front-lines. They have Martial Mastery: Axe & Sword.

### **Swordmaster (Discount Wanderer)**

People who have decided to truly master the blade, compensating for their lack of versatility with their focus on swords making them have critical strikes more often. They have Martial Mastery: Sword (Obviously)

### **Rogue (Discount Peasant)**

Proficient thieves, they have decided that their fighting is not for them, and instead honed their ability to steal to the next level, they can pick locks with

their bare hands(?) using their Pick skill. Other than that, they only have their Martial Mastery: Sword to defend themselves in the worst case.

#### **Assassin (Discount Peasant)**

People who generally were thieves, but they have either noticed their own combat ability, or for some reason decided that killing was to be their focus rather than stealing. And because of that, they obtained the most deadly skill if triggered: Lethality. Besides that, they are mildly stronger than the rogue, and have Martial Mastery: Sword.

#### **General (Discount Noble)**

Very heavy units, so much so that they would have to be superhuman by default to even move in those huge slabs of metal they call armor. Still just as mobile as their Knight counterparts, but even more tanky. They gain Martial Mastery: Sword, Lance and Axe.

#### **Warrior (Discount Peasant)**

The results of what happens when the fool who picks up the first weapon they can find manages to make it in the world. They are rather strong fellows by default. They have martial mastery: Axe & bow.

#### **Berserker (Discount Peasant)**

Similar to warriors, but focused on brute force fully. Their natural strength is downright overwhelming to most. Similar to Swordmasters, even if with less skill, they have a tendency to land critical strikes, if not by skill then by sheer brutality. They have Martial Mastery: Axe.

#### **Ranger/Nomad Trooper (Discount Peasant/wanderer)**

Effectively the same thing really, they gain default mounts and the ability to use swords for short range. They have Martial Mastery: Sword & Bow.

#### **Paladin (Discount Noble)**

The class praised for their versatility, they have many things going for them. Like their mount, and their Martial Mastery: Axe, Sword & Lance.

#### **Great Knight (Discount Noble)**

Something of a middle ground between the General and the Paladin classes, or a more defensive oriented version of a paladin. But they do sacrifice speed and power in return. They still have Martial Mastery: Axe, Sword & Lance.

#### **Falcon Knight (Discount Noble)**

The evolved version of a pegasus knight, they gain Martial Mastery: Sword & Lance.

#### **Wyvern Lord (Discount Noble)**

The evolved version of a Wyvern Rider, they gain Martial Mastery: Sword & Lance.

#### **Wyvern Knight (Discount Noble)**

A more focused variant of the Wyvern Lord, their focus on just spears allowed them their Pierce Skill for free alongside their Martial Mastery: Lance.

#### **Bishop (Discount Noble/wanderer)**

A person of great faith, giving them access to Arcane Mastery: Light & Stave.

#### **Valkyrie (Discount Noble)**

The usual promotion of a troubadour, they have Arcane Mastery: Anima & Staff, and they still have their mount.

#### **Sage (Discount Peasant)**

The classical promotion of the mage, they have Arcane Mastery: Anima & Staff.

#### **Mage Knight (Discount Peasant)**

Similar to sages but with horses, they have Arcane Mastery: Anima & staff and their default mount.

#### **Druid (Discount Foul)**

Practitioners of the dark arts that are advancing in their studies far more than the world would like them to. They have Arcane Mastery: Anima, Staff & dark.

#### **Summoner (Discount Foul)**

Users of dark magics that have gained the ability to raise foul servants, by default their summons would be the "Phantom" class, and they would scale to your power at a lower level, getting better equipment and power.

However, should you have purchased the “Friends in Low Places” perk, you can customize your summons gear, class, skills and abilities later in the abilities section. Your summons will all be uniform after you customize them by default unless you have third party perks to influence it, or the “quintessence Master” perk to develop other dark creatures to summon.

Besides that, they have Arcane Mastery: Dark & staves.

### **Necromancer -500 (Discount Foul)**

Summoners directly empowered by a dark purpose or master, they have a stronger variant of the summon skill with +300 CP more than the normal summoner, Arcane Mastery: S Staves and S Dark, and have greater stats.

### **Entombed (Discount Foul)**

The bigger and meaner version of the Revenant, still the same Natural Weapon: Claw.

### **Wight (Discount Foul)**

Stronger bone walkers, still have Martial Mastery: Sword & Lance OR bow. Optionally, by paying more 50 CP, you have both variants merged.

### **Arch Mogall (Discount Foul)**

The same eye monsters but stronger, they have their Natural Weapon: Crimson Eye and Arcane Mastery: B Dark.

### **Gwylligl (Discount Foul)**

Mad dogs that somehow evolved to possess multiple heads, somehow they become even more mobile and deadly. They have the Natural Weapon: Hellfang.

### **Elder Bael (Discount Foul)**

The giant enemy spider... Jokes aside, it's a Bael who's lived for a while and reached its full maturation. They have the Natural Weapon: Lethal Talon and Poison Claw.

### **Maelduin (Discount Foul)**

Tarvos' evolved variant, they have learned how to use bows too. They have Martial Mastery: Axe & Bow.

### **Deathgargoyle (Discount Foul)**

Enhanced variant of the gargoyle improved via dark magics, they have Martial Mastery: Lance.

### **Cyclops (Discount Foul)**

Naturally strong monsters, even if their skill and accuracy is lacking along with their other eye. But still, they are incredibly hardy, and in terms of physical strength, you'll rarely see an equal match to the Cyclops. Martial Mastery: Axe.

### **Gorgon (Discount Foul)**

Reptilian, humanoid(ish) monsters that appear feminine(ish), famous for their ability to petrify targets and use dark arts, making them one of the most fearsome monsters to encounter. They have Natural Weapon: Shadow Shot & Petrify.

### **Dracon Zombie -400 (Discount Foul)**

The remains of a dragon risen by foul magic, or a dragon that was corrupted by those means. They are the strongest of monsters, below only to actual demon kings, and they come with their Natural Weapon: Foul Breath. They however would be inferior to their living version and do not possess a dragon stone.

## **Tier 3 (1000 CP)**

The very peak of what this world has to offer, the only few ways you can reach this level is either by purchasing it here, going to a world that allows for promotion to this tier naturally, using the Fated Master Seal item at max level (The ordinary master seals you can find in the jump will not work, even with the "Evolution Revolution" perk) or using a third party perk that would allow you to push past the limits of your class.

There are few examples of Tier 3 classes in this world unfortunately.

### **Emperor/King (+200 Discount Noble)**

The pinnacle of nobility and ambition, you are a powerhouse compared to pretty much everyone, their abilities are great in general, and they are unmatched in physical combat, let's hope you won't be as much of a mad man as the prime example. They possess Martial Mastery: S Sword, S Axe & S Lance.

### **Archsage/Dark Druid (+200 Discount Peasant)**

Masters of all magic, that title is reserved for those with prodigal skills that could only be ordinary obtained via an entire long life dedicated to studying magic. The only difference between Archsage and Dark Druid is alignment, besides that, they are effectively the same. They have Arcane Mastery: S Anima, S Dark, S Light & S Stave,

#### **Demon King (+200 Discount Foul)**

A beast of calamity who has sovereign rulership over all monsters, and one of the strongest creatures this land has ever seen. However, they are weak to weapons of legend so they aren't entirely unstoppable. They have Natural Weapons: Demon Light, Ravager & Nightmare, and they gain the ability to summon on a larger scale by default.

#### **Demon/Divine Dragon (+200 Discount Wanderer)**

A rare and powerful breed of dragon, a creature that will rarely find a rival in might. Ordinarily only the "demon" variant would have the ability to produce war dragons, but for the purposes of this class you retain that ability whether you decide to be dark or not. They come with Natural Weapon: Dark Breath (Or their equivalent)

# Abilities

This is the section where Jumper may customize their class, this includes skills later on. You may discard any abilities of your class for +50 CP each if you so desire.

## **Sprite Work (Free)**

One of the most remarkable traits of those games are their iconic unit animations, and the community of rom hacking has taken to that quality in spades as well. It's only proper for you to be given such fanfare yourself. Whatever class you turned out to be, you now move with a great animation, and this includes you being able to do some fancy movement whenever you would land a more critical strike.

## **Martial Mastery (Variable)**

This refers to physical weapons and how good you are at using them: Swords, Axes, Lances and Bow. If you are a martial class and you want to add another weapon to your arsenal then you pay **50 CP**. If you are a caster class and you want to unlock martial weapons that would cost you **100 CP** plus **50 CP** to actually unlock your weapon. By default those would start off as E rank, but if you are a Tier 2 martial class, then you would start with at minimum a C rank, and in case you picked one of the Tier 2 classes that have a single A rank weapon then your new secondary would start off as B. And if you are Tier 3, then your secondary skill would start at rank A.

## **Arcane Mastery (Variable)**

This refers to magical weapons and how good you are at using them: Anima, Dark, Light and Staffs. If you are a caster class and you want to add another Arcane Weapon to your arsenal then you pay **50 CP**. If you are a martial class and you want to unlock arcane weapons that would cost you **100 CP** plus **50 CP** to actually unlock your weapon. By default your weapon rank would start at E, but if you are a Tier 2 martial class, then you would start with at minimum a C rank, and in case you picked one of the Tier 2 classes that have a single A rank weapon then your new

secondary would start off as B. And if you are Tier 3, then your secondary skill would start at rank A.

### **Weapon Ranks (Variable)**

Those would apply to both Martial and Arcane masteries abilities, you don't need to buy them, you could learn them on your own as you use those weapons, with a few limitations. you may "import" your affinity with those weapons if you had experience with them before as long as you don't take a drawback that would limit you, fanwank that as you please.

**F Rank (-0):** Does not actually exist, and neither does your mastery of said weapon. But unless you take a drawback later on, you won't be limited by game mechanics, after all everybody can swing a piece of metal around. Doesn't work on Arcane weapons quite the same for obvious reasons (unless you actually go and learn magic).

**E Rank (-50):** The weapon mastery of a rookie, you can only wield the basic weapons, but hey, that's a start.

**D Rank (-50):** Slightly better, but your selection of weapons still leaves much to be desired for, D rank weapons are usually just a bit better than E rank and lack any tricks for now.

**C Rank (-50):** Now we are getting into some of the fancy stuff. You can now wield more tricky weapons, weapons meant to harm specific foes, weapons that were built to be able to land critical strikes more often, etc.

**B Rank (-50):** B rank weapons often have more potent tricks than C rank weapons, like the brave weapons that somehow have the capacity to double the amount of attacks the user can do at once.

**A Rank (-50):** The peak of weapon mastery below only to literal legends. Those are the most powerful and refined weapons most of the time.

**S Rank (-100):** You have found yourself worthy of the best of the best in your particular weapon type, so much so that any weapon that falls into the category will find you worthy, whatever test of morals does not matter to you. The only limitation is if said weapon was meant to specifically serve someone who isn't you.

### **Natural Weapon (Variable)**

Men use tools, monsters rely on their natural bodies to destroy their enemies. You may select any part of your body and make it a weapon out of it, since it is part of you it evolves as you evolve. Classes that aren't monsters/dragons have to pay **100 CP** to unlock this section.

Weapons like sharp claws and sharp teeth cost **-100**, weapons that are the promoted variant of that or have poison cost **-200**, magical natural abilities like petrify that are the equivalent of an advanced staff cost **-400**.

While Natural Weapons will hardly break and will recover alongside your body, Natural Weapons that are the equivalent of staffs or other odd effects will take a while to "recharge" so you can't spam them too much at once.

### **Rescue (Free)**

Adopting the way people around here rescue each other, assuming that you can carry somebody around normally in the first place, then you can use this ability. When you rescue somebody this way they effectively vanish from sight and are completely protected, however your speed and skill will be lowered while you are carrying said person. While using this ability lowers your combat speed, your movement stays the same, and you can drop off someone with some focus. You can only rescue your allies or people that are neutral towards you, not your enemies however. And before you think of kidnapping someone, "rescuing" someone unwillingly is a very easy way to turn someone into your enemy.

### **Inhuman (variable)**

Humans and dragons may be the main focus most of the time, but that doesn't mean they are the only ones out there. You may customize an alt-form that gives you a few racial benefits that normal humans would lack. Monster classes can take this too to become mutated hybrids of some sort.

If you take this option along with a monster class, you can spend **-100 CP** and merge with a humanoid class. manifesting a part of your body closer to humans to

use tools, not unlike the Tarvos, that grants you the neat hands humans have to wield more traditional weaponry.

You may pick this for **-100 CP** if your race has specialized abilities relative to a mundane animal. **-200 CP** if said ability would be relative to a Wyvern/Pegasus, and **-600 CP** if the advantages you would gain are relative to dragons.

### **Mounts (Variable)**

Humanity has found out the higher mobility working together with an animal brings to the table, and of course that extends to combat. Of course, there is the classical horse mount, but why limit yourself? For **100 CP**, you may get a regular horse, or alternatively another creature to carry you. By default the horse option would be the balanced one, but something like an elephant would offer higher defense at the cost of mobility. Mundane animals cost you **100**, fantastical animals cost you **200**.

Of course we can't forget about the flying mounts, they would start at **200**, but if you happen to already be a flying unit you can switch it for another flying creature for just 50, be it switching your pegasus for a wyvern, or anything weirder.

Tarvos and Maelduin Technically have a version of this, and you can change what your other "half" would be like you could change what your mount is.

You also gain the ability to summon your mount, whether he counts as a companion, follower or whatever. When it is convenient, you can summon your mount from thin-air.

### **Flight -200/400 (Discount for Manaketes)**

The ability of flight is rather useful for it's obvious mobility advantage, with this purchase you may decide if you have wings or can fly by other means. Whether you have a weakness to bows depends if you spend **200** or **400**.

Buying Flight and Mount together halves the price for Flight and gives you a flying mount.

### **Innocent -100**

There is clearly an issue with being a monster; you'll hardly find good people willing to see past your oddities. No more I say, you can now make yourself to be more... Let's call it "sociable". A mauteh doog? No, you clearly are just a large dog. A massive arachnid omni-predator? No, you are just a very big friendly

tarantula, zombie? How rude, just because you look a bit too sickly. Buying this twice applies this effect to all your monstrous alts, or alternatively you can actually become a more innocent version of any monster form, like for example Mauthe Doog to puppy.

#### **Terrain Movement -50 (Free for Brigands & Pirates appropriately)**

Some people struggle with foreign terrain, that doesn't seem to be an issue to you however. As you find yourself adaptable to move in a terrain of your choice: Be it the sea or the mountains. You may purchase this multiple times.

#### **Supply -200 (Discount for Lord, Free for Transporter)**

You have the odd ability to pick up your supplies as if you had access to them everywhere. Any object that resides in any inventory that is yours, you can pick up on the fly. It isn't instantaneous, but it is like you have an imaginary chest that holds everything that you hold. This takes into account your bunker or equivalent unless you take a drawback that locks it away.

#### **Critical Eye -300 (Free for Swordmaster, Berserker & Emperor/King, Discount for Snipers & Assassins)**

Some are built for big, flashy critical strikes for large amounts of damage. You are such a person with this ability, as you have a talent to strike in vital parts more than you would otherwise, detecting weakness and capitalizing on them. In other systems critical strikes, this bone is of +15%.

#### **Playing -500 (Free for Artists)**

Despite its innocent name, this is not an ability to be underestimated whatsoever. By the use of some inspiring art of yours, you can reinvigorate your target ally, effectively causing said ally to be twice as effective as otherwise. This ability also allows the user to use. People with this ability can also buff others through the usage of special rings.

#### **Summon (Variable)**

The ability to create on demand loyal, spectral servants, they spawn with their weapons brand new but they can't share or part with their equipment. Your summons

will scale up from you, in equipment and stats. By default they would be the basic **Phantom** you have seen in the Tier 0 section, but that change change

The default version of this perk costs **-300**, but it's free for Necromancers and Summoners (Necromancers would still have **+300** to spend to customize that phantom to give it better equipment or growth rates).

The Custom Summon version of this ability costs **-400**, and it gives you the opportunity to create your summon with **600** points to build a unit to base your summons on, selecting its class and all. Your summon can't be a tier above yourself, and if it is you won't be able to control it. Necromancers and Summoners can discount **200** from the custom variant.

Then there is the final hoard version of this perk that costs **-600**, but it's free for demon kings and Demon/Divine Dragons. It will summon multiple high tier creatures to your Jumper's motifs, either Monsters or dragons for the two classes that get it for free.

# Skills

Skills are a feature that would be only added properly into later entries of the franchise, but they still exist in a way here, especially with some hacks fully implementing them. You may optionally make a deal in this section, if you accept your enemies also having access to skills, you gain a **+600 CP** stipend to spend only in the skills section.

You have a limit of six slots for your skills.

For the purposes of skill activation, stats would cap at 30 (As in, a skill that is activated based on speed won't be any more likely to be triggered after you have 30 speed)

Remember that "+1" of any stat will translate into a +10% boost post-jump.

## Tiers

There are too many skills to be listed, and while some specific ones will be mentioned individually, there many that won't, so for the sake of sorting them here are the loose tiers of what would be the price ranges and their general potency:

Tier 1 (**100**) is for skills like push, reposition, pull etc. They would allow you to safely and effectively change somebody's position, or something more vain such as NiceThighs (No effect, really. Just thought i'd point them out)

Tier 2 (**200**) are more significant strategic moves, such as Savior (rescue without weight penalty), Canto+ (can move again after attacking and other actions), Provoke (enemies are more likely to hit this unit), Mercy (optionally units attacked may be left with 1 HP), and Insight (Hit +20)

Tier 3 (**400**) are more powerful attacks that may cause a significant advantage in combat, such as: Resolve (when HP < 50%, [N] gain 1.5x Str, Skl, & Spd), Discipline (weapon experience gained is doubled), Sol (restore damage dealt as HP. Skill% activation rate), KillingMachine (total crit rate is doubled).

Tier 4 (**600**) is left for the most destructive and “meta” abilities such as Galeforce (move again after attacking and defeating an enemy), Luna (negates enemy defenses. Skill% activation rate), Miracle (survive a lethal blow if HP > 50%), and Rightful God (+30% skill activation rate)

How skills add up with non-native powers will be left on the notes, and abilities that come with dangers/drawbacks, such as Devilshim (This unit is cursed, but the curse spreads to the enemy as well) can be discounted by half.

#### **Personal Skill (Variable)**

Everyone has their own individuality, so why not let you customize a skill based on your own character? It follows the same rules as above, but your personal skill must be connected to you and your motifs, by doing so your personal skill will cost half its ordinary price if it was a normal skill. Examples for the average jumpers include: Thirst (Allies that Jumper is attracted to have +2 Defense and recover 10% HP when nearby Jumper), Murderhobo (Jumper gains +2 strength/magic for every enemy killed on the same turn), Plotarmor (Survive a lethal blow if HP > 50% and enemies are less likely to aim a Jumper)

#### **Class Skill (Variable)**

Same as Personal Skill, but instead of being based on your unique traits as a jumper, it's based on the qualities of your class. You may only have one Class skill and said skill will be discounted like the **Personal Skill** option.

#### **Canto -100 (Free with Mount)**

This is the agility you would expect somebody in a horse to have, this skill ensures you can move more freely in certain actions.

#### **Generic Buff -200 (Discount for Lord)**

This is the option for the rallies or passive boosters, not the grandest of things but it is constant and it will make a difference if you're Near allies.

#### **Cunning -400 (Free for Rogue, Discounted for Thief)**

You have the usual skullduggery skills expected of a rogue: You can steal items from people in the middle of combat as long as they aren't a weapon/staff, and as

long as you are faster (including from gamer like pocket dimensions/hammer space), pick locks with your bare hands apparently, and you see in the dark much further than normal.

#### **Lethality -600 (Exclusive Assassin)**

The most deadly ability, and one Jumpers hunger for the most. This can instantly kill a target when triggered, however it does come with its caveats: 1. It can only insta kill if you were capable of dealing at least chip damage to your damage. And 2. If you bypass the target's mortality (or the lack of it) in the first place. (Skill activation: Skill/2 % OR Crit chance/3 %)

# Items

## General Items

### Starting Equipment (Free)

Equipment is of most importance in this world. Let's not risk letting you start with nothing. You start off with two items related to either your Martial or Arcane mastery, you may select any vanilla or common enough item of the same rank as your mastery level. Though those items won't be fated and will soon break apart as ordinary, if you want anything more permanent you'll have to spend points.

### Generic Vulnerary(?) -50

Vulneraries are the default healing item of the franchise, they heal you when you don't have a healer to do that for you. However you aren't limited to some odd mystic, probably icky, vial. You may "replace" any healing item that is effectively a vulnerary from any hack, and it will work like a Vulnerary for healing purposes. This includes pepsi if you need a suggestion .

You receive three Vulneraries per week with this purchase and you can stockpile them indefinitely.

### Generic Elixir(?) -200

Same as above, but elixirs heal you to max health instead of a flat amount. You can also replace them with any counterpart and have them work the same. This includes pepsi max. By purchasing this option, you may do something similar with any consumable healing item: Replace your generic potions with any drink, and the potion will remain the same but the taste will be different if you so wish. You gain one elixir per month, and you can stock up to three elixirs at a time.

### Advance Equipment (Variable)

While this world's equipment can be rather handy, in particular its staffs, you may have noticed one fatal flaw with them that won't do for a jumper's more long term existence: Their durability, or lack of it.

This is where you can buy items that are far more generous with how much they last, though staffs continue to be finicky. Most items obtain “limitless durability” allowing you to use them without fear of them falling apart with too much usage. Staffs that by default have less than 10 usages in-game however would only have x5 their usage available. Though they gain the ability to recover after one year. E rank items are **25**, D rank **50**, C **100**, B **150**, A **200**, and S costs you **300**.

#### **Dragon/Beast Stone (Variable) (Requires: Manakete OR Inhuman OR Innocence)**

This is a stone that contains the power necessary for your transformation, by default it comes with a maximum of 50 uses, it recovers 10 uses per week, and should you exhaust all uses it won’t break but it will grow dormant until you receive more uses.

If you are a tier 1 Manakete, you may select one free dragonstone with a specific element (fire, ice, thunder etc) that your dragonstone would allow you to use as a breath attack, you can purchase one EXTRA dragonstone with another element by paying **-300** more. While equipping your dragonstone, you have all the extra stats your dragon form would provide, but it seems only actively attacking with your breath exhausts it. So if you just use the transformation to tank hits, you could theoretically hold it without limit.

If you have **Inhuman** and/or **Innocence**, you can pay **-200** to instead of taking a monstrous appearance, reserve that to your beaststone similar to how manaketes use dragonstones. But unless it’s the **600 CP** version of **Inhuman**, it won’t provide a stat boost equivalent to what dragons have.

#### **Arena -200**

Does the thought of gambling with lives excite you? Then you found the right item! It’s exactly what it says, you enter it, you pay an appropriate fee, and you get to fight to the death with some random opponent vaguely around your power, you only get some basic information such as the level, weapon, and class of your opponent. It’s a good money and EXP source if you are feeling ballsy. What’s more, this variation of the arena can summon special fighters for you to battle post-jump, and there are also bosses you can find if you use the arena long enough, said bosses that can reward you with special items, such as promotion items. Post-jump it becomes attached to either your warehouse, or any other suitable place.

### **Sidegrade -200**

Like a promotion item, but not actually a promotion. With this you can switch to another class, causing you to switch your skills to their equivalent. You get one of those seals per month, you can stock up to five of them, and you would actually lose what your original class would have to offer unless your new one would compensate for it. Post-Jump you can select what “class category” this affects, like whether you want to change your Fire Emblem Class or your D&D class.

### **Master Seal -400**

The universal promotion item that would work for every class (except for Tier 3 classes, they are supposed to be the peak of this world). All you have to do is be at least HALF the maximum level your class could reach. This item works with other out of context classes and it will promote you into their natural evolved version as long as you have at least either HALF of whatever progression would be needed, or the Master Seal can act as a replacement for whatever external requirement would be needed. You gain a single Master Seal once per jump and you can’t stockpile them.

## Wanderer Items

### **Changelog -100**

This is a document that will document everychange that happened either via the randomizer from this jump, or any other metaperk you've used. It will show the statistics of all characters affected by it compared to their original counterpart. It can either be accessed as a physical document, or a digital one in an appropriate digital item of yours. In the former case, it will use magic to be far more compact that it should be without any issue in your ability to read it.

### **Wiki -200**

You obtained access to a jumpchan provided wiki page that gives out details of multiple "chapters" across your jumpchain. They update on the fly however, they don't give you absolute information over everything, and they are limited to be described like fire emblem chapters. But they can still provide you information on hidden areas, the types of enemies you'll face, and some secrets. For the wiki to update a chapter, you would need to be aware and willing to go into a location so the wiki can "translate" it like a chapter. Hopefully you have a computer or a similar item to actually use this wiki, since while you can manifest it as a document like the previous item, it would still be easier to access it as a site.

### **Gun -400**

It's a gun, a gun that doesn't belong to a fantasy setting at all, but why should you care about that detail? This gun TECHNICALLY counts as a "Bow", but you can wield it no matter your skill. It's any firearm you desire, it carries on the traits of this world that it scales to your "strength stat", it has the "brave" effect (allowing you to strike x2 more than you would otherwise), and its ammunition recovers at the end of every conflict.

### **Advance War -600**

Oh, you thought bringing a gun to a sword & sorcery fight was silly? Get a load of this item! You obtain this blueprint that is downright magical, you can use it to instantly create war machines should you either have the resources or sacrifice the

equivalent capital for them. By default you already start with a few turrets, later you'll unlock small mobile tanks and more, and you can also "add" to those designs with your own, any machine you could create can be "imported" into this item and be doable to make. Unfortunately money doesn't work for the blueprints should you be trying to create something that couldn't be made with any amount of capital.

## Noble Items

### **Fancy Starting Weapon -100**

Of course, of course. Nepotism shines even down to their equipment. Whether it be the famous Rapier that has slain countless brigades, knights and horsemen, or another high quality item that provides an equally useful effect. It's by default fancy, and it provides either a SLIGHT stat boost of your choice, or an advantage to certain enemy types equal to the rapier.

### **Tent -200**

This otherwise mundane tent has the ability to connect to your warehouse, whatever miscellaneous inventory you may have, or any other equivalent. Only yourself and your allies may use it, and you can impose whatever restrictions to whatever individuals you so desire. Besides that ability, it can also "evolve" with use, it TECHNICALLY counts as a unit, a tier 1 unit, and with enough use, it will evolve into a carriage that would count as a Tier 2 unit. Post-Jump it can evolve even more with more and more usages, who knows what you will end up with after several jumps using this tent?

### **Snowflake Promotion -400**

Lords really get a lot of preferential treatment, and that extends even to the point of how they promote. Even if you aren't a lord, this trait will continue in your chain with this item. You don't start off with this, you receive it midway in your journeys, usually in the latter half. But this item works like a master seal, except it's made for you and you alone, and it will cause you to evolve your class (or whatever local equivalent) into a stronger version of what you were before, it lacks the versatility of the masterseal and you don't know exactly WHEN you are going to get it.

### **The [Title Variable] Sword -600**

You have gained the luxury of wielding the legendary blade of... "Insert title". Oh, this item varies its theming based on the title of where you are going. Fancy that. If originally there was no such blade in that continuity, or the macguffin

that the title represented isn't an actual weapon, it is now, or at least you have a weaponized variant of it. Despite the item's title, it doesn't have to be a blade (unless the title of the hack you entered IS a blade or weapon), it could be armor too or something else to that extent. The exact details is up to your own making of what legendary weapon you would get out of the title and what it does, but keep in mind that the resulting weapon would be equivalent to the binding blade, that had the ability to shoot out flames, heal the user, had some pretty strong defense/resistance amps, was the strongest legendary blade , and it even could subconsciously respond to it's users will to spare an enemy into a slumber and seal opponents. Pretty impressive, right?

## Peasant Items

### **Poisoned Mutton -100**

This is a convenient little thing for the sneaky to get rid of somebody. This seemingly innocent ordinary mutton is poisoned, and unlike the far less deadly poison here that is commonly used, consuming it will cause one to die as normal poison does. It respawns at your earliest convenience after being used, and somehow (don't ask) it works as a decent poisoned axe, though being used as an axe the poison is far less deadly than when consumed.

### **Schrodinger's Ambush -200**

You have attained the bane of every fire emblem player: Ambushes spots. To be more accurate, you may hide your allies in certain spots, and they will suddenly pop out conveniently with your opponents being unable to detect them through any means, magical or not (unless they happen to be able to turn back time or see the future). You may only set TWO ambush spots per conflict, and this item combines very well with the one below it.

### **Unlimited Fodder Works -400**

Have you always wondered where the bad guys found all those soldiers in the first place? Maybe it's something like this "item": You can now summon from those specific castles that you build a practically limitless amount of foot soldiers of whatever class present here. But the thing is that they are pretty fodder (to your current and growing standards). And they have a limited "output" of units. Besides

that, you'll ALWAYS have more bodies to throw at your problems, and you can even make them soulless if you care about the moral implications of this item. You can create multiple outposts while preparing for large scale fights, and the more you have, the more fodder you can throw at your enemy. This may backfire on you if your enemy has a way of getting stronger by killing others, so do keep that in mind.

### **Jumper Fang -600**

Well would you look at that, you are moving up in the world despite your humble origins! This right here is a large scale mercenary band with large influence over the whole continent, having fame and muscle in spades. So much so that you have enough of a force to be a threat to "protagonist tier" band of misfits with too much talent. Now, let's hope you are a good enough leader to not have your entire force being hijacked by some shady ambitious cult. For this jump you obtain 4 prominent and powerful commanders that represent chunks of your mercenary group, what classes they are is up to you, but they are Tier 2 classes and they are "latter boss level" strong to simplify it. You can import your companions as commanders, adding up or replacing those roles. Your band will continue to recruit members who agree with your ideals and goals, and most of them count as followers. Post-jump they will keep adding up local forces, and you may switch around your commanders as either followers or companions. You can import a companion into a jump using this item as a commander, but they gain no points and you are limited to 4 commanders. Depending on who you put as a commander, this item will adapt to incorporate more units similar to them, aka wizard companions will attract more casters, monster companions will also attract lesser monsters, etc.

## **Foul Items**

### **Foul Resources -100**

You know what both an ambitious necromancer to be, and the lowest monster both require in common? Corpses! For different reasons of course... Probably. This item provides you dead bodies without any strings, they aren't anyone special though, and in the case you actually care about ethics, those corpses can be provided from the ground up and not be actually people. You receive six full corpses each week at your convenience if you so wish.

### **Throne -200**

This is a very nice seat, it's comfortable to rest on for you. But it's also a very immobile place of power, you see, just being on it restores your health mildly, increases your defense, and makes it harder for your foes to strike you down. All of that sounds wonderful, except that you can't move it once you place it down in a battle.

### **Devil Weapon -400**

You most likely know of the infamous devil axe, yeah? This is a weapon of your choice (could also be a tome) that will take similar properties but raised up to match your needs as a Jumper. This weapon is VERY STRONG, and it continues to grow to your standards, such that it will always be stronger than your main weapon of choice by +100% it's attack potency. Not only that, you find practice using your devil weapon to be eight times as efficient when mastering the weapon's type. But of course, it does come with a dangerous drawback: It can backfire on you, reflecting the damage you would have done to your target back at you. The chances of it backfiring are the same as the ordinary devil axe, but no matter how many luck perks you attach to yourself, the odds will always at minimum be 1%. You may instead of getting a new weapon, attach this option to another weapon of yours making it twice as strong at the cost of the risk it now wields to yourself.

### **How To Summon The Antichrist For Dummies -600**

This is a step to step detailed guide giving great lore over the most sinister creatures of whatever land you find yourself in at a time. It has mental filters so even memetic abominations won't be able to influence you by seeking them out. This book details who such creatures are, what their nature is, their actual agenda, how and why they are sealed/slumbering/inactive, and how you could change that fact to your benefit. Including seals that would be beneficial for your cause (this wouldn't make such seals any easier to make/adquire if you don't have the means) Beware that messing with gods is one step more dangerous than playing god yourself, so even with all of that I would advise you to think carefully when interacting with such powerful beings.

# Companions

## Retainers -50/200

Bring around your old pals, for **50** you may bring one companion, and for **200** you can bring up to eight companions. By importing they gain an origin **600** points to spend in this jump. Despite the name, they don't necessarily have to be your retainers even if you pick the **Noble** origin.

## Recruitments Free/50

You may bring with you anyone who was part of your army and would willingly follow you. But by paying **50** extra, you will have fate provide an opportunity to recruit even someone who would be your enemy otherwise, you will still have to convince said person by your own methods, but it is possible. Yes, you can recruit even the likes of Gheb... Why would you do such a thing though?

## Guest Star (Variable)

It's not uncommon for you to see a familiar face around here or there. Hell, that seems to happen often in the more recent games of this series. So in spirit of that, you may obtain any, and I mean ANY, unit existing that you have ever seen, personally or not, they will be recruitable, but they may not start with you, first hanging around the world until you eventually find them. Yes, this includes the overpowered version of your waifu that was chosen by RNGesus himself to be your run's chosen one, but of course you'll have to pay an appropriate price.

For **100**, it will be an average unit, for **300** it will be a strong unit around the same level of utility as young Markus or other strong Jagger types, for **600** it will be a unit with strong bases and high growths, such as Seth, or the [legendary reverse recruitment Karel](#) who's all potential and 0 bases, very powerful gaming changing units that will make your journey significantly easier. And anyone who is even more gaming breaking, mostly shitposting like units, will cost you **1000**. Units that don't come with skills by default get a stipend if you also picked the stipend deal from the skill sections (as well as respective discounts): **100** would gain **+300** for that section, **300 +600**, **600 +1000**, and **1000 +2000**.

## Anna -200

One of many daughters of the most influential merchant clan in this land, even if she lacks the experience of her siblings. She decided to come along your chain to expand her business, and because she quickly became fond of you. Fortunately for you, she falls more on the whimsical side of the scale than the ruthless capitalist side, and is quite generous selling items to you and your allies. She'll quickly accumulate and somehow keep in stock of all sorts of inventory from our jumps, including past ones!

She comes with the perks/abilities: **The Road, Nomad Life, Lucky Bourgeoisie, Meme Unit, Never Punished, Supply, and a x10 boosted version of Merchant Of Secrets.**

And she is of the **Thief** class ironically enough, with **C Weapon Sword Rank**. She's willing to share some of her loot with you, but she'll require favors and will be rather playful about it, she'll tease you about it most of the time.

Anna also seems to get along very well with other similar beings, especially fellow merchants, just having her around is enough for you to gain favor with the likes of Nurse Joys or the iconic Merchant from Resident evil, potentially striking discounts.

# Scenarios

## Fire Emblem: The Chained Jump

Congratulations, Jumper. You are the main character now. You may optionally pick the **Lord** for free, or the **Great Lord** at a discounted rate. No, you don't need to have the noble origin, baseline Fire Emblem already played with who or what can be considered a lord, let alone Rom Hacks. Now, what does that mean for you? One way or another there's going to be a Fire Emblem styled plotline that you'll be bound to.

Depending on your selected **Rom Options**, this will manifest in different ways. **Classic** is just the vanilla plotline you'd expect, the **Fanservice** route will either somehow cause the past (or future if available) villain appear and that will be your problem, **New World** will generate a brand new threat that falls in line with the general tropes of this series (evil cult wants to summon god devil dragons or something like that), while **Crossover** will depend if the crossover rom has a threat that is serious enough to pass as a Fire Emblem End level boss. If not, tropes of both combined series will merge to create a final boss.

Now then, you will be going through the typical journey that is expected out of a Fire Emblem main character, and by that I mean grabbing a bunch of misfits, killing a bunch of mercenaries/knights, somehow get roped into a shadow conspiracy, and killing some mythical being with legendary weapons to save the world. You'll be going to average over "30 maps"/30 large conflicts, depending on how many chapters there are in your **Rom Option**. Though I would say curb stomping with your Out of Context powerups diminishes the challenge, so if you want to be in a good spot and diminish yourself to just a level 1 unit with no other powers, you receive **+400** points to spend.

And on top of that, receive three free companion imports as in the **Retainer** option, they'll be more like literal retainers in this context. Two of them will be normal, but one of them must take the **Jagen** drawback and thus be a Tier 2 unit.

#### Rewards:

**The Friends We Made Along The Way:** No seriously, you gathered a bunch of misfits right? So you should keep them. Though they might just be your employees rather than your friends, but that's just a detail. As for how useful they actually are, they are at least one grade above the common fodder in terms of growth and skill. The exact amount varies, as you'll "acquire" this reward by recruiting them throughout your journey, but there should be around 30~50 units for you to recruit, most of them varying from the same level of quality as the **100 Guest Star**, while around **10%** of them are in the **300 Guest Star** range. Should they be properly trained, most of them would all be among the strongest fighters in those lands, relative to the non-protagonist mook units anyway. They count as followers that can be imported into late jumps at your will, but can be elevated to companion status individually.

**Legendary Jackpot:** So you ended up picking on a bunch of the best weaponry this world has to offer in your hero's journey, yeah? That's cool. But it's a shame that even weapons of myth eventually break with just a few uses, or it would be if I wasn't a pal about it. All legendary weapons you obtain will be flat proofed just like the **Advance Equipment** option. Just to be clear, and for the purposes of the alternative/generic **Rom Options**, those are S rank weapons for every type, and personal S rank weapons for every lord you had (including yourself).

**Saved Kingdom:** Depending if you are an actual lord, it's only right for you to keep the lands that you worked so hard to save in the first place, yeah? So now you can do just that. Whether you had a legitimate claim to the place or not, you can be its ruler, or at least one major authority, and you can import this entire place into future jumps if it suits your fancy.

## Ironman

For the uninitiated, no, this has nothing to do with the genius billionaire playboy philanthropist you might be thinking of. Instead this is the fire emblem equivalent of the nuzlocke challenge: No resets, death is for keeps. Consider this scenario an “add-on” to the scenario above.

Because of that, you will be reduced to your bodymod + whatever you purchased here, but unlike the scenario above, you gain no free points to compensate. Anyone who dies is dead and there is absolutely **NOTHING** you can do about it for the duration of this jump. If a lord (or you) dies, then it’s game over, but you can exchange 1-ups to start from the beginning.

All attempts at cheating the challenge’s entire point (time travel, future sight, resurrection, zombification, etc) will fail and you have to lead your army into victory the hard way. Best of luck, Jumper.

### Rewards:

**IronJumper:** You unlock an iron coated alt-form. Don’t worry about any of the complications that would have, you are essentially a golem in that form. You are naturally more durable, and abilities related to metal are easier and more potent to use by about x2 times.

**Payout:** For every drawback that you took, you gain +50% of their price added on now. Including the missed **+400** from the **Fire Emblem: The Chained Jump** for being stuck in your bodymod, which now gives a **+600** total value.

**Elitism:** You have earned your bragging rights, so go ahead and brag if that’s your thing. Irony aside, it was indeed a pretty good feat of strategy that you pulled there. Your reputation as a tactician will spread along your entire chain, people will know your feats are true should you talk about them. Not only that, but you have developed an ability that with focus can manipulate the flow of battle for not only yourself, but for your allies. Think of it as “RNG manipulation”. There are

limitations to this ability however: It requires x100 times the normal brain power than ordinary, it can't achieve impossible results, it only works if it is YOU (or someone you command) initiating the battle, it also only works on the short term, one or two blows to be precise, and it's last limitation is that it may require odd movement for it to work.

**Chain Patch:** You obtain a more unlimited variant of the Randomizer section that can follow your chain, applying itself to your next jumps at your discretion. It's rather complex, so it will be left to be explained further in the note section.

# Drawbacks

## Jagen +0

A class archetype based on the original Jagen character, whose role is to basically babysit the fledgling army but is going to (supposedly) fall off due to their lacking growth rates. You are going to play this archetype's role now. This drawback takes away from your growth rates by 10 for all stats. In return you get to be a promoted unit (Tier 2) from the get go for free. And one last caveat, you'll have to roll a  $25+4(1d20)$  to determine how many years you have. And yes, old age further debuffs you.

## Est +0/-200

The complete opposite of the Jagen as an archetype, also named after a character. YOU'RE the one who should be babied now, as you're now weakened to your first levels (yes, you're nerfed to stage one on your other powers too), and you'll also be restricted to only picking Classes from tier 1 and tier 0. But as compensation, you also gain **+60 GR** to spend freely.

This drawback will cost you **-200** if picked along with the scenarios, since half of the drawback's downside will be ignored.

## DorcassChain +100

Do you like Dorcas? He's a stoic man, stand up guy, nobody really special at the end of the day though. Except that with this drawback everyone is Dorcas. Or to be accurate, MOST things are Dorcas. Every person now looks like Dorcas with a few traits of their original selves like hair color or mustaches, and everyone looks like the burly man Dorcas is. Also groups, weapons, money, and more are all referred to as "Dorcass". Yes, it's going to be pretty confusing. You are no exception to that Jumper, or Should I say Dorcas? Post-jump you get to keep your Dorcassona as an alt-form.

## Weighing You Down +100/200/300

So you may have noticed that out of all the stats, some were neglected. Among them was the Constitution stat. Not anymore with this drawback. You now have the average amount of Constitution you class would have, which depending on how heavy

your weapon is, will diminish your speed. Roll a 1D10 + either 0 for **+300**, **+3** for **+200**, and **+6** for **+100** to determine your constitution.

### **What Happened To Jumper? +200/+600**

They put poison weapons in his jump. Jokes aside, what this drawback does is provide your enemies with weapons dosed in poison, which isn't the worst but it can be dangerous if you are too reckless, and it's definitely going to be annoying. That changes if you also happen to take the **DorcusChain** drawback, making the poison deadly, and poison will diminish any regeneration/immortality you might have. Watch out, Jumper.

### **Kin of Gheb +200**

Look, I'll just be blunt here: You're a ugly bastard. Most bandits in Fire Emblem aren't lookers themselves, but as the perk's title suggests, you are now as physically appealing and fat as Gheb.



This is Gheb, say hi to him.

### **Game Mechanics (Variable)**

For the purpose of this jump, you have been spared from some of the more limiting mechanics those games hold. You can exchange that privilege for more points though, picking any of the "**woes**" drawbacks below. Pick one of those, and you'll gain **+100**, take two and you'll gain **+300**, and take all of them for **+600**.

**Inventory Woes:** Fire Emblem's inventory is certainly not one of its most generous you'll find in games, with characters only being able to hold on to five items at a time. And now you'll suffer for it. You can only hold on to FIVE items at a time individually, same applies to any companions and allies. Items important enough such as weapons, consumables, treasures etc. And if you drop something on the ground, it vanishes never to be seen again (unless it has flat, in which case you'll find it back in your warehouse/inventory come the jump's end). Only exception to this is tents, but even then you must leave the tent close to you for

it to work, and even if you could before, you can't just summon your other inventories to circumvent this drawback.

**Weaponry Woes:** Game wise, the choice of weapons the characters have is rather limited to their class. And now the same applies to your time in this jump as well. Remember how I mentioned that "F Rank" didn't exist for weapon mastery? Now it REALLY doesn't exist. You can only wield weapons your class allows, so kiss your outsider magic and sick sword skills goodbye unless you picked to be a mage or a sword wielding class respectively.

**Durability Woes:** It's a game mechanic unique to the series, making every purchase count as well as nerfing the stronger weapons into not being too OP. Unfortunately, I have my doubts whether you'll agree to the fun of it when it's all YOUR STUFF getting broken and torn. Now with this drawback, all your items for the duration of this jump, yes even the ones purchased here that should have infinite durability, will break down with each use. More OP weapons have fewer uses (except local purchases), so expect your nuke launcher to only have a single use. Even the most durable of weapons will have only 60 uses at best.

**Turn Woes:** The most crucial mechanic of a RPG, especially of this old era. One side starts, then the other strikes back. But Fire Emblem is a bit more unique. This drawback makes it so that no matter how much you should outspeed your foe, no matter if you have allies nearby, it's going to be turn-based. You being faster than your foe only lets you strike twice (unless you have a brave weapon/local skill), and even the only twice in a row assuming the enemy went to attack you first and you are defending yourself. Otherwise if you attack your enemy, even if you outspeed them and would otherwise be able to press the advantage, if they aren't dead by the first strike, you'll have to wait their turn, and then attack again.

### **Ambushes On The Left, Reinforcements On The Right +400**

You'll start wondering where the hell your enemies get so much manpower, and how the hell they manage to both be placed where you'll never find them for ambushes, and their reinforcements will ALWAYS come when it's convenient for them. Yes, even

if you have foresight you won't see them coming (unless you can restart the day, reverse time or something like that). This drawback ensures you'll end up facing at least 1.5x the enemies you would be facing otherwise, in the most annoying/dangerous way. Good luck!

### **Fog of War +400/+600**

The land you find yourself in is now far more humid, and that's a bad thing. These fogs will diminish you and your allies ability to perceive the battlefield, and they will be supernaturally amped to block any super sensory abilities or similar perks. The **600** version will make the fog as bad as the infamous Thracia 776's fog.

### **Lunatic+ Mode +600**

The obvious hard mode option, you'll face a larger quantity and quality of enemies. For starters, even if you didn't take the deal to take the stipend in the skills section of this document, your enemies will often come with skills of their own. And if you did? Then enemies with skills will be more common and with skills One Tier above what they would have otherwise. Enemies will be buffed, keeping up with most of your units/allies with ease, and they will also become smarter, finding ways to harm your healers and aim for your weakened units.

# Randomizer

In this section, you will be able to influence how the Jump plays out. This section is entirely optional though. You are limited to only gaining **800 CP** from this section, anymore than that and it will be wasted.

## Growths

You don't have to worry about your own growth rates being random if you don't wish for it, but if you decide to randomize your Growth Rates as well, you'll gain **+200 CP** in return.

**Min/Max Growths:** The minimal and the maximum a unit's stats can reach. By default the Min is 5, and the maximum is 80. You can change that, however, if you want to break the balance you'll have to pay **50 CP** for each extra +10 for growth rates. For example, having a minimum of 0 and a maximum of 85 is free, a minimum of 40 and a maximum of 45 is also free, but having a min of 10 and a maximum of 90 will cost you **50 CP** and so on.

**Mode:** The way stats are randomized. Growth Rates can be adjusted to a HP focus for free if you so desire.

**Reattribute:** Growth Rates will be redistributed from the original unit's Growth Rates, you can decide the variance as you please, 30 is the default variance.

**Randomize Delta:** Applies a random delta between +X and -X to all growth areas.

**Randomize Absolute (+100 CP):** Growth Rates will be randomized fully to any value between the min and the max selected above.

## Bases

**Redistribute:** The original bases of the unit will be redistributed, equal to the sum of the original bases. Except for the constitution and movement. You may decide the variance compared to the original freely.

**Randomize Delta:** Applies a random delta between +X and -X to base stats. The delta can only go so far as 5 though.

## Miscellaneous

**Randomize Affinity (+50 CP):** Randomizes the affinity of units, and by extension the bonus their support would provide. Optionally, you may decide if randomized affinities would impact their personality

**Randomize Rewards (+100 CP):** What items you gain (except for CP bought ones) will be randomized. The legendary macguffin will still do what needs to be done for the plot to continue though.

## Weapons

**Note:** Any weapon that you bought from this jump, due the magic of FIAT, will be as their normal version, for better or for worse. Do keep in mind this section also affects your enemies' weapons, and unless you bring outsider perks, you'll have to find out about the weapons new traits by trial and error.

**Randomize Power (Might):** The damage the weapon would normally deal can be altered randomly. By default, the minimum would be 0 and the maximum 23. You may decide the variance from the originals freely, but changing the min/max by 3 points would cost you 50 CP.

**Randomize Accuracy (hit):** The odds of the weapon striking (by itself not according to the enemies speed/luck nor the user's skill/luck) can be altered randomly. By

default, the minimum would be 55 and the maximum 100. You May decide the variance from the originals freely, but changing the min/max by ten points would cost you **50 CP**.

**Randomize Weight (WT)**: The weight of the weapon can be altered randomly. By default, the minimum would be 2 and the maximum 20. You May decide the variance from the originals freely, but changing the min/max by two points would cost you **50 CP**.

**Randomize Accuracy (hlt)**: How long lasting the weapon is can be altered randomly. By default, the minimum would be 15 and the maximum 60. You May decide the variance from the originals freely, but changing the min/max by 10 points would cost you **50 CP**.

**Add Random Effects (+300 CP)**: Maybe the most chaotic option here, so it gives a decent chunk of points.

**Safe Weapons (-50 CP Each)**: There are three groups of weapons you can keep vanilla: Basic weapons (Iron weapons and basic tomes), Steel Weapons (+thunder tome), and basic thrown weapons (Javelin, Hand axe). Of course, you are taking away from the chaos, so making safe weapons will cost you.

**Effect Change**: The odds of a certain weapon having those effects. By default, it would be 25%. You may gain **+50 CP** by increasing it by **+15%**, or you may spend **-50 CP** to decrease it by **5%**.

## Effects:

There's a long list, so the summaries will be brief. No, you can't change the odds of specific effects. The odds are all equal among the effects.

Stat Boosters (amps one random stat by +5), Effectiveness (will make weapon randomly effective against specific targets), Unbreakable, Brave (Weapon will strike twice as many times as normal in succession), Reverse Triangle (Weapon will

have advantage over another weapon it normally would be have a disadvantage against), Extended Range (Will gain extra range, somehow, and bows will be able to be used in melee), Critical (Weapon will provide higher odds of landing a critical strike than normal, in a range between 20%~50% randomly), Magic Damage (Physical weapons will work off the magic stat and will target resistance instead of defense, physical weapons gain range if they lacked it before), Poison (Applies Poison when used to the target), Eclipse (Weapon will always take half of the target's health), Devil (Will increase the power of the weapon, the user's experience with it, but with the risk of the attack backfiring).

## Classes

**Randomize Ally Characters (+200 CP):** Units will have random classes, but of appropriate tier to their original ones.

**Include Lords (+50 CP):** Not only will lords be random, but the lord class will be added to the pool.

**Include Jumper & Companions (+100 CP):** Remember when you had the chance to pick your class? So yeah, how about no? In return, you just have to pay for the general price of the tier you picked earlier. Use a random number generator, and then go to the Tier Range you have purchased, and select the corresponding class to the one you originally purchased. You don't have to pay any extra if you are lucky and fall into a stronger/pricer class than normal. For the sake of saving you time, I'll tell you how many classes each tier has: T0: 6. T1: 28. T2: 32. T3: 4.

**Creating Matching Personal Weapons (-50 CP):** This will give lords weapons that are the equivalent of their original ones, including the legendary weapons that they'll receive. If selected along with the above option, your items for this jump will also be similarly translated.

**Make Personal Weapons Unbreakable (-100 CP):** What it says on the tin.

**Include Thiefs (+50 CP)**: Not only will thieves be random, but the thief class will be added to the pool.

**Assign Classes Evenly (-100 CP)**: The number of duplicates will be minimized.

**Growths: No Adjustment**

**Growths: Transfer (-50 CP)**: The unit's personal growths will be applied as if they were of their new class. For example, if the unit's growth was 10% higher than their original classes' speed, this difference will carry out in their new class to that class' standards.

**Randomize Regular Enemies (+50 CP)**

**Randomize Bosses (+100 CP)**

**Bases: Retain Personal Bases**: Units will continue with their personal bases, but will switch the old bases from their old class to the bases of their new class.

**Bases: Retain Final Bases** : Unit will retain the same bases they originally have.

**Bases: Adjust To Class (-50 CP)**: Units will have their bases adjusted so their best stats will be the best stats appropriate for their new class.

**Gender**: Can units have their gender randomized? Or if they turn into a "feminine" class, will that change their appearance? You decide.

**Force Class Change**: Every unit will have a different class than the one they should have.

**Mix Monster Classes**: Monsters are added into the pool, units that were originally monsters can become human units (they would still be undead or equivalent lorewise), while human units can become monster units. How the latter case works lore wise is up to your fanwank.

## Enemy Buffs

### Minions:

**Buff Enemy Growths:** The limit is 130%. The default option is 10, and you can increase it by 15 more and gain +50 CP.

**Scaling Buff (+200 CP):** This becomes a multiplicative to the enemies' stats.

**Improve Enemy Weaponry (+100 CP):** They may have better weapons, the odds are 25% of them having better weapons than normal. You can't change it.

### Bosses:

**Buff Boss Stats: Scale Linear (+200 CP)**

**Buff Boss Stats: Ease In/Easy Out (+100 CP):** It will ramp up slower into the max capacity.

**Improve Boss Weapons (+100 CP):** Bosses may have better weapons, the odds are 25% of them having better weapons than normal. You can't change it.

## Recruitment

**Randomize Recruitment (+200 CP):** Units join time will be random.

**Growths: Use fill in growths:** Units use their natural growths.

**Growths: Use Slot growths:** units use the growths of the unit they replace.

**Growths: Use Relative Growths:** Units have growths

**Bases: Autolevel Base Stats: Use Original Growths (-50 CP):** Depending on the units growth rates, their levels will start off as the rate they would have with their original growths

**Bases: Autolevel Base Stats: Use Original Growths (-50 CP):** Depending on the units growth rates, their levels will start off as the rate they would have with their original growths

**Bases: Match Base Stats:** The units base stats will match the one they replace.

**Bases: Relative Base Stats:** The units base stats will be relative to the character they replace, but with the units strengths focused.

**Classes: Use Full Class:** Units would retain their original class, after they are promoted or demoted to their appropriate tier.

**Classes: Use Slot Class:** Units would use the class of the unit they have replaced, after being promoted or demoted to their appropriate tier.

**Include Lords (+50 CP):** Lords will be recruited randomly as well.

**Include Companions (+100 CP):** Normally your companions would accompany you as you enter into the jump, but that is no longer the case. You must import them into the jump to choose this, and they will wander around randomly doing their own thing until found.

**Creating Matching Personal Weapons:** This will give “artificial” lords weapons that are the equivalent of the weapons lords should have.

**Make Personal Weapons Unbreakable (-100 CP):** What it says on the tin.

## Weapon Assignment

**Strict Matching:** The closest analog to the respective weapons will be used.

**Match Ranking:** Weapons will be replaced with other weapons of the same rank.

**Random:** Weapons are only guaranteed to be usable by their owners.

# Ending

you have managed to live for about 10 years in this jump, maybe you have done something that's going down in the realm of legends, maybe not. Either way, time to make your final decision in this jump.

**Go Home:** Really? Are you really quitting at such an early stage? Well, I suppose I can't fault you if the violence around here made you rethink your omniversal journey. Your journey ends, and you return back to your world with everything that you have gained, arriving the same instant you left.

**Stay:** Did you become attached to your lot in life here? This is quite the odd place to finish your journey if I am to be honest, but maybe you have found a land to rule and you want to see it through? Either way, you have decided to stay and all your affairs back from whence you came are finished.

**Continue:** The expected choice. While these lands you have come to familiarize yourself with have their twists and gimmicks, nothing can quite match the rest of the omniverse available to you. Even so, I hope you had fun in your stay here.

# Notes

**On Gacha Level Up/Growth rates:** As stated before, they are “+10%” boosts to work in other settings, but to be more precise it works like this: If your gamer system says that you have 100 in strength, and when you level up the fire emblem gacha gives you a +1 in strength, then now you have +10 points in strength. Which can get out of hand, but you normally only get like, 20 levels up and growth rates are still randomized. So I don’t think it’s too cheesy, unless you abuse uncapers and keep getting promotions, but then again you could cheese most gamer systems to a similar extent anyway, so y’know.

Unless the luck perks your jumper has are directly connected or in reference to RNG, they won’t affect your growth rates. Is that arbitrary? Yes.

**On Affinities:** In regards to support conversion, their buffs will work the same way how “+1” translates into +10% post jump. For the purpose of support conversations with characters post-jump, first either assume that they have the one that matches with their abilities (canon Naruto would have wind affinity, canon Sasuke would have fire, etc). If the character doesn’t have any canonical elemental affinity, at least as Fire Emblem is concerned, then go off personality. No, you can not count as having multiple affinities and stack multiple buffs, at least not without a third party perk.

**On the Exploit Perk:** If the next jumps you go to are movie/series/whatever, you can use the exploits found in its game adaptations. If your next jumps is a generic or doesn’t have a game adaptation, you have my blessing to pull something like this as your “exploit”:  Flying Horse - Gatorrada (Cat-Toast)

**On the Merchant Of Secrets Perk:** This perk also allows you to go to areas that wouldn’t otherwise be accessible to earn weapons, like the boss rush mode from Castlevania Aria of sorrow, and if you complete the requirements, you can also earn the appropriate items. You still need to get them flated if you want them as

proper weapons, but that's an option for cheapskates. Just don't question too much how you got there in the first place, or how you leave, just go with the flow and it will all work out dandy.

**On Stats:** Post-jump: Strength is Striking Power rather than Lifting (because in-game it doesn't make wielding weapons any easier), Magic will also boost your ability to wield magic offensively, both innate or outwardly magics, Skill is in regards to you actually hitting and using special abilities, Speed is close combat speed/reaction time rather than movement, Luck is a tiny booster for all chance based things and helps you not be fatally wounded (critical hits), defense is the ability to take a hit (no shit), and resistance will lessen the damage of offensive magic your way, and make it more unlikely for you to be hit by esoteric effects (such as being charmed, turned into stone, turned into a pic, etc)

## Chain Randomizer Explanation

FANWANK SINGULARITY!!! Okay, jokes aside, if you complete the Ironman scenario, you can apply a similar "patch" to future jumps at your own discretion. You have the meta-control over who changes and how, your Jumper doesn't. Unless you find a way to randomize it yourself, in which case, I would be curious of HOW you managed that.

How does that work? We'll get to that piece by piece.

First of all, growth: The concept of growth rates would be nightmarish to properly adapt into high scaling jumps, so it has become "relative". You may spend **50 CP** to increase the growth rates of one side by 10%, so you could have the Z-fighters from Dragon Ball all have 10% more potential overall than they would normally.

For the purposes of the randomizer, you must select one side/faction that you intend to be part of, could be as nebulous and overreaching as "the good guys" or "bad guys" for example.

Next we have bases that will work much like growths, but bases will be their starting power rather than potential.

Randomized Affinities may or may not affect how a character uses their power system, and what their “canon” element affinity would be. Post-jump affinities will be context relevant rather than rely on fire emblem’s elements solely.

Randomized Rewards will be very funny depending on your luck. Who knows, you might just get the master sword from a random chest rather than going on a whole journey for it. The randomizer won’t affect your CP brought items.

Weapon changes will be context sensible, so a randomized weapon in star wars could randomly get the effects of a lightsaber for example. You may elect by spending **50** CP a broad category of weapons that will stay the same though.

Now onto classes... Oh boy, that’s the BIG one. You have two options to pick from freely. Option 1: “Adapt” Fire Emblem classes into the settling, some would be simple, such as Artoria as a lord (no shit), Lancers are soldiers, etc etc. However, that does come with complications: For example, What Class would Ruby Rose be? (Fighter??? Brigand??? Myrmidon???) You’ll have to fankwank it yourself. The next option is to use “local classes” (or whatever closest equivalent), which while simple in some jumps, in others it isn’t much better compared to the above option, but it could be more manageable. Taking RWBY as an example again, we could adapt general fighting styles as “classe”, so we could have a Ruby Variant with the “Yang class” who fights like Yang and her Crescent Rose is basically Ember Celica with a new coat of paint. Pretty confusing, leaving much room for fanwank about how the fuck that works out.

Recruitment seems simple enough, that’s basically just a fanfic toggle that changes the characters roles. Whether character X in place of character Y will act more like canon X or canon Y or a mixture of the two is up to you.

And weapon assignment: For the purposes of Jumps not breaking down right at the start, it won't affect lore due to flat until you enter the jump proper. The legendary Excalibur being an iron sword can be either tragic or hilarious depending on the point of view.

Yes, the randomizer will allow you to gain more points depending on your choices. However, it will be limited to just **+400 CP** total.