



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

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

The Story Thus Far

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

The Emblian Empire cares little for the people they conquer—it all goes to taking care of the original kingdom, never the conquered territories. And so the Askr Kingdom wages a tireless war with the help of the Order of Heroes. But all seems difficult for them—until Anna, one of the Order of Heroes, summons someone with the ability to use the legendary gun Breidablik to summon heroes from many different worlds to fight for them. Your role in this conflict, however, remains to be seen.

To assist you in determining your place, please take these. Do be careful with your purchases however, as they will need to last you ten years. Or perhaps not, new things may arrive sooner than that under correct – or incorrect – circumstances.

+1000 CP



Origin

Age and Gender may be freely chosen at your discretion.

Discounts are half off as appropriate. Discounted **100 CP** and **50 CP** perks and items are free.

Drop-In

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



Summoned Hero

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

Emblian Empire

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



Order of Heroes

You are part of the Order of Heroes, a band of people who work as a form of castle guard and general do-gooders in other worlds to make sure they run smoothly. It has always been drilled into you that you are to save others like a hero should, and to lay your life on the line to protect the innocent. You wake up at your station, hearing the ring of your commander calling you for your daily exercises.

Location

Roll 1d10 or pay 50 CP to choose.



1. World of Mystery

Contains Fire Emblem Genealogy of the Holy War, Thracia 776, Shadow Dragon and the Blade of Light, Shadows of Valentia, Mystery of the Emblem, and Awakening. The oldest and most storied of the worlds, the divine dragon Naga presides over the Hero King Marth and his descendants.

2. World of Myths

Contains the three Fire Emblem Fates, Birthright, Conquest, and Revelations. This world has an interesting relationship with the World of Mystery in recent years and is ruled by the royal families of Hoshido and Nohr.

3. World of Radiance

Contains Fire Emblem Path of Radiance and Radiant Dawn. Thought to be the original world, it is the only one that boasts a genuine goddess instead of a divine dragon and is home to the greatest Hero of them all, Ike.

4. World of Blades

Contains Fire Emblem The Binding Blade and The Blazing Blade. A world unique for having three lords active at the same time, albeit with different goals.

5. World of Stones

Contains Fire Emblem The Sacred Stones. A world in which twins, duos, and things coming in pairs are oddly common. A demon king is imprisoned here, a similar scenario to the World of Radiance.

6. World of Steel

Contains Tokyo Mirage Sessions #FE and Earth. A cold and grey world where people live in comfort in exchange for the inability to dream. Occasionally performs rituals that can affect the other worlds.

7. World of Crests

Contains Fire Emblem Three Houses. The youngest of the known worlds, the land of Fódlan is inherently divided into four factions, composed of the three major countries and the church.

8. World of Warriors

Contains Fire Emblem Warriors. The least known world, it contains Heroes of immense strength, but none have ever been successfully summoned or contracted and little is known about them.

9. World of Zenith

Contains Fire Emblem Heroes. This world is by far the largest and was given the task of maintaining the stability of the multiverse by their dragon gods thousands of years ago. Currently in disarray.

10. World of Choice

You may freely choose from any of the above worlds and begin anywhere within them.

Due to the multitude of worlds, and copies of those worlds, when you start in relation to these worlds is functionally irrelevant. If you want to fight alongside the Hero-King Marth or the Shepherd Chrom, it is all the same – just know that Zenith will try to summon the Summoner in short order, possibly minutes.

Perks – General

Title – FREE

You have one fancy title relating to yourself, your exploits, or your personality in general. It's purely cosmetic, but it's at least badass. Anyone who hears it will at least respect it, even if it's something outlandish or inappropriate for the setting. People who hear you refer to yourself with this title will indeed, recognize that you are that title. Examples include **Future Witness**, **Lady of the Plains**, **Naga's Blood**, and **General of Ostia**. If you do not pick a title, yours will default to **Jumper of Worlds**.

Specialization – FREE

Choose a weapon type such as Archery, Lances, Healing, Tomes, Shuriken and Throwing Knives, Swords, or Axes. You receive a level of skill and a weapon of your choice of that weapon type. This can potentially include anything from simple bronze weapons to legendary weapons such as the Falchion and other Regalia type weapons. Or it could be a giant carrot that is somehow an Axe, there doesn't really seem to be limits on what can qualify. The catch is that your weapons are minorly nerfed as far as their plot relevance goes – Falchion will hit just as hard and remain effective against dragons, but its affinity for sealing things away would be gone. Alternatively, you can also become a Manakete and gain the ability to transform into a dragon if you wish.

Rain of Swords – 50 CP

While casting fireball is all well and good, the truly powerful magics are also truly beautiful magics. Or horrifying in the case of dark magic. You, however, seem to have become quite skilled in customizing the appearances of your spells to your whims and making them look however you please. If you want your giant huge magic beam to look like a rain of swords or a roaring, charging wolf head, you most certainly can do that. You can't make your magic invisible with this power or increase its range, however. This is a purely aesthetic skill.

Don't Get Attached – 50 CP

Sometimes you have to be gentle about leaving someone. They'll leave eventually—and you can help people do the same for their relationships, if you must, to ensure a gentle breakup between two parties. Not all relationships work out, but neither do they all end poorly, and you can still be friends. Not only that, but you too won't be hurt when someone departs from your life. Memories of them won't be tinged with a sad, bittersweet feeling, and you'll still enjoy the warmth you shared during your time together. Their stories ultimately end elsewhere, even if yours and theirs intersected for a short while.

Surprisingly Ripped – 100 CP

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

Disgusting Lies – 100 CP

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

Harsh Command – 200 CP

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

Rites & Rituals – 200 CP

Askr and Embla have both, over the long years of their existence, created a number of magic rituals to enhance both their own power and that of the Heroes they guard. In the coming years, things will reach the point where you're basically tripping over these rites of shadow, of blades, of awakening, of frost, of flames... As I said, you'll eventually start tripping over them. But is that all of them? Could there possibly be more? Well if there are, then you'll be the one to find them, because you now have some of the best luck in the world for finding ancient and forgotten artifacts or spells. Now, these rituals often require rare resources, and I cannot help you there. But the rituals themselves? You'll be spoiled for choice before long.

I'll Just Return To My Castle – 300 CP

Somehow, when you're embroiled in a fight with an enemy and have gotten some good whacks in, you'll have to retreat or run off. Any time you run off after a good exchange of blows, it'll be unlikely for your opponent to pursue you for if you don't want them to, instead just returning to their base of operations. Unless they happen to be particularly hellbent on ending your life or defeating you, like if you had personally hurt them, you'll usually be allowed to flee without pursuit. They'll just calmly accept your retreat and anticipate fighting you once more.

Bringing The Party With You – 300 CP

You want to get everyone to stop fighting for just a moment and relax? Sure. Now you can designate big events where everyone has fun and instead of fighting each other to the death, they're only fighting for fun! Start festivals or maybe you want everyone to enter a big derby race where they build cars? Sure! If you want to get people to stop fighting for a couple of weeks and have some fun, this is how you do it. Not only that, you have tremendous event organizing skills. If you want to make an event happen, you know exactly how to make it happen. It has to be all inclusive for everyone though. Of course, spoiling the party and attacking someone will make you lose this boon. Nobody likes a party pooper.

Perks – Drop-In

You're a Natural – 100 CP

You just sort of... showed up, and you obviously have little to no formal teaching in magic. Yet no one can deny that you have an intuitive grasp of magical rules and the power that flows within you is remarkable. Magic in general will be easier to grasp and learn, particularly if it's anything related to summoning. You also have great magical power in general within you, something that will surely come in handy once you find the time to learn magic the more traditional way.

Beginner's Freebie – 100 CP

Summoning Magic is a complex art that takes time and effort to master, with a prospective summoner needing to read the unmapped stars to figure out who can even be summoned at any given time, let alone to aim for a specific kind of person or an individual. It's also resource intensive, requiring Summoning Orbs to kick start the process... Except, for you it doesn't seem too? Or at least, not always. The first time you cast a specific spell, be it a simple fireball or a much more complex summoning, you find yourself able to simply waive most if not all of the requirements of that spell. You'd be able to summon with no orbs at all for example, simply aiming for a star and wishing for a good Hero. Though, only the first summon – any more would require orbs as per normal.

Such a Curious One – 200 CP

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

Defend Me, Please! – 200 CP

The Summoner is a critical part of the Order of Heroes recruitment and resupply methods, able to quite literally magic up a squad of reinforcements on something of a whim – well, not really, there are certain restrictions, but let's ignore those for now. Therefore, while it might fall to them to command the Heroes they summon, that does not mean that the Summoner should ever actually be on the battlefield. It merely opens them up to attack or assassination, something that would very much cripple the Order. With that in mind, anybody who is actively defending you gains a sudden surge in competence, and you find yourself gaining exaggerated benefits from any healing or rally magic that they might be throwing your way.

Summoning Specialization – 400 CP

You carry a "specialization" of sorts for any being you summon, create, care for, or interact with. Any being that falls into that specialization finds their overall abilities enhanced when allied with you or easier to make a pact with. You may choose any specialization you like, and it can range from "caring, soft people" to "ice monsters." Do note that the broader the specialization, the weaker this enhancement actually will be. "All living creatures", while a valid specialization, will give a barely noticeable boost. You also find that you're better at building bonds with creatures that fall under this specialization, but your command of them is unaffected. Can be purchased multiple times.

S-Support – 400 CP

The S stands for Summoner, obviously! But more to the point, you're able to surpass the traditional levels of friendship a Hero would normally aim for and sort of worm your way into their heart even further. A particularly young hero might look up to you as an elder sibling or even a parent, while even the most persnickety of princesses might deem you worthy of wooing them. Perhaps an old warrior will decide to teach you the techniques they once swore to teach none but their own children? Well, that might be a bit far, but my point stands. If you so wish it, then you'll find it incredibly easy to move past simply being friends and become a family with these Heroes. And, in a more traditional sense, the people that you are this close to will find themselves slightly stronger and faster, or perhaps more durable, when they fight on the same battlefield as you. With your support, they'll probably make claims of invincibility.

The Lodestar – 600 CP

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

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

Dunbar's Infinity – 600 CP

Once upon a time in the world of steel, there was a man who theorized that a person could only care about a certain number of people at a time. For you, this is complete and utter nonsense, because you have space in your heart and in your mind to care about a truly staggering number of people – we know it's at least a thousand, but that's only because we don't have room for more to test you with. Somehow, you're able to focus on the likes and dislikes of one person as easily as a hundred, remember birthdays, favorite flavor of cake, times patted you on the head, and other supposedly meaningless trivia without any issue whatsoever. Better yet, time seems to bend around you, allowing you to sit down with someone and have a meal and a long debate about truth and justice, only to find that mere minutes have passed – and wouldn't you know it, there's someone else you were hoping to talk to over dinner right there! And while this last bit is more of a trick than any real skill, you also find it significantly easier to befriend alternate versions of people you already know – after all, you're already friends with them, they just don't know it yet.



Perks – Summoned Hero

Battlefield Nerves – 100 CP

You can't get frightened in the middle of combat, and emotions that would negatively sway you lose their grip on you during war. You keep a steady head on the battlefield, even when all hope seems lost for you. This doesn't make you foolhardy—you definitely know when to run away, it just won't be fear compelling you to do it, but rather knowing when a battle is lost. Similarly, you won't fall for simple mockery or taunts into anger-induced recklessness. You won't grow complacent on the battlefield either and neither will overconfidence ever get to your head.

There's Work To Be Done – 100 CP

Summoned away from all that you know and love, potentially put face to face with and asked to fight alongside your greatest enemy... All in a day's work for someone worthy of being called a Hero. You're extremely adaptable, able to put aside old rivalries and intense grudges with little hesitation and tend to have an odd amount of luck trying to take old strategies and techniques and make them fit into new situations. Dredging up a half-remembered conversation about marching through the desert in order to prepare yourself for a snowstorm might not seem like the greatest idea, but there's just enough logic there for you to be able to pull something useful out of it. In other words, while you probably specialize in fighting, you also have a bare minimum of competence in just about every single aspect of war.

Great Cry – 200 CP

You have a cry you scream to destroy people in dramatically critical moments. This is a resounding war cry where you proclaim your stalwart beliefs in your morals or just command them to die already. Putting your heart into the cry will intensely boost your power and skill for a brief moment, not even a single exchange of blows. While you can invoke this power at any time, misusing it will find its effectiveness temporarily waning until it's given a chance to rest. And the more dramatic and high stakes the situation is, the stronger the boost will become. With that said, there is a limit. A fight you have no chance to win against someone who could kill you with a mere thought would have this matter not at all.

No Durability Mechanic – 200 CP

Weapons breaking in the heat of battle has been an issue for as long as battle and weapons have existed. Certain individuals can stretch this out and others have learned to repair weapons, but... Well, for you that doesn't seem to be necessary. The world you've been summoned into seems to lack such a mechanic and as such, the weapons you wield have become vastly more durable. The accumulated wear and tear that you'd normally need to watch out for simply doesn't seem to happen to your weapons, and your armor is similar. Now, this doesn't mean that your weapons can't break. A strong enough blow can snap your weapon in two even when it's at full strength, but anything less than that won't even make much of a dent.

Double Counter – 400 CP

Did they just fire arrows at you from afar, thinking that you couldn't fight back? That range, of all things, would stop you from responding with an attack of your own? That's really cute. Distance when counter attacking isn't a problem anymore for you. You'll find that you get a lucky shot and the spell you slung back in response has a far wider range than usual, your running leap to stab your sword becomes far higher, and your aim when shooting into the distance becomes impeccable when responding to an attack – and only when responding to an attack. Similarly, you gain a sudden burst of competence at using long range weaponry in melee combat when you're under attack, launching fireballs that only seem to hurt your foes and leave you unburnt. You do have to survive the strike to even have a chance of hitting back, but there are very few things that can prevent your counterattack, and distance is not one of them.

Darker Half Of Me – 400 CP

A Hero is a light in the darkness, a legend that came to life – but sometimes, they're a cloud of darkness in the light, a horror story come to life. You have a dark side to you, an inner evil that tries to drag you down, to make you a Fallen Hero. Maybe it's a god trying to possess you or a cursed sword wielding you into battle – no matter what it is, letting this darkness out has a tendency to supercharge you. Stronger, faster, more durable, your own weapon mutating ever so slightly to match your dark appearance... The benefits are many, especially given that this dark side is actually something you have totally under control and almost literally can't lose control of. Just be careful that you don't accidentally hurt your allies while you've shed your moral high ground for more power.

Legacy Of One's Triumph – 600 CP

You are a legendary hero, and the deeds you perform and the powers you possess reflect this. Your potential for greatness was so much that the memories of your very deeds were etched into your body and mind itself. If you have overcome a tough situation, when you find yourself in a similar situation to that time, you'll find that your effectiveness shoots up immensely. If you have slain a dragon, then the next thousand will take a fraction of the effort to cut down with your blade. The bigger the odds you triumphed over, the bigger this boost will become. If you slew a dragon while barely hanging onto life, you'll find that fighting dragons, particularly when near death, is far, far easier, for example.

Brave Hero of Legend – 600 CP

To say that you have been affected by a magical ritual performed in another world should be obvious, as it's likely what brought you to Zenith in the first place. What is less obvious is that you have been affected by a second. Power flows to your limbs, your weapon glows with light, skills and techniques that you've never used before and yet are so utterly yours flow into your mind... You aren't just a Hero or even a Legendary Hero. You are a Brave Hero, the culmination of the awe and worship of an entire world concentrated into a singular being. You are not so much a soldier or a fighter any more so much as you are a living narrative, the world seeming to bend around you to provide you every conceivable advantage in battle not because you lifted a finger to outmaneuver your opponent but for the simple reason that the hero always wins. An intelligent villain might try to subvert the story, not that they'd succeed – your story is already written in the stars, and it is radiant indeed.

Perks – Emblian Empire

Cause I'm The Bad Guy – 100 CP

You're very good at acting the part of the bad guy, even if you're not actually evil. You've got that evil laugh down, you can spew fearsome threats from your mouth instantly, and you know how to act in just the right way to intimidate and menace those who would get in your way or clash with you. You can act convincingly enough to make yourself seem some sort of a threat, and you have enough competence to back your threats up. You also can defy your own moral code without guilt if you're attempting to come off as a threat, but this is optional.

Beloved Tyrant – 100 CP

It should be obvious from the name, but Princess Veronica is not the ruler of the Embla Empire. That falls to her mother, the Empress. She's something of a pacifist, unwilling to reignite the war that her late husband started with Askr. Sadly for her, her daughter does not share that opinion, and is vastly more popular with the citizens of Embla. How, you ask? Well, for all that she's a murderous little tykebomb, she's very much dedicated towards the defense and wellbeing of the common citizens. She actually views the citizens of Askr in a similar light, with them soon to be her responsibility. Honestly, her only flaw is her genetic hatred of Askrian royalty. Much like her, you'll find that your citizens, your commanders, and your 'side' in general will all forgive you quite a bit in the way of potential war crimes so long as none of your own citizens are harmed – and ideally, if they benefit.

I Was Told About You – 200 CP

It's always easier to let your enemies fight each other than to fight them yourself. Turning two groups against each other is a valuable skill, one you now possess. Why go the effort of fighting both foes when you can get them to fight each other, and then when either both are tired or one is dead, swoop in and destroy them? Your skill with turning two groups against each other to fight, whether countries or simply two adventuring parties, is greatly increased. You can also warn people about others showing up, and you can make your warning sound believable even if there is no reason for them to suspect that the visitors have evil intentions.

Binding Contract – 200 CP

Anyone you beat in combat can be forced to fight their allies for your sake and will have no ill will towards you while you're making them do it. They'll just be respectful and cheerful about it, for some reason. As if it was a simple errand and not fighting their allies. Afterwards is a different story, so take caution in using this new ability of yours. They are also aware that you put them under contract. Warning their allies ahead of time is also something they can and will do, so ordering them not to do it is out of the question. They will fight with all their might, perhaps to the death, but if they find themselves defeated but surviving, they will be free of your contract.

Never Gonna Give You Up – 400 CP

Bastard child that he is, Bruno is still a prince of Embla and suffers from the same curse that has haunted his family for generations, a passionate and burning hatred of all things Askr. What makes this funny is that he went undercover in the Order of Heroes for years before this got the best of him. Much like him, you're capable of disguising your true loyalties for years on end without so much as a hint that you are anything less than the perfect recruit for the Order, dedicated to the defense of Heroes everywhere. This comes in handy for the second part, because the friends you would have made during your time there have become an anchor point for you, allowing you to resist any god, dragon, dark mage, or other moron who thinks they can take your will from you and make you hurt your friends. The closer your bonds, the easier this becomes for you for obvious reasons. And on the chance that you do lose control, this will grant your friends a level of insight into your now berserk form and how best to take you down without hurting you or otherwise contain you until you regain your sanity.

Ancient Enemies But Not Really – 400 CP

Embla's sudden rivalry with Askr is something of a mystery, truth be told. The former emperor seemingly went mad a decade or so ago and began to lash out. That may be the result of Embla – the dragon – cursing her bloodline with a burning hatred of Askr – the country, though presumably also the dragon – though I have no idea why they would do such a thing. With that said, while you may or may not have this curse upon you, people seem remarkably willing to live and let lie and forgive your actions given even the flimsiest of excuses as to why you decided to start a war for the specific purpose of trying to kill them. It's because you were cursed, you see, not because you're evil. And with that, the Heroes and the Order will go on their merry way, happy to have saved you from your inner demons. At least until you try to kill them again in a week or two. Additionally, this also makes it quite easy for you to befriend the people on the other side of the firing line. For Askr, your families are supposed to be allies of the oldest kind, so what's a little murder between friends? If you were to do something to 'redeem' yourself, like help them fight off the zombie apocalypse, they'd be even more understanding.

Rise Of Your Army – 600 CP

Disposable faceless monsters do have their own value, but sometimes you'll need the help of a trained, skilled army at a moment's notice. You possess the power to instantly spawn a human army, trained in skills and magic within your knowledge, through your power. At first, you'll only be able to summon faceless grunts with the skills of one, but with time, you could raise up a legendary army as your skill with this power increases. While they'll default to appearing with regular medieval weaponry, plus spell books and staves, if you know how to create and use a weapon, you can summon them with said weapon. Otherwise, they will be carrying a standard weapon that the average member of an army has within the setting. Taking away the weapon from them makes it fade away into nothingness. Weapons that need a requirement to use can only be spawned if you meet this requirement yourself.

These grunts can only accomplish what humans can accomplish. They cannot use certain powers if their physiology does not allow it, and you cannot create nonhumans. They do not have wills or desires of their own unless you desire it.

A Closed Gateway – 600 CP

The power granted to the royal family of Embla by the dragon god Embla is none other than the inverse of Askr's ability to open portals into other worlds – the power to close these portals. It is a power designed to work together with Askr to maintain balance across all the worlds from those who seek to disrupt said balance for their own ends. With Embla purposely failing in their duty, such things as Naga and "Marth's" plan to rewind time in order to save Chrom, or Anankos' heart seeking out the other children of time to save his own child have become possible. However, a power that relies on Askr to be of use is of no use, and so a secret art was created. The Embla Ward is a technique designed to take this power and turn it into something you can use in a fight, something you can go on the offensive with. By focusing your power to close these gateways upon another person, they temporarily become immune to anything that does not originate in the same dimension as them. Maintaining this for more than a few hours is nigh impossible and would burn your power out for a few days, but it's not like Embla is in the habit of closing portals to begin with, right?



Perks – Order of Heroes

Pep In Your Step – 100 CP

You've got an oddly endearing spunk to you, a level of exuberance that makes serious moments more bearable without destroying the atmosphere. People will like you for this spunk, and making friends comes easily to you. Your cheer is infectious, and you could easily help cheer up those who happen to be glum or down. Perhaps this even could spread amongst your allies. Your spunk appeals most to heroes or people with a significant role in whatever world you happen to find yourself in. Befriending people comes easily – and on the rare occasions where it doesn't, you're an excellent judge of character and you'll be able to partner them up with someone they will get along with.

We Must Move On – 100 CP

You have no time to suffer from angst. You have a duty, and you must complete it. Any emotional setbacks like losing a friend or emotional attacks from others will not deter you from the task at hand. You'll still be upset, but you would rather look to the future instead of wallowing in sadness. You won't shove your feelings aside or suppress them, but you are keenly aware that now is not the time to cry over a friend's death when a dragon looms over you.

Heroic Leadership – 200 CP

You give off an air of leadership, and you have the skills to support this air. Banding people together, resolving conflict, leading your allies to victory, you are able to do it all. It's easy for people to place their faith in you. You are a shining force for good. If you can do it, you can very well convince people that you can do it, and to believe in you to do it. This might be something you learned on account of being a Lord, or maybe you followed in the footsteps of the famous tacticians. Either way, it's time for you to take command.

Rally The Spirit – 200 CP

You've got a talent for boosting the morale of your allies and encouraging the best in your friends to help them accomplish great deeds. You can hype up anyone with your speeches about love, and justice, or simply extolling the virtues of a great battle. If that doesn't appeal to them, you know what subjects you can touch on to appeal to just about everyone. You're everyone's cheerleader! You know just the right things to say to appeal to an army or a person to motivate them for battle. Whether through a speech or by simply desperately imploring them to pull through, you'll find that you can get your allies to do their best at critical moments when they otherwise could not. It's part of your charm. You can make anyone feel like they can take on the world when you speak with them. Your words will always ring and call out to a part of them that they just can't shake off.

Master of Tactics – 400 CP

Within your mind lies countless predicted scenarios. You know the many different ways a situation could go wrong, and you know exactly how to prevent those possible nightmare occurrences or deal with them, should they occur. Almost nothing surprises you anymore—you've already calculated that it had a high probability of occurring, anyway, and you have a backup plan specifically on how to clean up this mess that just happened, and you probably had a plan to prevent what happened that didn't go through, for some reason. It will be difficult for you to get caught off guard, given that you can accurately predict most of your opponent's moves within mere seconds using only the current information at your disposal. Just keep in mind that any secret moves you are unaware of will still be capable of catching you off guard when relying on this skill alone, and unpredictable events like a sudden thunderstorm will still be able to surprise you.

Combat Recruitment – 400 CP

Sometimes all it takes is a beatdown to win someone over to your side, a fact made somewhat more literal by Embla's contracts. If you defeat someone in combat, they'll be inclined to listen to your words to convince them to your side, or begrudgingly admit that you're a lot more than they thought you were. This won't instantly make them be your best friend depending on your personal history with each other, but your combat prowess will very much command even their respect. At the very least, your defeated foe will lend an ear to your words and consider them with the respect due to an equal.

Special Build Up Attack – 600 CP

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

Whatever it is, whether it be an attack or not, it will always be a powerful and truly awe-inspiring finishing move. This move is truly something worth speaking of in myths and tales around the fire, and anyone who manages to survive it will surely find themselves struggling to hold on to consciousness as it shakes the very foundation of their being and weakens their abilities considerably. It's dramatic, great, and will, without a doubt, impress all those who bear witness to it. No one will doubt your combat prowess upon seeing it. After setting it off, the cycle of power will begin anew once more within you. Keep in mind that there is a limit to this great power. You won't be defeating any truly powerful foes if you're miles away from giving them a challenge.

The Path Between Worlds – 600 CP

The power of the Askr kingdom is one that is, in theory, born of cooperation and friendship, and requires those things to be used to its fullest potential. In practice, neither Askr nor Embla have made use of their power for at least a decade now, with both powers being useless for their goals. Askr merely creates more paths for Embla to invade, and why would Embla ever wish to close such a pathway? But I digress. The power given to you by the blood of dragons is something that superficially resembles something so simple as opening a portal. More accurately, you're ripping a more or less permanent hole in space/time in order to link two places together.

As for where you can go with this power? ...Yes. You can go Yes. The eight guarded worlds are obvious enough, but places like alternate versions of those worlds, earlier or later times in those worlds, even places like the afterlife or inside someone's dreams are places that you will be able to reach with enough practice. The catch to this is that once opened, you cannot close these gateways. The hole in the world you have created will remain until such time as a child of Embla decides to close it for you – an unlikely event, given their current goals. In order to create some sense of fairness however, once per ten years you may close a single gateway in defiance of all reason for how this is supposed to work is by praying to the dragon god, Askr.



Items – General

Stamina Potion – 50 CP

What we have here is a box with eight bottles of grey liquid in it, a simple set of stamina potions. Drinking them revitalizes one's energy, allowing them to keep going long after they should have given out. The kick in a single sip could replace your morning coffee. If you felt like being wasteful, drinking the whole bottle would let you go all night and all of tomorrow. They're also great for forcibly waking up the lazy. The box refills each day.

Wedding Bouquet – 50 CP

Lucky you, you caught the wedding bouquet and are now blessed to have better luck in love! Or at least, that's the theory. No telling if it actually works. But more importantly, once per year you can smack someone with this bouquet and they'll abruptly change into the Bride class! Or at least, a variation on the Bride class, it changes with the world they're from, what colors go with the season, the latest fashion... Anyways, there isn't much in the way of mechanical benefits, but a sudden wedding dress is worth a mere **50 CP**, no? If you smack a male with it, they'll end up in a suit of clothing suitable for a groom. Sorry, I don't intend to make them cross dress.

Boosting Balm – 100 CP

A priest's attempts at making a herbal concoction that mimics some of the more basic healing spells, this balm can help cover up wounds, but it also acts as a minor boost to your senses and overall combat prowess and spells if you rub it in your skin. It comes in the form of a trio of small jars full of a clear yet greyish balm. Dropping a handful of flowers into the jars and shaking thoroughly will change the properties of the balm, perhaps healing less but making you ever so slightly more durable? The basic form of the balm can also generally soothe minor irritations, pain, clear up bruises, and other minor things. One jar will refill itself each day.

Band of Maids – 100 CP

Every knight needs a group of people following them around to polish their armor, take care of their horses, and do small tasks they cannot do. While they do not have to be literal maids, they will wear a uniform (and have appearances) in your design and will be decently trained in whatever you want them to do, like clean a castle or feed your horses. They even know a little bit of self-defense, although sending them out on the battlefield will get them killed. Perhaps you or someone else can train them to be more skilled in whatever you wish to do.

The Spring `Festival – 200 CP

Some people can throw a party with the flimsiest of excuses, and while you may be one of them, wouldn't you rather have one that actually makes sense. This is a bit unusual as far as items go, but with the purchase of this you can buy a holiday. It's a bit generic, a festival for spring, for the harvest in the fall, for the winter solstice... But they do roughly map to a holiday that's practiced on the World of Steel, such as Easter or Christmas. From here on out, it'll always show up in future Jumps no matter how silly that may seem. As a bonus, it's much easier to drag people into silly shenanigans during the festival, something that should help you get the party started.

Crest of Heroes – 200 CP

Repeated movements help to inscribe the memory of a perfect strike in one's muscles. Turning a problem over and over in your mind can help improve your mental skills in comprehending problems of that sort. But the problem lies in patience, willpower, and time, for it takes time to get results in any endeavor. That's what this is for. Anyone who wears this Crest will find their ability to learn and their intelligence and power boosted. Over time, as one trains or fights while wearing this Crest, the impression of power this Crest gives you will stay on your body with training, greatly cutting down your training time. Anyone may wear this crest and reap its benefits, even if eventually you personally can no longer benefit from it. It may still be passed around and worn by anyone you wish to train. With that said, they are bright, glowing, and easily broken. Best not to march on the battlefield when wearing them. Bright glowing things are excellent targets for arrows and spells. You gain a box of about eight glowing crests for you and your allies to wear. Broken crests will be replaced in a week.

Sacred Seal Forge – 300 CP

A Sacred Seal – or Holy Mark, depending on who you ask – is a small sliver of silver that is heavily imbued with holy power. This power, combined with a pattern embedded onto the coin, creates an effect that the bearer can utilize. For the most part, these powers are something simple, like a straightforward but small increase to one of your stats, or perhaps even something like Renewal or Armored Blow. They cannot truly hold a technique inside of them, just a passive alteration to your powers. The other half to this is the level of customization that you can create with it, granting the powers in these seals to people who never dreamed they could one day possess it, like a Speed +1 seal to an Armored unit. You possess enough of the materials needed, Sacred Coins, to make one simple seal a month. More expensive ones will see you needing to stock up first.

The Ash & The Elm – 300 CP

The two primary kingdoms that dominate Zenith are Askr and Embla, though they are by no means the only ones. But, having previously given you the option to acquire the power of their bloodlines, I suppose I should also ask you if you hold any desire to rule – with this option, you may take the Kingdoms of Askr or the Emblan Empire for yourself. Askr is beautiful beyond compare and seems to primarily be composed of mountaintops and mists, with their castle jutting proudly out from within these mists most days of the year. Embla is no lesser, though its lands are somewhat less fertile than Askr's, and its castle is a dark and winding maze where voices can echo for ages.

Items – Drop-In

Fire Emblem Games – 50 CP

You have the entire series of Fire Emblem games in your Warehouse installed in a laptop/computer you have, or if you lack such a device, a glowing rune-covered laptop (you may import a laptop or computer to gain this design in this item) appears in the Warehouse with the installed games, plus strategy guides for them. You'll need them for the harder games, like Thracia 776. Especially Thracia 776. Good lord, Thracia 776. The game that is literally designed to be unwinnable without a guide.

Fat Owl Friend – 50 CP

You have a big, round, sleepy owl for a buddy or pet. It's soft, white, and cuddly! This owl is surprisingly strong and will deliver small stuff to you if you need them, like energy potions or first aid kits. It'll even deliver letters for you if you wish without training as long as you provide a map, although keep in mind that it's just a mundane owl, even if it's a very strong one, and can probably be easily intercepted as a result. Oddly enough, the owl always seems to have some sort of public announcement or news on it whenever it arrives at your location, to help you stay up to date on the events of the realm.

White Robes – 100 CP

These white and gold (or any color combination) robes give off an air of respect and mystery, unless you don't want any attention on you. In which case, they'll throw off any attention on you. They also help conceal your identity and can protect you from most things a fantasy battlefield might throw at you like spells and weapons in a pinch. That said, they are absolutely not armor, and they'll be reduced to rags after one or two good blows. Do not rely on them over actual armor. If they get shredded anyways, this also comes with a closet full of identical outfits in your Warehouse and will restock itself each day.

Golden Ribbons – 100 CP

A set of golden ribbons that seem to weave themselves through your clothing and into a variety of Celtic designs. While they are primarily designed to provide a bare minimum of style and technically armor, these ribbons have a secret function. You can extend them back out of your clothing to use them in battle, tying up your opponent's arms and legs for a brief moment, or perhaps grabbing a sword out of your reach and dragging it closer. Controlling them is extremely easy, the magic inherent to them almost making them react to your thoughts. With that being said, gold is not exactly the most solid of metals and as such, these ribbons are extremely fragile. Each of your four ribbons, easily a dozen meters in length, can be destroyed by a single glancing blow – if this should happen, then they will be rendered unusable for a day and a night before repairing themselves.

Summoning Orbs – 200 CP

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

Miniature Summoning Stone – 200 CP

While Breidablik can be used to summon Heroes to join the Order in battle, it is not used to summon Heroes into Askr to begin with. No, that particular ritual needs a specific ritual ground known as Vaskrheim in order to perform it. Or at least, it did. This small charm in the rough shape of the world tree is a lower quality and much smaller version of the stone that sits in the center of Vaskrheim. As you might imagine, you can use it to summon Heroes while on the march. Sadly, each charm is only good for a single summon, which can get expensive quite fast. Luckily for you, you receive an additional charm every week. If you save up, you should be able to get a full volley of summons off without being tied down.

Breidablik – 400 CP

This gun is pure white, with gold inlays. This gun is legendary, however, because it can summon heroes from other worlds. Only the summoner can use the Breidablik typically, but anyone who buys this will find that it will work for anyone. This gun doesn't shoot bullets. It shoots orbs. You can attune someone to these orbs with a pact. This pact must be over communication in some way, and both parties must freely agree to it without coercion or mind control. When you shoot with this gun, the attuned person will break out of the orbs and fight for you. Any confusion they could have from being yanked directly into battle from whatever they were doing is magically smoothed over. The orbs that Breidablik shoots are not summoning orbs, but they do have some relation to them, and you can use a single summoning orb to create dozens of rounds of ammunition for it.

It can also be hefted high to the sky and shot by someone other than you to summon you to their side in moments where they need your protection. You will always know who is summoning you and why, and you can resist this summoning if you so will it.

Vaskrheim – 400 CP

The ancient ruins in which Breidablik was formerly housed, and also a massive focal point for natural summoning. Every year, this ruin will automatically summon four Heroes to aid you in battle, always of a powerful nature, two men and two women, and always... extremely popular? How odd. With that said, due to Vaskrheim's nature, you may only actually keep one of these Heroes without summoning them yourself, but you'll find that the others are still significantly more likely to answer your call for a short period after the automated summoning. Additionally, there is a record of all the Heroes summoned in the past held underneath the ruins, and immediately before the summoning of the four Brave Heroes, all of them will answer your call in the same way as the new ones are.

Items – Summoned Hero

Chronology of Jumper – 50 CP

A bookshelf of various books on your exploits in this Jump and past Jumps, written from the perspective of historians that vary in perspectives, from demonizing you to praising you to having a detached, academic view, to taking a comedic perspective. Perfect for sharing the story of your life with those few souls who don't already know the legends that surround you. This bookshelf has almost infinite space and will fill with more books as you have more adventures.

Merits of a Hero – 50 CP

It should go without saying that in order to be a Hero you must be acknowledged by those you would protect. But what happens when the Hero acknowledges someone else? This small bag is empty at first glance, but as you grow closer with a person, you can reach into it and pull out a small and simple gift that they'll almost certainly love. A particular kind of fruit that reminds them of home, or a talisman of their religion to ward away the darkness... Money isn't particularly an object here so long as it's not anything outrageous, but you won't pull anything blatantly magical out of it. You could, in theory, pull simple reagents and the like out of it if that would be what they would enjoy the most, but not in any great quantities.

Brave Weapon – 100 CP

A Brave weapon is often made of silver and cobalt, and oddly hollow in appearance, something that all contribute to the simple purpose of this weapon. To attack, and then to attack again. No matter the details of construction, this weapon or tome has a mysterious time spell cast on it, making it so that you can fight twice as fast as normal. In the time it took for you to strike once, you can now strike twice. Simple, but in the right hands, deadly. You may import a weapon to gain this effect if you desire.

Slayer Weapon – 100 CP

A particular and cruel weapon, one specially designed to exploit the weaknesses of a specific kind of soldier. Armorslayer, Ridersbane, Wyrmslayer, a series of cruel and harsh blades. You may own one such blade, or you may merely own another weapon with the effects of one tied into it somehow. Against their chosen foe, these weapons, on average, hit around half again as hard and sometimes even more, though admittedly that is somewhat rare. In addition to these aspects, you may also choose to have your weapon be the enemy of all that flies, though given the dual weakness of bows and wind to such creatures you may not need to bother. You may import a weapon to gain this effect if you desire.

Pavise Armor – 200 CP

This armor will sometimes, very rarely, reduce in half any sort of damage sent in your direction. Magical, physical, or otherwise. Even attacks that are meant to attack your soul won't bypass this rare occurrence. Beyond that special feature, this acts like regular, but very durable armor. It typically, by default, appears very bulky but it is surprisingly very light and durable, able to keep clean by itself. It's also comfortable and breathable. You may import any armor or clothing you have into this slot and it will retain its previous appearance if you wish.

Supply Convoy – 200 CP

Never let it be said that a Hero fights alone, or that they don't need to drag an absolute crap ton of extra gear around with them while they travel. This rather large tent is easy to set up, surprisingly sturdy, and upon entering it, you'll realize that it's even bigger on the inside. Crates, barrels, shelves, weapon racks, and other forms of storage dominate the majority of the space here, with enough space to supply a small army for weeks at a time. It starts the jump filled with simple and long-lasting foods and basic weapons but keeping it full is up to you. In addition, the tent can be stowed away into a surprisingly small and easy to carry bundle without disturbing the contents, but only on the condition that nobody is inside the tent.

Tower of Training – 400 CP

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

Coliseum – 400 CP

A most unusual place, and yet one that may seem oddly familiar to some. This arena seems to serve as the focal point of something less than a portal and yet more than a single world. Inherently a team battle, the groups that you'll be fighting against here are seemingly utterly random, pitting you against madmen, thieves, hero-kings, and the dragon of the end times all at the same time for no other reason than that they can. There are a few different kinds of challenges, but they all boil down to going up against one such team with slightly varying rules. And, as per tradition, there are a small selection of prizes that can be acquired here upon the event of your victory. This place's inherent randomness makes it hard to assure the outcome of the fight, but at the same time it also means you'll never be left wanting for someone new to fight.



Items – Emblian Empire

Mysterious Mask – 50 CP

This mask conceals your eyes and possesses a strange ability to keep your identity a secret from those who see you so long as you don't give away any obvious clues as for who you are. You could be someone's best friend, standing in front of them, and so long as you put in even a token effort of being someone else, they would never know it's you underneath the mask. It's also comfy to wear and won't fall off in battle or be broken in combat.

Tea For Two Villains – 50 CP

Just because you are slowly being driven insane by the murderously angry voice in your head that commands you to rip and tear your so-called allies, doesn't mean you can't sit down every now and then and have a spot of tea with your friends. This tea set actually has the strange property of helping you keep those impulses under control, even. It also comes with a small selection of different flavors and confections to snack on while you chat with your guests. Amusingly enough, people have an odd tendency to say things in a somewhat unusual manner while it's teatime. They won't say anything they didn't mean to, but they'll just offhandedly mention that they too suffer from a voice in their head. Something for you to bond over, no?

Catalog of Heroes – 100 CP

Well this is interesting. Did you steal it from Askr when you were undercover in their Order or something? It's a listing of every Hero known to the Order, and every variation on them as well – which, amusingly enough, may or may not include you as well. Or at least an alternate version of you. While it doesn't tend to record actually useful information – that is, how strong these heroes are, what kind of weapons they use and if they have any special properties – they do have a somewhat long winded and rambling set of legends about each World and about each Hero's place in it. For every Hero that exists. And sometimes multiple copies of them. Make no mistake, there is useful information here, but it's buried under seven volumes of Sharena fangirling about each and every one of them.

Self-Help Books – 100 CP

A book that helps you find the flaws in your personality or other personal hang ups, and offers gentle, positive advice on how to help deal with them. Not only that but the books will coach you in a general mindset to help tackle any issues you might have, such as helping the lonely make friends without feeling like they secretly hate you, helping one cope with the loss of a friend, or helping others deal with feelings of inadequacy. Very helpful indeed for those struggling with issues. This book will always open to the chapter that addresses the issues that you need the most help in.

Lesser Wonders – 200 CP

With Embla invading multiple worlds to secure resources, vassals, and prosperity for their own people, did you really think that all they took from the worlds was the Heroes? No, that's not true at all. What you have here are dozens of barrels of trivial things, food, supplies, healing potions, all sourced from the various Heroic worlds. Less common but also present are common but useful things like variations on the Slayer weapons or perhaps some promotion items. If you wish, you can have a few copies of a legendary weapon that's supposed to be unique – I'm sure a Falchion or three would look wonderful above your hearth. There are limits on how much you can have, but for all intents and purposes you may take any trophy you wish.

Intimidating Vestments – 200 CP

A dark suit of armor or robes with golden undertones that will strike fear into all who lay eyes upon you. If they had already lacked the courage to stand against you, then this will simply be so much the worse for them and the weak willed won't even think to try, not when just looking at them is enough to cow them into obedience. You may be a warrior, a leader, a general, or a madman, but so long as you wear this armor, all will bow before you. Well, bow or perish.

Ostentatious Headdress – 400 CP

This is... a goofy looking crown that's big, large, and has a lot of hanging bits. By itself, without its power, most people would probably start laughing at you if you wore it in public. But its power is much to be feared, and no one with any sense at all would laugh at what you can pull off with it. The crown greatly enhances your magic and combat power, allowing even a young child to stand on equal ground with warriors much older and stronger. It also has the odd effect of making people ever so slightly unwilling to hurt you. On top of that, your skills related to leadership are also boosted immensely when wearing this headdress.

Tower of Heaven – 400 CP

Yet another ritual ground, one that allows access to a formless chaos known as the Tempest. Superficially resembling a great storm, the Tempest is a horrifying mishmash of transportation spells and staves, Askr's Gateways, and even a ritual or two meant to breach the flow of time. As a result, it has a tendency to crash into other worlds and scoop up things and places to be deposited inside the tower, a prime location for you to force these individuals into a contract to fight for you. Left alone, it will spit out a handful of relatively powerful Heroes every few weeks, or you can enter into the Tempest itself to loot the places for useful materials and items. You can also control where it aims to a limited extent – or rather, you can re-aim it at previous locations to reacquire a Hero who has escaped your grasp. If you choose not to, it will simply target at random.

Items – Order of Heroes

Hair Products – 50 CP

Ever wonder how some of the Heroes can have their stylish looks despite practically living on the battlefield at some points? Well wonder no more! You now have a supply of anime hair products. Half gel to get your hair in just the right spiky shape, half dye to get it to be double toned, and half the best cleaning products around. This stuff is hilariously over the top. On top of that, anyone who uses it gains a burst of competence in the art of haircare, such that they could pull off a style that takes a professional hours to get right in under five minutes.

Cool Cape – 50 CP

Tell me, when is one most Heroic? Why, when you have a cool cape that billows dramatically in the wind as you pose atop the battlements of your castle! Probably. Anyways, this cape is designed to be that cape. Flowing white and gold, it creates an aura of coolness about you that demands a sliver of respect from all who look upon you and realize that in this crowd, you stand out. It also cleans itself automatically if you take it off for more than five minutes, though if it's damaged heavily it will take a day to fix itself.

Summertome – 100 CP

A revolutionary advancement in illusion magic based on the knowledge of the Summoner, this tome is a magical version of a camera, able to create both photos and even short videos! While it would normally be in Commander Anna's possession, she apparently threw it at you in a drunken rage after being denied any profits from the bikini calendars she created with it by the Anna of other worlds. While not terribly useful in its own right, you also have a standing contract with the facilities needed to make the calendars this was originally made to make – just be wary not to trip over any contacts saying you can't take pictures of someone in particular. Optionally, this also comes with a number of summer calendars featuring the royal families of Ylisse, Hoshido, and Nohr.

Order of Heroes Merchandise – 100 CP

You have a merchandise line of yourself and your allies! Somehow, you'll always have a deal with a corporation to sell your merchandise. How well it sells will depend on your fame in general, so if you happen to be a nobody, don't expect to be making a lot of money off this. The specifics of what's available changes every so often, so remember to wear a silly outfit on Halloween or Christmas in order for them to be able to sell more stuff!

Book on Tactics – 200 CP

These books are pretty extensive on army tactics and in an easy to digest manner so that anyone could pick this up and be decent at tactics after a good read-through. Positioning, gathering resources, and keeping up morale, these books have it all. And they come with a handy dandy shelf that seems to make it easy enough where you can pull out a book on any subject you're having difficulty with without looking for them. In the event that you get handily outmaneuvered, a new set of books will appear that dissect and explain everything that went wrong during the battle.

Heroic Armor – 200 CP

This gold and white suit of armor is really nothing special in terms of combat other than being a gorgeous suit of armor with a wing and feather motif, but it does have a practical effect on the people around you. Simply put, it makes you seem Heroic – and possibly more importantly, it helps you feel Heroic as well. People who look upon you will defer to you in combat and war for the assumption of your greatness and how obvious it is that you are here to save them. If you wish, you may grant this effect to another suit of armor you possess.

Big Castle – 400 CP

This castle is swanky, big, comfy, and could host an entire army's worth of individuals. Plus, it's very easy to protect. It comes with a small staff of maids and or butlers and a constantly restocking supply of food of just about any kind – want cuisine from Ylisse or Sacae? Easy – and is utterly massive, easily able to hold a few thousand people and their support staff without the issue of space. In addition to simply being an excellent place to live, the place is also fully kitted up to be the center of government for a kingdom, a function that is currently unused. Lastly, there are a number of training grounds scattered around the place that have a small effect on the quality of training, allowing you to get a week's worth of training done in roughly three days.

Light's Blessing – 400 CP

A humble-looking necklace with a bronze charm that has a glowing blue orb set in the middle hanging upon it. When the light hits it, it reflects with all the colors of the rainbow and then some. But as pretty as it is, the power held within it is something even better. Up to four times per month, when the light reflects upon a person who has died within the last week and whose body is mostly intact, they will be brought back to life. This can be used on anyone you wish, including yourself, but can only be used on a person a single time every ten years.



Companions

Summoned Warriors – 50/300 CP

Once you have your dream team assembled, why would you ever want to field another set of warriors? Don't worry about the new recruits, just grab your boys and hit the road, right? Well, there might be girls too, but that's kind of besides my point. Anyways, for **50 CP**, you can import a companion into the jump with **600 CP** to spend on perks and items or you can take a slight discount and pay **300 CP** for eight.

Sleepy Mentor – 100 CP (Discount Drop-In)

This guide is an advisor to the kingdom you ally yourself with, or if you choose to simply avoid this war, they're a former royal advisor who left on a journey of self-reflection. They'll take a shine to you and see that you have much potential in you. They know a great many things about many subjects, and generally tend to have a better time with magic than physical combat. But they're disinterested in fighting, really (while they generally have all-around skills to protect themselves, they're best at magic)—being an advisor is where they really shine. Whether through tactics or simply giving you friendship or romantic advice, they will always be willing to lend a hand to help you, simply because they like you that much. This guide's magic is less combat oriented and more about curses, barriers, and healing magic, but they do have some combat spells and would be willing to teach you their magic if you asked. They will always seek to keep a level head about themselves, and very little seem to actually sway them or freak them out. They will also frequently take naps. You'd probably be really surprised that they're this smart, considering how often they seem to slack off and partake in frivolous activities. Such as partying it up in bars, or collecting flowers, or unable to resist ducking into the nearest pastry shop for a pile of donuts.

Fallen Hero – 100 CP (Discount Drop-In)

I've said it before, but sometimes the Heroes that are our light in the darkness, sometimes become one with the darkness. This young lady has lost herself in a very real manner – there appears to be someone else inside her head with her, and it's driving her around the bend. The good news is that much like a summoned Hero, she cannot voluntarily hurt you with malice in mind, which is something you should really keep in mind when her other self starts to take control. The bad news is that she's right on the border of being batshit crazy and seems to have no self-preservation instincts at all, with her plan of attack being nothing more than to attack. If not for the massive amounts of power her passenger is granting her, she'd have died long ago. She was placed into your care in the hopes that you could reach out to the old her, before she fell to darkness, and bring her back to the light. If you can manage that... Well, she'd be your friend for life I'm sure.

Adoring Fan – 100 CP (Discount Summoned Hero)

During the Jump or right at the beginning, you gain a fan that really likes you! Whether it was something nice you did for them or maybe they were wowed by your deeds (of which they have read up in the library), they really like you and seek to emulate you, for you inspire them to do their best. They have a critical flaw in them that you don't have (like cowardly for a brave hero, gloominess for a cheerful hero, clumsiness for an agile hero, etc.), and by seeking to act like you, they feel they can eliminate this flaw. They have little in the way of combat prowess or magical talents, but if you carry any combat skills or know magic or some other skill, they will ask you to teach them. They actually carry much potential to them, but they don't know that. You may get someone else to teach them, but they'll be awfully disappointed they couldn't learn from their hero... They're not a stalker though and will be very respectful of your boundaries.

Back To The Beginning – 100 CP (Discount Summoned Hero)

It's been an awfully long time since you've seen this person, Jumper. They fell in battle defending you a very long time ago, and it was their loss that helped to drive you to greatness. One of your parents. A mage of great power, a kind and loving ruler, a mercenary captain... I don't know enough to tell you about them, but then again, I shouldn't need to now, should I? Monstrously powerful even by the standards of a Brave Hero, they were summoned away from your homeland in the moments before their death. Normally they'd have to return there once their time in Askr was over, but you could always take them along if you desire to spend more time with them. They never seem to run out of things to teach you or lessons to impart and in battle, they automatically gain a boost to any actions they take in your defense.

Loyal Retainer – 100 CP (Discount Emblian Empire)

This knight or mage has pledged themselves to you and will do whatever they can to help you. Whether by doing things you cannot do yourself or simply healing you, they will try everything. Perhaps they've long searched for a meaning, and by helping someone as great as you achieve your plans, then they'll find the purpose they've long searched for. They have a surprisingly high tolerance for committing evil deeds and won't really question you if you order them to do suspicious or jerkish actions. Or do really hypocritical stuff. They hold you in high respect. They are very, very loyal to you and will never betray you, no matter what. Their combat specifications are for you to decide, but they are quite skilled in combat and are very competent in getting their plans done. They know their way around being a hench person and are super genre savvy. They are respectful to their underlings and will always do their very best not to fail you. On the other hand, they appear to have tremendous difficulty in making choices for themselves and are something of a doormat around their allies. Despite their competence and stellar performance, they also seem curiously insecure and even a touch shy.

Secret Sibling – 100 CP (Discount Emblian Empire)

I hate to say 'congratulations' for something like this, but you now have a sibling. An elder half sibling specifically, on account of your father cheating on your mother before tying the knot. Or maybe it was the other way around? Regardless, they were raised mostly apart from you on some vague logic of not being good enough, but you never disliked them nor did they hold any ill intent for you. If anything, the two of you seem to get along great, with them being oddly protective of you. Talentwise, their skills seem to lean towards disguise, infiltration, and acting, and are more than happy to use them at your command. As a somewhat useful and somewhat annoying trait, people seem loath to believe that you two are related, with it taking both of you agreeing and saying it to their face for them to not assume that the claim is fake. Even with such a direct sharing of knowledge, most people seem to forget your relationship if it doesn't come up for a few months. Despite their stealthy skillset, their primary method of fighting is very up front and in your face, alternating between the use of a spear and some very explosive ice magic.

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

This newest recruit to the Order of Heroes or your army is your best friend, or they treat you like their best friend! They have a ton of zeal to them and throw themselves into everything they do! That is rather awkward, though, as they are rather unskilled at combat or magic and are prone to getting beaten up without your guidance. Still, it's not through lack of interest or investment. After all, they are a new recruit... But they have much, much potential to them, whether magically or actiony. And they'll protect you with their life and will easily give you support when you're feeling down or gloomy. They'll go slay a dragon if it means you'd smile for them, and they'll go beat up anyone who makes you upset or hurts you. They have great willpower sleeping inside them—they wouldn't be out of place taking center stage in tales about heroes who accomplish great deeds through might derived from the spirit. They do get rather loud and obnoxious at times and may sometimes tack on embarrassingly corny names to their moves like a certain Dark Mage screaming about his great darkness, but everyone has their flaws.

Noble Captain – 100 CP (Discount Order of Heroes)

This veteran knight is one of few words, but their leadership is great. They have decided to fight by your side and watch over you because you are important to them and have taken to guiding you and making sure you become a good leader or become greater than you are right now. They can be a sensible, down-to-earth advisor, and are even powerful enough to cleave through enemies with no problem. They have a good mind for tactics too and can quickly learn many things if needed. They speak slowly and clearly... and with great conviction to their words. Anyone who hears them speak, including you, will feel inflamed with determination. The force of their blows in combat is mighty, and they could take strikes from multiple enemies without caring for the pain or their wounds. However, they do carry a soft spot to them, one they have for you. And small, cute animals or things in general. Perhaps you remind them of someone from their past, or simply they feel that you are a great leader who will guide them to glory. The specific nature of these feelings are for you to decide. But everyone has their flaws, and theirs appears to be difficulty processing negative emotions, preferring to suppress them instead of healthily dealing with them. Perhaps you can help them?

Together We Ride – 100 CP

Or perhaps that unstoppable team you dream of is not yet gathered? If that's the case, then perhaps you should pick up an extra pair of hands? Whether you're the summoner or a royal making contracts, with this purchase, your faction is guaranteed to get their hands on an individual of your choice from what amounts to the entirety of Fire Emblem. Whether your relationship with them is good or bad, that's something I leave up to you. At the end of the Jump, you may take them with you as Companions.

Event Jumper – 200 CP

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

...Unless YOU want to be the event, then this option will also give you another free purchase of Title and Specialization, to represent your more festive self. This also comes with an outfit, such as a bridal gown, Halloween costume, or a swimsuit, for only **100 CP**.

Both options are discounted to further purchases, such that additional alternate versions of yourself could be purchased for **100 CP** each, and additional outfits for you for only **50 CP**.



Drawbacks

Summoned By Breidablik – 0 CP

You were summoned by Anna, using the legendary gun Breidablik! Don't question why there's a gun in a fantasy setting. With it, you can summon characters from any Fire Emblem universe, and you will be relied on to summon them to help out the Order of Heroes as they defend the nine realms from Embla. Or if you like, maybe you could help out the Emblian Empire instead? There seems to be a great destiny written in the stars, but nobody said you had to pay attention to it if you'd rather goof off and help conquer the world instead.

Echoes of History – 0 CP

Though there are countless variations of each world, there exists the possibility that you have been to one of them in the past. Or more than one, or all of them. If you so desire, then you may choose the 'main' version of that world that you will mostly be interacting with to be the one that you visited in the past. You might be surprised to find that certain people who didn't make it or were put down to have returned, probably from another copy of the world, but for the most part old grudges will be forgiven as you labor to find a way out from under Embla's boot.

Is This Touching Stuff Some Sort Of Amusement!?! – 100 CP

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

Screwed By The Position – 100 CP

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

The Best Unit – 100 CP

You are obsessed with being the "best unit", and this can manifest in you caring more about being a badass than accomplishing your goal. You're always assessing people in terms of their "tier" instead of them as a person. It's very likely that you always have a list on you about who's the strongest out of the bunch, and you'll obnoxiously pull it out constantly. You will also refuse to talk to anyone lower than your "tier", but you can overcome this if you wish. You'll be constantly training, challenging people way out of your league to fights, and other obnoxious behavior.

Anna's Good Pal – 100 CP

Anna appears to have gotten attached to you and will always go on and on about how good of a friend you are to her. But she doesn't really like you for you—she just wants you to buy stuff for her. And for one reason or another, be it a mockery of Embla's contract or copious amounts of blackmail, you'll end up heeding her requests every single time. You won't have a lot of money during your time here because it'll all be spent on her. You CAN take her along as a Companion if you can successfully get her to see you as an actual friend and not a piggy bank though.

Gacha Summons – 100 CP

Hope you really like the luck of the draw, because you'll have little control over who will be summoned to the army. Exceptionally powerful heroes will be rare to find (but not impossible to get), and you'll have to make do with lower tier units. While very little of the heroes are unusable, you'll have to deal with this summoning unpredictability for the rest of the Jump. Assuming you aren't the summoner, then a similar set of unfortunate circumstances will befall you as you try to train up recruits or force Heroes into your service. Good help will just be so hard to find, so you'll just have to make do.

One Star Unit – 200 CP

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

You Killed Me – 200 CP

Jumper's past is somewhat tumultuous, isn't it? The things you did last time you were here in this corner of the multiverse... Well, it left a bad impression. A number of Heroes, some powerful, some not, have taken to holding a grudge against you. It doesn't actually matter if you've been to their world before or not, Askr has a casual disrespect for time that makes that irrelevant. These Heroes, should you summon them, will start causing trouble and disobeying you. They won't try to kill you, but they'll be a headache to deal with. Those who you've had grudges with won't exactly get over their grudge, either. You can try to talk them around, but that involves talking to them without them spewing metaphorical or literal fire at you. And even if you do manage it, any other version of them you run into would happily jump ship to Embla just to spite you.

No Memory, No Skill – 200 CP (Cannot be taken on First Jump)

You don't recall anything about your past other than your time here on Zenith. This may not seem like much of a problem, but this will lead to some kerfuffle with your powers and trying to figure out how to use them again. Should you be a Drop-In, this will leave you with no memory at all, so I don't recommend taking it as one of them. The worst part about this is probably your complete and utter lack of anything even approaching a combat ready skill. Sure, sure, you might have the power to cast magic that could crush mountains – but you don't remember how to cast magic.

Loss of a Friend – 200 CP (Cannot be taken by Drop-In)

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

Only One Weapon Type/Staves Only – 200/300 CP

Swords? Axes? Lances? Magic? Arrows? Bows? Throwing knives and shuriken? Typically you could be allowed to use more than one kind of weapon, but now you can only use ONE type of weapon from the mentioned weapon types. You just can't seem to be able to use any other weapon type. Other weapons will break in your hands and you'll miss all the time. And no amount of training in them will help you improve, either. Don't be coy in thinking if you selected magic, you can use a magic sword to bypass this limitation. You'll be just as bad swinging the magic sword as with any other sword. You'll just be flinging spells. But if you select swords, then you can use a magic sword, as it is still technically a sword. Although you can use both throwing knives and shuriken at the same time if you select them. For an extra **+100 CP**, you can instead be locked into using Healing Staves, which outside of a few exceptions are the worst weapons you could use. Great for healing obviously, and usually comes with a few minor hexes, but shit for dealing actual damage.

Past Enemy Summoner – 200/300 CP (Cannot be taken on First Jump)

The Emblan Empire has been to countless worlds, and their ability to place warriors under contract is powerful. However, unlike the Askr Kingdom, they don't have a summoner and must resort to trickery to get Heroes to obey them. Or at least, they didn't. At the same time you arrive, a ritual most foul will be performed deep inside Embla's castle, and a man... woman... person in a black and gold robe will arrive. Combined with access to other worlds, a side effect of your otherworldly nature, they will quickly begin to summon foes from your past to do battle with you. Thankfully they lack the means to force this issue without Askr opening more portals, so the strength of their summoned slaves will both be random and mostly reasonable. For an extra **+100 CP** however, they seem to either have a massive stockpile of Orbs or have reverse engineered part of the summoning ritual, because they'll be summoning stronger and stronger foes, the true villains and final bosses if you will.

Lunatic Mode – 300 CP

A dedicated gamer may consider Phoenix to be cheating, but this? This is lunacy. It always has been, and it always will be. Your enemies, whoever they may be, are granted a ridiculous amount of power by this choice – their bodies are tougher, their tactics more brutal, and they are simply more clever in their execution of your execution. You'll need to really buckle down on the tactics to deal with this, and you'll need to double down once they start figuring out your tactics, something they seem to be doing far faster than they ought to. I suppose I should say that this is a fair kind of unfair, because there is a pathway to walk through this even with the worst of the one-star units, but that path is so thin that it might as well not exist. A single mistake, a single slip up... And you'll lose everything.

Permadeath – 300 CP

Due to the nature of the Heroes that have been summoned, it becomes a simple matter to revive them after the battle is over. They'll still feel pain but death in battle doesn't mean the end for them, typically. You won't have that luxury. Any method you have that can cheat death doesn't work, which also applies to you and your companions. If they fall in battle, your companions will respawn once you leave the World of Zenith and go to the next Jump, but everyone else is out of luck.

No Dodging – 300 CP

You can't dodge. Ever. You can maneuver yourself in a position where you can avoid people attacking you, but if someone launches a spell in your direction or shoots arrows at you, prepare to get hit no matter how hard you try to dodge. Maybe an invisible force grips you, maybe, somehow, the spell bends to hit you. Maybe you just have poor luck with arrows. This could be... unfortunate, if you find yourself stuck on the battlefield and you happen to be terrible at tactics.

Emblian Blood – 300 CP

Tell me something, have you ever been so murderously angry that you tried to murder your best friend, not because they were at fault, but because they were within easy strangling distance? Would you like to? There are many benefits to having the blood of dragons within you, but there are downsides as well, such as a penchant for possession. You suffer from something similar, the whims and hate of a distant ancestor of yours – probably but not necessarily a dragon – that whispers into the back of your mind and gives you a compulsion to kill those around you. Resisting is possible, but extremely painful as your blood slowly begins to boil, both with their rage and literally. If you are a member of the royal family, this will automatically target the opposing one with only the occasional lashing out at those unrelated. If you are not, then it simply targets everyone around you with relative impunity. You may not be a Fallen Hero, but if you are not careful, then you will quickly become one.



Ending

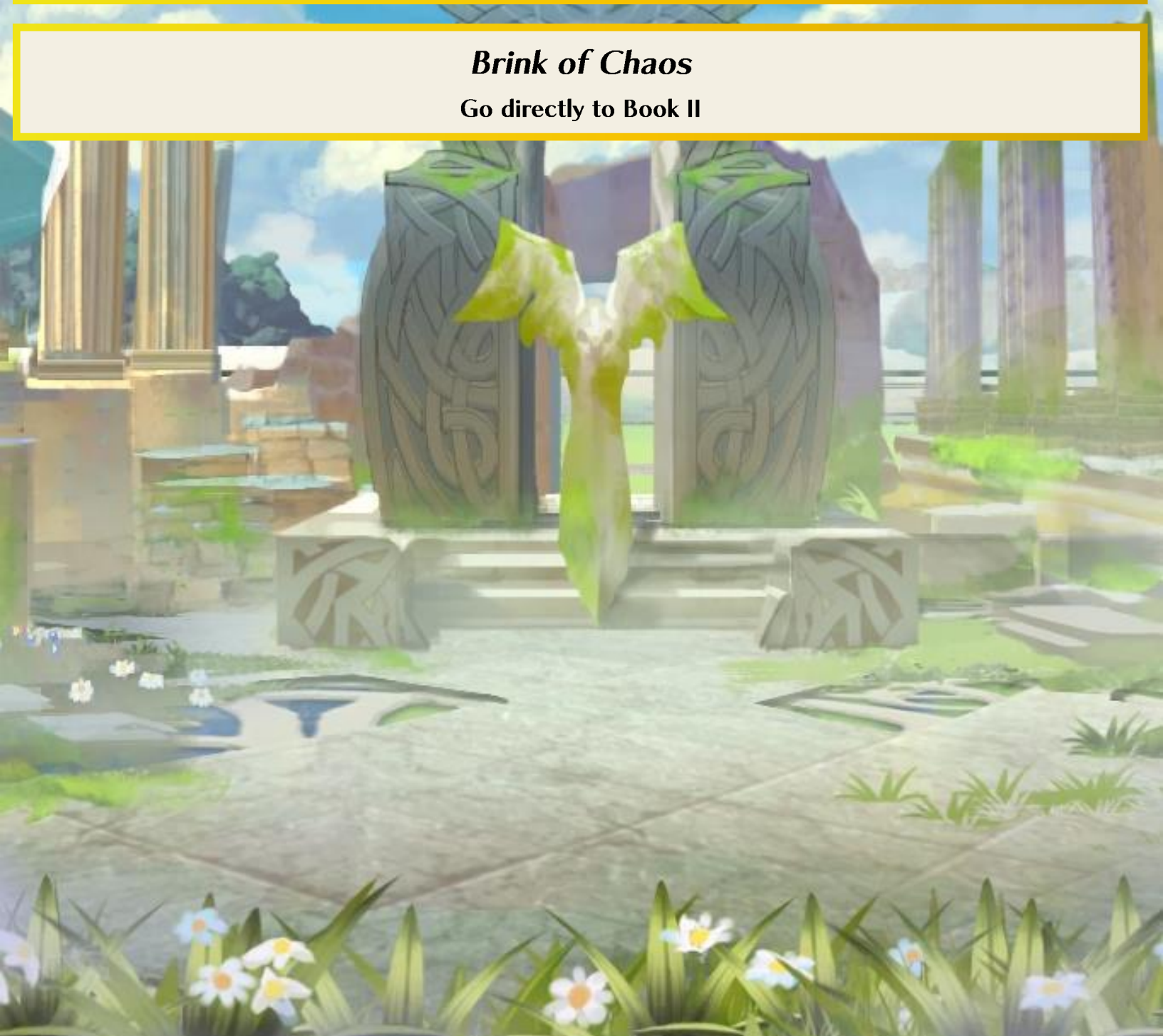
Go Home

Stay Here

Move On

Brink of Chaos

Go directly to Book II



Notes

Q – Hey, what about the—

A – NO BABY REALM. Absolutely not. Forbidden.

Q – Are both OC Companions discounted?

A – Yes

Q – How do I summon in future Jumps?

A – Buy Breidablik and Vaskrheim. They combine to basically work on game mechanics.

Q – When does Brink of Chaos kick in?

A – At least one year into the Jump, and after the plot of Book I is concluded

